

Shikirr

Thri-Kreen Battlemind (Quick, Defender) – Wilder
Level 1 **XP 0** (Next Level at 1,000)

| <i>Abilities</i> | | | <i>Defenses</i> | <i>Movement</i> |
|------------------|------------|----|------------------|-------------------------|
| 10 | Str | +0 | Fortitude | Initiative |
| 18 | Con | +4 | 14 | +1 |
| 12 | Dex | +1 | Reflex | Speed |
| 8 | Int | -1 | 11 | 6 |
| 16 | Wis | +3 | Will | Special Movement |
| 11 | Cha | +0 | 15 | Action Points |
| | | | AC | |
| | | | 17 | |

Condition

| | | | |
|-------------------|-----------------|--------------------|-----------------------|
| HP | Bloodied | Surge Value | Surges per Day |
| 33 | 16 | 8 | 13 |
| Current HP | | Surges Used | |

Temp HP

Current Conditions & Effects

Saving Throws

Resistances

Senses

| | | | |
|-----------------------|-------------------|---------------|------------------|
| Passive | Passive | Vision | Languages |
| Insight | Perception | Low-light | Common |
| 13 | 13 | | Thri-Kreen |
| Special Senses | | | |

Power Points

2

Racial Traits

Multiple Arms: Once per turn, you can draw or sheathe a weapon (or retrieve or stow an item stored on your person) as a free action instead of a minor action.

Natural Jumper: A thri-kreen is always considered to have a running start when jumping.

Torpor: Rather than sleep, thri-kreen enter a torpid state. In this state, you remain aware of your surroundings, and you require only 4 hours of torpor (rather than 6 hours of sleep) to gain the benefit of an extended rest.

Thri-Kreen Claws: You have the *Thri-Kreen Claws* power.

Class Features

Armor Proficiencies: cloth, leather, hide, chainmail, scale; heavy shields, light shields

Weapon Proficiencies: simple melee, military melee, simple ranged

Psionic Augmentation: You start with 2 power points. You can use your power points to augment any augmentable power you have, regardless of how you gained the power.

Psionic Defense: You gain the *Battlemind's Demand*, *Blurred Step*, and *Mind Spike* powers.

Speed of Thought: You gain the *Speed of Thought* power.

Player:

RPGA/DCI Number:

DM:



Skills

| | |
|----------------------|----|
| Acrobatics | +1 |
| Arcana | -1 |
| Athletics | +7 |
| Bluff | +0 |
| Diplomacy | +0 |
| Dungeoneering | +3 |
| Endurance | +9 |
| Heal | +3 |
| History | -1 |
| Insight | +3 |
| Intimidate | +5 |
| Nature | +5 |
| Perception | +3 |
| Religion | -1 |
| Stealth | +1 |
| Streetwise | +0 |
| Thievery | +1 |

Action Index

Move:

Minor:

Battlemind's Demand
Thri-Kreen Claws

Standard:

Allies to Enemies
Bull's Strength
Psionic Surge
Twisted Eye

Immediate:

Mind Spike

Free:

Blurred Step
Speed of Thought

Feats

Melee Training: When you make a melee basic attack using a weapon you are proficient with, you can use Constitution instead of Strength for the attack roll and the damage roll.

Gear

Armor:

mekillot scale armor
(+7;-1;heavy)

Weapons:

stone trikal
(+2;1d10;-;axe, polearm;
reach, two-handed)
bone wrist razors
(+3;1d4;-;light-blade;off-
hand)

Implements:

Other:

Magic Items:

Treasure:

Shikirr

Player:

Appearance & Mannerisms

| Size | Sex | Height | Weight | Age |
|--------|------|--------|--------|-----|
| Medium | Male | | | |

| Alignment | Deity |
|-----------|-------|
| Unaligned | |

Notes

Shikirr has strange orangish markings covering most of his head and fore-limbs, an unusual but not unique trait in Thri-Kreen. One of his four arms was badly mangled in his escape from slavery, but it does not deter his ability to capably fight. He wields a trikal, a three-bladed polearm similar to a halberd.

Campaign & Session Log

Personality

| Social Interactions | Decision Points | Dire Straights |
|---------------------|-----------------|----------------|
| Loyal | Anxious | Persistent |

Background

Shikirr was separated from his clutch by human slavers at a young age, but escaped from the city-state of Nibenay in central Tyr. After his escape, he returned to his tribe's lands only to find no trace of the other thri-kreen. Undeterred, Shikirr set out in search of his tribe, but was captured by slavers near Tyr.

Companions and Allies

Player:

Basic Attacks

⚔ Trikal (standard; at-will) – Weapon

You resort to the simple attack you learned when you first picked up a melee weapon.

Melee 2 (one creature): +6 vs. AC

Hit: 1d10 + 4 damage.

⚔ Wrist Razors (standard; at-will) – Weapon

You resort to the simple attack you learned when you first picked up a melee weapon.

Melee 1 (one creature): +7 vs. AC

Hit: 1d4 + 4 damage.

At-Will

⬅ Battlemind's Demand (minor; at-will) – Augmentable, Psionic

You draw your foe's concentration, taunting the foe to strike at you.

Close Burst 3 (one creature in burst)

Effect: You mark the target until you use this power again or until the end of the encounter.

Augment 1 Effect: Target becomes one or two creatures in burst.

Blurred Step (free; at-will) – Psionic

You bend reality with the power of your mind, flashing across the space between you and your enemy.

Personal

Trigger: An adjacent enemy marked by you shifts.

Effect: You shift 1 square.

Special: You can use this power only once per turn.

⬇ Bull's Strength (standard; at-will) – Augmentable, Psionic, Weapon

You slam your foe back as if it were a puny goblin. By enhancing your strength further, you can reach enemies farther away or even swat multiple foes.

Melee 2 (one creature): +6 vs. AC

Hit: 1d10 + 4 damage, and you push the target 1 square.

Augment 1 Special: Your reach increases by 1 for this attack.

Augment 2 Effect: attack becomes close blast 3 and target becomes each enemy you can see in the blast.

⬇ Mind Spike (immediate reaction; at-will) – Force, Psionic, Psychic

You force your enemy to feel the pain that it inflicts on your friend.

Trigger: An adjacent enemy marked by you deals damage to your ally with an attack that doesn't include you as a target.

Melee 1 (the triggering enemy)

Effect: The target takes force and psychic damage equal to the damage that its attack dealt to your ally.

⬇ Twisted Eye (standard; at-will) – Augmentable, Psionic, Weapon

You flood the mind of your foe with psionic energy, befuddling its vision and distorting its perception of nearby threats. By increasing the flood to a torrent, you can blind the foe completely.

Melee 2 (one creature): +6 vs. AC

Hit: 1d10 + 4 damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to the number of your allies adjacent to it.

Augment 1 Special: When making an opportunity attack, you can use this power in place of a melee basic attack.

Augment 2 Hit: 1d10 + 4 damage, and the target is blinded until the end of your next turn.

Encounter

⚡ Psychic Surge (standard; encounter) – Implement, Psionic, Psychic

You unleash a psychic shock wave at your enemy, hoping to harness its energy on your next attack.

Ranged 10 (one creature): +4 vs. Reflex

Hit: 1d8 + 4 psychic damage, and your attacks against the target before the end of your next turn can score a critical hit on a roll of 18-20.

Speed of Thought (free; encounter) – Psionic

You move in the blink of an eye, reaching your foes before they can draw their weapons.

Personal

Trigger: You roll initiative.

Effect: You move 3 squares.

Special: You can use this power even if you're surprised.

⬇ Thri-Kreen Claws (minor; encounter) –

You quickly lash out with all your claws, tearing at nearby enemies.

Melee 1 (one, two, or three enemies): +6 vs. AC

Hit: 1d8 + 3 damage. You gain a bonus to the damage roll equal to the number of targets.

Daily

⬇ Allies to Enemies (standard; daily) – Charm, Psionic, Psychic, Weapon

Your attack rattles your foe with a vision of its allies betraying it. The foe lashes out at a companion before realizing its mistake.

Melee 2 (one creature) +6 vs. AC

Hit: 2d10 + 4 psychic damage, and the target makes a melee basic attack as a free action against a creature of your choice.

Miss: Half damage.

Utility

Shikirr

Player:

Magic Items

Rituals