

Jarvix

Tiefling Psion (Telepathic, Controller) – Veiled Alliance

Level 3 XP 2,250 (Next Level at 3,750)

Player:

RPGA/DCI Number:

DM:

Abilities			Defenses	Movement
11	Str	+1	Fortitude	Initiative
10	Con	+1	11	+1
10	Dex	+1	Reflex	Speed
20	Int	+6	16	6
8	Wis	+0	Will	Special Movement
16	Cha	+4	16	
			AC	Action Points
			16	

Condition

HP	Bloodied	Surge Value	Surges per Day
30	15	7	6
Current HP		Surges Used	

Temp HP

Current Conditions & Effects

Saving Throws

Resistances

Resist Fire 5

Power Points

4

Senses

Passive	Passive	Vision	Languages
Insight	Perception	low-light	Common
10	15		Giant
Special Senses			

Racial Traits

Bloodhunt: You gain a +1 racial bonus to attack rolls against bloodied foes.

Fire Resistance: You have resist fire 5 + ½ your level.

Infernal Wrath: You can use *Infernal Wrath* as an encounter power.

Class Features

Armor Proficiencies: cloth

Weapon Proficiencies: simple melee, simple ranged

Implement Proficiencies: orbs, staves

Telepathic Focus: You gain the powers *Distract* and *Send Thoughts*.

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.

Ritual Casting: You gain the *Ritual Caster* feat as a bonus feat.



Skills

Acrobatics	+1
Arcana	+6
Athletics	+1
Bluff	+11
Diplomacy	+9
Dungeoneering	+0
Endurance	+1
Heal	+0
History	+6
Insight	+0
Intimidate	+9
Nature	+0
Perception	+5
Religion	+6
Stealth	+3
Streetwise	+4
Thievery	+1

Action Index

Move:

Minor:

Distract

Standard:

Dishearten

Excise from Sight

Mental Trauma

Mind Thrust

Immediate:

Free:

Infernal Wrath

Send Thoughts

Feats

Discipline Adept: You can use each power granted by your Discipline Focus twice per encounter.

Exchange Power: When you use send thoughts to deliver a message to an ally who has power points, you can lose 1 power point to allow that ally to regain 1 power point.

Ritual Caster: You can master and perform rituals of your level or lower.

Gear

Armor:

cloth

(-;-;-;light)

Weapons:

bronze dagger

(+3;1d4;5/10;light-

blade;off-hand, light-

Implements:

orb

Other:

Magic Items:

Treasure:

Player:

Appearance & Mannerisms

Size	Sex	Height	Weight	Age
Medium	Male			

Alignment	Deity
Unaligned	

Notes

Jarvix, unlike most other tieflings, only has a single horn. Perhaps this cosmetic flaw has something to do with his mental acuity as well. He wears a cowled cape to cover his deformity and the people of Athas, used to such extremes, seem to pay it no mind, even though he is gravely concerned about his appearance.

Campaign & Session Log

Personality

Social Interactions	Decision Points	Dire Straights
Vain	Paranoid	Inspiring

Background

Jarvix was orphaned at a young age, but exhibited affinity towards the Way (psionics). His strong mental abilities caused him to manifest fits of rage and depression, making him anti-social and ultimately resulting in his enslavement. He was freed from slavery when the sorcerer-king Kalak fell and drifted for a time in the streets of Tyr until his telepathy helped him stumble into the mind of a passing old sage. The sage was a member of the Veiled Alliance, and with all his courage, Jarvix approached him. He demonstrated his talents and the old man recognized the potential service he could provide the Veiled Alliance. Since that time, he has used his telepathy to seek out new recruits from the Alliance, and discovered Barcan while doing so.

Companions and Allies

Player:

Basic Attacks

④ Dagger (standard; at-will) – Weapon

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

Melee 1 (one creature): +5 vs. AC

Hit: 1d4 + 1 damage.

⑦ Dagger (standard; at-will) – Weapon

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

Ranged 5/10 (one creature): +5 vs. Reflex

Hit: 1d4 + 1 damage.

⑦ Mind Thrust

Special: You can use the Mind Thrust power unaugmented as a ranged basic attack.

At-Will

✧ Betrayal (standard; at-will) – Augmentable, Charm, Implement, Psionic

You weaken your foe's sense of self and force it to betray a comrade.

Ranged 10 (one enemy): +8 vs. Will

Hit: You slide the target 1 square to a square adjacent to an enemy. The target then makes a melee basic attack as a free action against that enemy, with a +4 bonus to the attack roll.

Augment 1 Hit: As unaugmented, and the target gains a +4 bonus to the damage roll.

Augment 2 Hit: You slide the target 4 to a square adjacent to an enemy. The target then makes a melee basic attack as a free action against that enemy, with a +4 bonus to the attack roll and the damage roll. The target is also dazed until the end of your next turn.

✧ Dishearten (standard; at-will) – Augmentable, Implement, Psionic, Psychic

You insert thoughts of defeat into your foes' minds, sapping their will to fight.

Area Burst 1 in 10 squares (each creature in burst): +7 vs. Will

Hit: 1d6 + 6 psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Augment 1 Hit: As unaugmented, and the target cannot make opportunity attacks until the end of your next turn.

Augment 2 Hit: 2d6 + 6 psychic damage, and the target takes a -3 penalty to attack rolls until the end of your next turn.

✧ Mind Thrust (standard; at-will) – Augmentable, Implement, Psionic, Psychic

You unleash a psychic assault on your foe's mental pathways. You can increase the assault's intensity to weaken your foe's defenses.

Ranged 10 (one creature): +7 vs. Will

Hit: 1d10 + 6 psychic damage.

Augment 1 Hit: As unaugmented, and the target takes a -3 penalty to Will until the end of your next turn.

Augment 2 Hit: 2d10 + 6 psychic damage, and the target takes a -3 penalty to all defenses until the end of your next turn.

Encounter

✧ Distract (minor; encounter) – Psionic

Your mental barrage momentarily confuses an enemy.

Ranged 10 (one creature)

Effect: The target grants combat advantage to the next creature that attacks it before the end of your next turn.

✧ Excise from Sight (standard; encounter) – Arcane, Implement, Psychic

Magic removes all evidence from your foe's senses that you or one of your allies exists.

Ranged 10 (one creature): +7 vs. Will

Special: You can spend a minor action when you use this power to enhance it. If you do so, you can also slide the target 1 square on a hit.

Hit: 1d10 + 8 psychic damage, and you or one ally within 10 squares of you becomes invisible to the target until the end of your next turn.

✧ Infernal Wrath (free; encounter) – Fire

You call upon the hellfire burning in your soul to punish your enemy.

Close Burst 10 (the triggering enemy in the burst)

Trigger: An enemy within 10 squares of you hits you.

Effect: The target takes 1d6 + 6 damage.

✧ Send Thoughts (free; encounter) – Psionic

You communicate telepathically with a creature.

Ranged 20 (one creature that shares a language with you)

Effect: You send a mental message of 25 words or fewer to the target. The target can respond in kind as a free action.

Daily

✧ Mental Trauma (standard; daily) – Implement, Psionic, Psychic

You assault your enemy with a psychic bolt, impairing its ability to withstand further assaults on its mind.

Ranged 20 (one creature): +7 vs. Will

Hit: 3d8 + 6 psychic damage.

Miss: Half damage.

Effect: The target gains vulnerable 5 psychic (save ends).

Utility

✧ Skill Empowerment (minor; daily) – Psionic

You send currents of energy into your ally's mind and body, empowering your comrade to achieve exceptional deeds.

Ranged 10 (one ally)

Effect: Choose a skill. The target gains a +3 power bonus to checks using that skill until the end of the encounter.

Player:

Rituals

Comrades' Succor

Ritual participants share their vitality and luck with one another.

Level: 1

Category: restoration

Time: 5 minutes

Duration: Instantaneous

Component Cost: 10gp

Key Skill: Heal (no check)

Effect: While performing this ritual, you and up to 5 participants in the ritual can choose to lose any number of healing surges and select another participant to gain an equal number of healing surges. No participant can have more healing surges than his or her daily maximum. Additionally, you or one participant must lose 1 healing surge when performing this ritual.

Create Campsite

A crackling fire, a hot meal, and a warm bedroll await you after a long day of adventuring.

Level: 1

Category: exploration

Time: 10 minutes

Duration: 8 hours

Component Cost: 15gp

Key Skill: Nature

Effect: You summon hundreds of diminutive nature spirits to assemble a campsite in a 5-square radius around you. The spirits clear the area, set up tents, unroll bedrolls, gather water, and prepare a nourishing meal. They also conceal the campsite, with your Nature check result serving as the DC for Perception checks to notice the hidden camp.

The spirits utilize your and your allies' gear to make the campsite. If you and your allies lack the appropriate gear, the spirits gather raw materials from the environment to make the campsite.

At the end of the ritual's duration, the spirits break down the campsite, pack up your gear, and restore the site to its original state, removing evidence that you and your allies camped there.

Magic Items

Jarvix

Player: