

# Shikirr

**Thri-Kreen Battlemind** (Quick, Defender) – Wilder  
**Level 2** XP 1,000 (Next Level at 2,250)

<i>Abilities</i>			<i>Defenses</i>	<i>Movement</i>
10	Str	+1	Fortitude	Initiative
18	Con	+5	15	+2
12	Dex	+2	Reflex	Speed
8	Int	+0	12	6
16	Wis	+4	Will	Special Movement
11	Cha	+1	16	Action Points
			AC	
			18	

## Condition

HP	Bloodied	Surge Value	Surges per Day
39	19	9	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	+2
Arcana	+0
Athletics	+9
Bluff	+1
Diplomacy	+1
Dungeoneering	+4
Endurance	+10
Heal	+4
History	+0
Insight	+4
Intimidate	+6
Nature	+6
Perception	+4
Religion	+0
Stealth	+2
Streetwise	+1
Thievery	+2

## Action Index

Move:

Minor:

Battlemind's Demand  
Thri-Kreen Claws  
Wilder's Armor

Standard:

Allies to Enemies  
Bull's Strength  
Psychic 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.

**Sure Climber:** A successful Athletics check allows you to climb at your normal speed, rather than half speed. You also gain a +1 feat bonus to Athletics checks.

## 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): +8 vs. AC*

*Hit: 1d10 + 5 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): +9 vs. AC*

*Hit: 1d4 + 5 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): +8 vs. AC*

*Hit: 1d10 + 5 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): +8 vs. AC*

*Hit: 1d10 + 5 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 + 5 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): +6 vs. Reflex*

*Hit: 1d8 + 5 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): +8 vs. AC*

*Hit: 1d8 + 4 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) +8 vs. AC*

*Hit: 2d10 + 5 psychic damage, and the target makes a melee basic attack as a free action against a creature of your choice.*

*Miss: Half damage.*

## Utility

### Wilder's Armor (minor; encounter) – Psionic

*You instinctually reinforce your skin with psionic plates as strong as chitin.*

*Personal*

*Effect: You gain a +2 power bonus to all defenses until the end of your next turn. If you score a critical hit before the end of your next turn, you also gain 9 temporary hit points.*

**Shikirr**

Player:

***Magic Items***

***Rituals***