

Shikirr

Thri-Kreen Battlemind (Quick, Defender) – Wilder
Level 3 XP 2,250 (Next Level at 3,750)

<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
45	22	11	13
Current HP		Surges Used	

Temp HP

Current Conditions & Effects

Saving Throws

Resistances

Senses

Passive	Passive	Vision	Languages
Insight	Perception	Low-light	Common
14	14		Thri-Kreen

Special Senses

Power Points

4

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
Mist Weapon
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.

⚔ Mist Weapon (standard; at-will) – Augmentable, Psionic, Weapon

Your weapon transforms into mist, allowing your strikes to slide through armor, flesh, and ghostly essence. By adjusting the mist's consistency, you can force ghostly creatures to become material.

Melee 2 (one creature) +8 vs. AC

Hit: 1d10 + 5 damage

Augment 1 Hit: As unaugmented, and if the target is insubstantial, it doesn't benefit from that quality against this attack and it takes 4 extra damage.

Augment 2 Hit: 2d10 + 5 damage, and the target doesn't benefit from being insubstantial until the end of your next turn.

⚔ 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