

### HERETUS

MALE TIEFLING PSION / LEVEL 1 / UNALIGNED

"Your mind is an imperfect wall. Watch as I make it crumble."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 10	+0	AC 15	-1	ARCANA +10
CON 11	+0	FORT 11	SPEED (In squares) 6	BLUFF +10
DEX 8	-1	REF 15	VISION low-light	HISTORY +10
INT 20	+5	WILL 16	LANGUAGES Common, Deep Speech	INTIMIDATE +8
WIS 10	+0		SENSES Passive Insight 10, Passive Perception 10	
CHA 16	+3			

HIT POINTS (Bloodied 11) 23

ACTION POINT

SECOND WIND

HEALING SURGES

value 5

EQUIPMENT

Mace  
Cloth armor  
Orb

Adventurer's kit  
64 gold pieces

OTHER EQUIPMENT

#### Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires mace; +2 vs. AC; 1d8 damage.

#### Ranged Basic Attack

Standard / Ranged 10 / At-Will

See *mind thrust* below.

#### Mind Thrust

Standard / Ranged 10 / At-Will

+5 vs. Will; 1d10 + 5 psychic damage. You can this power unaugmented as a ranged basic attack. **Augment 1:** Target hit takes a -3 penalty to Will defense until the end of your next turn. **Augment 2:** Target hit takes a -3 penalty to all defenses until the end of your next turn.

#### Memory Hole

Standard / Ranged 10 / At-Will

+5 vs. Will; 1d6 + 5 psychic damage and you become invisible to the target until the start of your next turn. **Augment 1:** Deal 1d6 + 5 psychic damage and you become invisible to the target until the end of your next turn. **Augment 2:** Deal 2d6 + 5 psychic damage and you become invisible to the target until the start of your next turn.

#### Infernal Wrath

Minor / Personal / Encounter

You gain a +1 power bonus to the next attack roll against an enemy that hit you since your last turn. If you hit and deal damage, deal 3 extra damage.

#### Distract

Minor / Ranged 10 / Encounter

Target 1 creature; the target grants combat advantage to the next creature that attacks it before the end of your next turn.

#### Send Thoughts

Free / Ranged 20 / Encounter

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

#### Ravering Thought

Standard / Ranged 10 / Daily

+5 vs. Will; 2d6 + 5 psychic damage and ongoing 5 psychic damage (save ends). **Miss:** Half damage and ongoing 3 psychic damage (save ends). **Effect:** Make a secondary attack against an enemy adjacent to the target; +5 vs. Will; 1d6 + 5 psychic damage and ongoing 5 psychic damage (save ends).

#### OTHER ABILITIES\*

##### Feats:

Ritual Caster (Comprehend Language), Scion of the Gods (already applied).

##### Fire Resistance:

Gain resist 5 fire.

##### Bloodhunt:

Gain a +1 bonus on attacks against bloodied enemies.

\* Some character options not present on character sheet for brevity.