

# Kheldar Elloran

Deva Psion / Level 8 / Good

11	Strength	0	4
	Athletics		4
10	Constitution	0	4
	Endurance		9 (15)
10	Dexterity	0	4
	Acrobatics		4
	Stealth		4
	Thievery		4
22	Intelligence	6	10
	Arcana	✓	15
	History	✓	17
	Religion	✓	17
10	Wisdom	0	4
	Dungeoneering	✓	9
	Heal		4
	Insight		4
	Nature		4
	Perception		4
16	Charisma	3	7
	Bluff	✓	12
	Diplomacy		7
	Intimidate		7
	Streetwise		7

4 Init 6 Speed

24 Armor Class

+1 vs. bloodied creatures

16 Fortitude

+1 vs. bloodied creatures

22 Reflex

+1 vs. bloodied creatures

21 Will

+1 vs. bloodied creatures

Vision

Normal

Languages

Common, Draconic, Elven

Equipment

Leather Armor of Resistance +2, Orb of Mental Constitution +2, Amulet of Protection +2, Ritual Book, Adventurer's Kit



Hit Points (Bloodied 25 ) Power Points

50 6

Healing Surges (Value 12) Resist 9 necrotic, 9 radiant, 5 psychic



Action Point

Death Saves



➤ Memory Hole At-Will

**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** +13 vs Will  
**Hit:** 1d6+9 dmg, and you become invisible to the target until the start of your next turn.  
**Crit:** +2d6 dmg  
**Aug 1:** As above, but the invisibility lasts until the end of your next turn.  
**Aug 2:** (Area burst 1 within 10 squares; each creature in the burst) 2d6 + 9 damage, and you become invisible to the target until the start of your next turn.

➤ Mind Break At-Will

**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** +13 vs Will  
**Hit:** 1d8+9 dmg, and the target gains vulnerability 3 to psychic damage equal until the end of your next turn.  
**Crit:** +2d6 dmg  
**Aug 1:** As above, but target gains vulnerability 5. Target loses resist psychic damage until the end of your next turn.  
**Aug 2:** 2d8+9 damage, and the target gains vulnerability 8 to psychic damage until the end of your next turn.

➤ Betrayal At-Will

**Standard Action** Ranged 10  
**Target:** One enemy  
**Attack:** +13 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 +3 bonus to the attack roll.  
**Aug 1:** As above, and the target gains a +3 bonus to the damage roll.  
**Aug 2:** You slide the target a 3 squares to a square adjacent to an enemy. The target then makes a melee basic attack as a free action against that enemy, with a +3 bonus to the attack roll and the damage roll. The target is also dazed until the end of your next turn.

⬅ Beguiling Strands Encounter

**Standard Action** Close burst 5  
**Target:** Each enemy in the burst  
**Attack:** +13 vs Will  
**Hit:** 6 dmg, and you push the target up to 3 squares.  
**Crit:** +2d6 dmg

Memory of a Thousand Lifetimes Encounter

**No Action** Personal  
**Trigger:** You make an attack roll, a saving throw, a skill check, or an ability check and dislike the result  
**Effect:** You add 1d6 to the triggering roll.

➤ Ravening Thought Daily

**Standard Action** Ranged 20  
**Primary Target:** One creature  
**Primary Attack:** +13 vs Will  
**Hit:** 2d6+9 dmg, and ongoing 5 psychic damage (save ends).  
**Crit:** +2d6 dmg  
**Miss:** Half damage, and ongoing 3 psychic damage (save ends).  
**Effect:** Make a secondary attack.  
**Secondary Target:** Each enemy adjacent to the primary target  
**Secondary Attack:** +13 vs Will  
**Hit:** 1d6 + 9 dmg, and ongoing 5 psychic damage (save ends).

⚡ Hypnotic Pulse Daily

**Standard Action** Area burst 1 in 10  
**Target:** Each enemy in the burst  
**Attack:** +13 vs Will  
**Hit:** 2d6+9 dmg, and the target is dazed (save ends).  
**Crit:** +2d6 dmg  
**Miss:** The target is dazed until the end of your next turn.

Distract Encounter

**Minor Action** Ranged 10  
**Target:** One creature  
**Effect:** The target grants combat advantage to the next creature that attacks it before the end of your next turn.

Send Thoughts Encounter

**Free Action** Ranged 20  
**Target:** 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.

Second Wind Encounter

**Standard Action** Personal  
**Effect:** You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

Orb of Mental Constitution +2 Encounter

**Immediate Interrupt**  
**Trigger:** An enemy attack targets your AC or Fortitude.  
**Effect:** The attack instead targets your Will.  
**Aug 1:** You gain a +4 bonus to Will until the end of your next turn.

Mind Shroud Encounter

**Minor Action** Personal  
**Effect:** Until the end of your next turn, you have superior cover and you are slowed.

Shared Recovery Encounter

**Free Action** Personal  
**Trigger:** An ally within 5 squares of you regains hit points or succeeds on a saving throw  
**Effect:** You gain 12 temporary hit points.

**Autohypnosis:** While you are not bloodied, when you would make an Endurance check, you can make an Arcana check instead.

**Astral Majesty:** You have a +1 bonus to all defenses against attacks made by bloodied creatures.