

# Vop, the Godslayer Kobold Battlemind

Paragon Path: Eternal Blade



Level 13  
PPs: 9



## Minor:

**Battlemind's Demand** (*At-Will; Close Burst 3*) You mark one creature in burst until the end of encounter or until you use this power again.

**Augment 1:** One or two creatures.

**Shifty** (*At-Will*) You shift 2 squares.

**Arcane Senses** (*Encounter*) You make an Arcana check and learn the number of fey, shadow and elemental creatures within a number of squares equal to the check result. You don't learn locations, but learn a separate count for each type.

**Winged Weapon** (*Encounter*) The next melee attack you make before the end of your turn with your melee weapon becomes a ranged attack with a range of 10.

**Blade Guide** (*Encounter; Close Burst 10*)

**Target:** Nearest enemy in burst.

**Effect:** Until end of the encounter, you gain a +2 to OAs against it and you gain CA against it while the only creature adjacent to it.

**Augment 1:** You regain use of this power if the target is reduced to 0 HP.

## Standard:

**Melee Basic Attack** (*At-Will*)

+17 vs. AC; 1d10+10 b2 lightning.

**Miss:** 5 damage. **Crit:** 20+3d6 lightning

**Psionic Speed** (*At-Will; Melee*)

One, two or three creatures  
+17 vs. AC; 1d10+5 b2 and you mark the target until end of your next turn.

**Augment 1: Effect:** After the first and second attack, you shift 2 squares to be adjacent to the next target.

**Augment 2:** 1d10+10 b2. **Effect:** You mark the target until the end of your next turn.

**Mind Snare** (*At-Will; Melee*)

+17 vs. AC; 1d10+10 b2 and one ally within 5 squares becomes invisible to the target until it is adjacent or until the end of your next turn.

**Augment 1:** Invisibility is not ended by being adjacent to the enemy.

**Augment 2:** 2d10+10 b2 and until end of your next turn, all allies are invisible to target unless adjacent to it.

**Eternal Vigilance** (*Encounter; Melee*)

+17 vs. AC; 1d10+10 b2 and the target provokes OAs from you if it shifts before the end of your next turn.

**Augment 2:** 2d10+10 b2 and the target provokes OAs from you and your allies whenever it shifts or makes close attacks before the end of your next turn.

## Standard, Daily:

**Aspect of Elevated Harmony**

(*Std; Melee*) +17 vs. AC; 2d10+10 b2.

**Miss:** Half damage

**Effect:** You can spend a healing surge. You enter the Aspect of Elevated Harmony until end of the encounter. While in this aspect, your at-wills gain a new augment on top of existing ones:

**Augment 1:** You gain 9 temporary HPs and a creature hit by the attack takes 4 extra damage.

**Nightmare Vortex** (*Std; Close Burst 1*)

+17 vs. AC; 1d10+10 b2 and slide target 1 square.

**Miss:** Half damage

**Effect:** Until end of the encounter, whenever an enemy starts its turn within 3 squares of you, you can slide it 1 square.

**Aspect of Disembodiment** (*Std;*

*Melee*) +17 vs. Fort; 2d10+10 b2 and the target takes a -4 penalty to attacks and saves (*save ends*). The penalty ends if it ends its turn without attacking.

**Miss:** Half damage

**Effect:** You enter the Aspect of Disembodiment until end of the encounter. While in this aspect, your at-wills gain a new augment on top of existing ones:

**Augment 1:** You shift half your speed +1 before or after the attack, even through enemy spaces. One enemy hit by the attack takes 4 extra damage.

**Blade Guide's Counsel** (*Std*) Until your next short rest, you gain training in an untrained skill of your choice.

## Immediate and Other Actions:

### Blurred Step (*Free action 1/turn; At-Will*)

**Trigger:** An adjacent marked enemy shifts.

**Effect:** You shift 2 squares.

### Mind Spike (*Reaction; At-Will; Melee*)

**Trigger:** An adjacent marked enemy hits an ally with an attack not including you. **Effect:** The enemy takes force and psychic damage equal to the damage dealt to your ally.

### Lightning Rush (*Interrupt; At-Will; Melee*)

**Trigger:** An enemy within 5 squares targets an ally with an attack.

**Effect:** Before the attack, you move your speed to a square adjacent to the enemy. +17 vs. AC; 1d10+10 b2.

**Effect:** You lose a standard action next turn.

**Augment 1:** Triggering attack takes a -1 penalty if you hit.

**Augment 2:** 2d10+10 b2 and you become target of the attack.

**Effect:** You get your standard action next turn as normal.

### Battle Resilience (*Free; Encounter*)

**Trigger:** The first time an attack hits or misses you in the encounter.

**Effect:** You gain resist all 10 until the end of your next turn.

### Reactive Surge (*Reaction; Encounter*)

**Trigger:** An attack bloodies you.

**Effect:** You spend a healing surge.

### Wrathful Warrior (*Free when hit by melee or close attack; Encounter*)

Gain 5 temporary HPs.

**Initiative:** +7 (+9 w/ Kozuma)

**APs:**

**Guided Action:** When you spend an AP, you can reroll the next missed attack before the end of your turn.

**AC:** 32

**Fort:** 25    **Ref:** 22    **Will:** 25

+2 all vs. traps, +2 Will vs. illusion,  
+1 AC, Ref when you shift

**HP:** 108                      **Bloody:** 54

**Surge:** 27                      14/day

### Magic Items:

Lightning Craghammer +3  
Wyrmscale Armor +4  
Amulet of Protection +3  
Gauntlets of Blood  
(+2 damage against bloody foes)  
Boots of the Fencing Master  
Amulet of Protection +3  
Iron Armbands of Power  
Belt of Vim  
Cynic's Goggles

### Boots of the Fencing Master

(Minor; Encounter) Shift 3 squares.

**Lightning Weapon** (*Free action when you hit; Daily*) Target and all enemies within 2 squares of the target take 2d6 lightning.

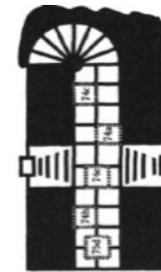


<b>STR:</b>	15	+2/+8
<b>CON:</b>	21	+5/+11
<b>DEX:</b>	13	+1/+7
<b>INT:</b>	9	-1/+5
<b>WIS:</b>	18	+4/+10
<b>CHA:</b>	12	+1/+7



### Feats:

- 1: Mark of Passage
- 2: Wrathful Warrior
- 4: Weapon Expertise (*Hammer*)
- 6: Weapon Proficiency (*Craghammer*)
- 8: Melee Training (*Con*)
- 10: Striking Resurgence  
(*2nd Wind doesn't give defense bonus, instead you get a melee basic attack*)
- 11: Small Warrior's Defense
- 12: Hammer Rhythm



### Skills:

Stealth	+9
Thievery	+9
Endurance	+16
Dungeoneering	+15
Insight	+15
Arcana	+10

Move 5, Normal Vision

**Background:** Lived in Draconic mountain monastery

(*Dungeoneering as class skill*)

**Languages:** Common, Draconic

**Rituals:** Water Walk, Find the Path

**Experience:**

**Next Level:**  
47,000 xp

# Backstory

Yop is a kobold with a dragon living his head.

Yop was trained to be the guardian of the dragon Akhiban. The Akhiban spent centuries studying the psionic arts. In order to delve into the psionic arts, he would enter into a trance-like state, leaving his physical form vulnerable.

To protect his unconscious form, Akhiban recruited a tribe of kobolds to guard him. Yop was one of the elite guards that tended Akhiban's body, and was consequently trained in some of Akhiban's secrets.

The other kobolds of the tribe were in charge of gathering food and treasure as tribute to Akhiban. The representative of the gatherers was a kobold woman named Akastra, and Yop loved her. One year, the kobolds were short on their tribute for their draconic god. To "teach them a lesson", Akhiban ate Akastra instead, and demanded the others bring more food and treasure in the future or be eaten as well.

Yop was heartbroken, and furious at his beloved's murder, but he hid his rage from his draconic master. The next time he was assigned to guard Akhiban's body while he astrally projected, Yop decided to slay the dragon. As he raised his weapon for the death blow, Akhiban awoke. But instead of fighting back, Akhiban let Yop complete the deathblow.

When the other kobolds learned of the crime, they exiled Yop from the tribe. (They would have executed him, but they feared him, for if he could kill their dragon god he must be able to kill any of them as well.) Shortly after leaving the tribe, Yop began to hear a voice in his mind: Akhiban's voice. Since the murder, Yop has been hearing Akhiban more and more. The dead dragon continues to give him advice and guidance, though not always of a friendly nature. Since he began hearing the voice, Yop has noticed his psionic power has vastly increased.

Is the voice just a manifestation of Yop's remorse at slaying his master? Is this some psionic trick or plan? Is this a manifestation of Yop's natural psionic ability? Did he absorb some of Akhiban's essence when he slew him? Or is the dragon living on in Yop's mind somehow? If the dragon lives on in some way, what is his plan or goal? Why didn't Akhiban fight back when Yop slew him? Is there a way to get Yop does not know, but he hopes to seek answers.

-  Door
-  Stairs Up
-  Stairs Down
-  Secret Door
-  Subterranean Passage
-  False Door



## The School of Unmatched Excellence

The masters of this school teach that those who wield psionic power are a superior class of beings. Their inherent superiority gives them the right and even responsibility to assume dominion over their lesser kindred.

### *Tenets:*

-  Psionic users are by their basic nature superior to non-psionic creatures.
-  Therefore, psionic creatures should benevolently guide lesser mortal beings.
-  Nonpsionic creatures should be grateful for the guidance and leadership granted to them by the psionically active.