

DUNGEONS & DRAGONS

ULIETH

MALE ELF RESILIENT BATTLEMIND (WILDER) / LEVEL 1 / UNALIGNED

"You go after the minions. I can take on the big one just fine."

ABILITY SCORES

MOD

STR 10 +0
CON 18 +4
DEX 12 +1
INT 8 -1
WIS 16 +3
CHA 11 +0

DEFENSES

AC 19
FORT 14
REF 11
WILL 15

INITIATIVE

+1

SPEED
(in squares)

6

VISION
low-light

LANGUAGES
Common, Elven

SENSES

Passive Insight 18, Passive Perception 15

TRAINED SKILLS

ARCANA +10
DIPLOMACY +7
DUNGEONEERING +5
INSIGHT +5

HIT POINTS
(Bloodied 16)

33

ACTION
POINT

SECOND
WIND

HEALING
SURGES

value
8

EQUIPMENT

Bone carrikal
Crystal longsword
Mekillot scale armor
Heavy hide shield
Shortbow with
obsidian arrows

OTHER EQUIPMENT

BACKGROUND

Ever since Ulieth was young, he challenged his elders and never gave a care as to what others thought of him. Even among his raiding elven tribe who cared little for outsiders, he was considered a "bad seed." Many in his tribe stayed clear of him though, as strange incidents seemed to surround him, which he later learned was an inner strength calling him to learn the Way (what others know as psionics). Without anyone to teach him to control this energy, he one day unleashed it with deadly results, killing a rival during a heated argument. Exiled from his tribe, a fate worse than death for some, Ulieth found it liberating. Journeying to the Ringing Mountains, he soon found that he could start over again with a new group of outcasts, and joined up with Morg and Pak'cha to see where his legs would next carry him.

APPEARANCE

Ulieth wears his brown hair in a loose knot to keep it from blowing in his face when he runs. He wears heavy scale armor made from a giant lizard-beast known as a mekillot and carries a broad shield. Ulieth has learned how to comfortably distribute the weight of his gear while traveling the wastes. He commonly wields a carrikal, a bone battleaxe that he carved and sharpened from a large creature's jawbone, and also possesses a crystal longsword he took on his last raid with his former tribe.

PERSONALITY TRAITS

Irreverent, focused, self-reliant

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires bone carrikal; +7 vs. AC; 1d10 + 4 damage.

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires crystal longsword; +7 vs. AC; 1d8 + 4 damage.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires shortbow; Ranged 15/30; +3 vs. AC; 1d6 + 1 damage; load free.

Battlemind's Demand

Minor / Close Burst 3 / At-Will

Target 1 creature in burst; you mark the target until you use this power again or until the end of the encounter. **Augment 1:** Target 1 or 2 creatures in burst.

Blurred Step

Opportunity / Personal / At-Will

When an adjacent enemy marked by you shifts, you shift 1 square.

Mind Spike

Immediate Reaction / Melee 1 / At-Will

When an adjacent enemy marked by you deals damage on an attack against an ally and doesn't include you as a target, that enemy takes force and psychic damage equal to the damage its attack dealt your ally.

Iron Fist

Standard / Melee Weapon / At-Will

+7 vs. AC; 1d10 + 4 damage. **Effect:** Until the end of your next turn, you gain resist all 3. **Augment 1:** Until the end of your next turn, you gain resist fire 8. **Augment 2:** 2d10 + 4 damage.

Bull's Strength

Standard / Melee Weapon / At-Will

+7 vs. AC; 1d10 + 4 damage and you push the target 1 square. **Augment 1:** Your reach increases by 1 for this attack. **Augment 2:** Close blast 3, target each enemy you can see in blast.

POWER POINTS

Elven Accuracy

Free / Personal / Encounter

Reroll an attack roll. Use the second result.

Battle Resilience

Free / Personal / Encounter

When an attack hits you or misses you for the first time in an encounter, you gain resist all 6 until the end of your next turn.

Wild Surge

Standard / Ranged 10 / Encounter

+4 vs. Reflex; 1d8 + 4 psychic damage and your attacks against the target before the end of your next turn score critical hits on rolls of 18 or higher.

Allies to Enemies

Standard / Melee Weapon / Daily

+7 vs. AC; 2d10 + 4 psychic damage and the target makes a melee basic attack against a creature of your choice. **Miss:** Half damage.

OTHER ABILITIES*

Fey Origin:

You are considered a fey creature.

Group Awareness:

You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks.

Wild Step:

You ignore difficult terrain when you shift.

Power Points:

You have 2 power points that you can use to augment any augmentable power. You regain your power points after a short or an extended rest.

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

TM & © 2010 Wizards of the Coast LLC.
Illustration by Tyler Walpole. B8726.