

Tiljann

Tiljann		Level 7 Controller
HP 73; Bloodied 36; Healing Surges 1; Surge Value 18 AC 21; Fortitude 20, Reflex 21, Will 22 Speed 6; fly 6		Initiative +5 Perception +5 Darkvision
STANDARD ACTIONS		
⚔ Spear (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +12 vs. AC Hit: 1d8+1 damage.		
🏹 Shortbow (weapon) ♦ At-Will		
Attack: Ranged 15/30 (one creature); +12 vs. AC Hit: 1d8+2 damage.		
👉 Fallow Touch (healing) ♦ At-Will		
Attack: Melee 1 (one creature); +11 vs. Reflex Hit: 1d6+3 damage and the target is grabbed, and takes ongoing 5 damage while it remains grabbed. Tiljann recovers hp equal to the damage delivered. This cannot be used against other seela.		
⚡ Sound Burst (thunder) ♦ Encounter		
Attack: Close blast 5 (all creatures in blast); +11 vs. Fortitude Hit: 3d8+3 thunder damage, and the target is dazed until the end of Tiljann's next turn.		
🎵 Courage Song ♦ Encounter		
Effect: All allies within 5 squares of Tiljann gain a +1 bonus to attack and damage rolls until the end of Tiljann's next turn. Sustain minor: The effect continues until the end of Tiljann's next turn.		
Skills Diplomacy +11, History +9 Str 12 (+4) Dex 15 (+5) Wis 14 (+5) Con 9 (+2) Int 13 (+4) Cha 16 (+6)		

Tactics: Tiljann hates to cause harm and tries to stay away from combat. She prefers to find a safe perch from which to sing *Courage Song*. When pressed, she will use *Sound Burst* to clear a path so she can run. She will use *Fallow Touch* only when she is bloodied and has no other choice.

