

Gallo Pike Square			Gallo Pike Square			Gallo Pike Square		
Huge natural human (swarm)			Huge natural human (swarm)			Huge natural human (swarm)		
Level 14 Soldier XP 1000			Level 14 Soldier XP 1000			Level 14 Soldier XP 1000		
HP 138; <b>Bloodied</b> 69 AC 30; <b>Fortitude</b> 27; <b>Reflex</b> 26; <b>Will</b> 26 <b>Speed</b> 6 <b>Resist</b> half damage from melee and ranged attacks <b>Vulnerable</b> 10 to close and area attacks			HP 138; <b>Bloodied</b> 69 AC 30; <b>Fortitude</b> 27; <b>Reflex</b> 26; <b>Will</b> 26 <b>Speed</b> 6 <b>Resist</b> half damage from melee and ranged attacks <b>Vulnerable</b> 10 to close and area attacks			HP 138; <b>Bloodied</b> 69 AC 30; <b>Fortitude</b> 27; <b>Reflex</b> 26; <b>Will</b> 26 <b>Speed</b> 6 <b>Resist</b> half damage from melee and ranged attacks <b>Vulnerable</b> 10 to close and area attacks		
Initiative +13 Perception +9			Initiative +13 Perception +9			Initiative +13 Perception +9		
TRAITS			TRAITS			TRAITS		
Swarm Attack ♦ Aura 2			Swarm Attack ♦ Aura 2			Swarm Attack ♦ Aura 2		
Each enemy that starts its turn within the aura takes 10 damage.			Each enemy that starts its turn within the aura takes 10 damage.			Each enemy that starts its turn within the aura takes 10 damage.		
Swarm			Swarm			Swarm		
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slip by melee or ranged attacks. It can squeeze through any opening that is large enough for a Medium creature.			The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slip by melee or ranged attacks. It can squeeze through any opening that is large enough for a Medium creature.			The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slip by melee or ranged attacks. It can squeeze through any opening that is large enough for a Medium creature.		
Thicket of Iron			Thicket of Iron			Thicket of Iron		
The pike square ignores other swarms’ resistance to melee attacks.			The pike square ignores other swarms’ resistance to melee attacks.			The pike square ignores other swarms’ resistance to melee attacks.		
STANDARD ACTIONS			STANDARD ACTIONS			STANDARD ACTIONS		
⬇ Pike Thrust (weapon) ♦ At-Will			⬇ Pike Thrust (weapon) ♦ At-Will			⬇ Pike Thrust (weapon) ♦ At-Will		
Attack: Melee 2 (one creature); +19 vs. AC Hit: 2d12 + 10 damage.			Attack: Melee 2 (one creature); +19 vs. AC Hit: 2d12 + 10 damage.			Attack: Melee 2 (one creature); +19 vs. AC Hit: 2d12 + 10 damage.		
⬇ Pike Charge (weapon) ♦ At-Will			⬇ Pike Charge (weapon) ♦ At-Will			⬇ Pike Charge (weapon) ♦ At-Will		
Effect: The pike square’s stance ends and it charges, making two Pike Thrust attacks instead of one. (Each attack gains the +1 to-hit bonus from charging, and the pike square’s turn ends after the charge.)			Effect: The pike square’s stance ends and it charges, making two Pike Thrust attacks instead of one. (Each attack gains the +1 to-hit bonus from charging, and the pike square’s turn ends after the charge.)			Effect: The pike square’s stance ends and it charges, making two Pike Thrust attacks instead of one. (Each attack gains the +1 to-hit bonus from charging, and the pike square’s turn ends after the charge.)		
MOVE ACTIONS			MOVE ACTIONS			MOVE ACTIONS		
⬇ Hold the Line (stance) ♦ At-Will			⬇ Hold the Line (stance) ♦ At-Will			⬇ Hold the Line (stance) ♦ At-Will		
Effect: The pike square adopts the Hold the Line stance until the end of its next turn. While in the stance, it may make opportunity attacks within its weapons’ reach (2 squares), and creatures hit by its opportunity attack stop moving.			Effect: The pike square adopts the Hold the Line stance until the end of its next turn. While in the stance, it may make opportunity attacks within its weapons’ reach (2 squares), and creatures hit by its opportunity attack stop moving.			Effect: The pike square adopts the Hold the Line stance until the end of its next turn. While in the stance, it may make opportunity attacks within its weapons’ reach (2 squares), and creatures hit by its opportunity attack stop moving.		
⬇ Repulse Charge (stance, weapon) ♦ At-Will			⬇ Repulse Charge (stance, weapon) ♦ At-Will			⬇ Repulse Charge (stance, weapon) ♦ At-Will		
Effect: The pike square adopts the Repulse Charge stance until the end of its next turn. While in the stance, it may make the following attack as an opportunity action. Trigger: An enemy attacks the pike square while charging. Attack: Melee 2 (triggering enemy); +19 vs. AC Hit: 4d12 + 7 damage, and the enemy falls prone.			Effect: The pike square adopts the Repulse Charge stance until the end of its next turn. While in the stance, it may make the following attack as an opportunity action. Trigger: An enemy attacks the pike square while charging. Attack: Melee 2 (triggering enemy); +19 vs. AC Hit: 4d12 + 7 damage, and the enemy falls prone.			Effect: The pike square adopts the Repulse Charge stance until the end of its next turn. While in the stance, it may make the following attack as an opportunity action. Trigger: An enemy attacks the pike square while charging. Attack: Melee 2 (triggering enemy); +19 vs. AC Hit: 4d12 + 7 damage, and the enemy falls prone.		
Str 21 (+10) Con 18 (+9)	Dex 14 (+7) Int 10 (+5)	Wis 11 (+5) Cha 12 (+6)	Str 21 (+10) Con 18 (+9)	Dex 14 (+7) Int 10 (+5)	Wis 11 (+5) Cha 12 (+6)	Str 21 (+10) Con 18 (+9)	Dex 14 (+7) Int 10 (+5)	Wis 11 (+5) Cha 12 (+6)
Alignment Good	Languages Common		Alignment Good	Languages Common		Alignment Good	Languages Common	

