

| Giliad's Rest Man-At-Arms | | Level 21 Soldier |
|--|---------------------|-----------------------|
| Large natural humanoid (swarm), human | | XP 3,200 |
| HP 196; Bloodied 98 | | Initiative +16 |
| AC 37; Fortitude 33; Reflex 32; Will 33 | | Perception +20 |
| Speed 6 | | |
| Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks | | |
| Traits | | |
| Squad Defense | | |
| The man-at-arms provides a +2 bonus to all defenses to adjacent allies. | | |
| ⚙ Spear Hedge • Aura 2 | | |
| The man-at-arms makes a basic attack as a free action against each enemy that begins its turn in the aura. | | |
| Standard Actions | | |
| ⌚ Repel and Form Up (weapon) • At-Will | | |
| <i>Attack:</i> Melee 2 (one creature); +24 vs. Fortitude | | |
| <i>Hit:</i> 4d6 + 15 damage, the target is pushed 1 square and the man-at-arms shifts 1 square. | | |
| Skills Athletics +20 | | |
| Str 20 (+15) | Dex 18 (+14) | Wis 20 (+15) |
| Con 20 (+15) | Int 14 (+12) | Cha 16 (+13) |
| Languages — | | |