

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***Attack:* Melee 2 (one creature); +24 vs. Fortitude*Hit:* 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** —