

Humans

Human Guard	Level 1 Soldier
Medium Natural Humanoid	XP 100
Initiative +4 Senses Perception +5	
HP 31; Bloodied 15	
AC 16, Fortitude 14, Reflex 13, Will 12	Speed 5
M Halberd (standard, at-will) * Weapon	Reach 2
+8 vs. AC; 1d10+2 damage, and the target is marked until the human guard's next turn.	
M Powerful strike (standard, recharge 5, 6) * Halberd; Reach 2	
+8 vs. AC; 1d10+6 damage, and the target is knocked prone.	
R Crossbow (standard, at will) * Weapon	Range 15/30
+7 vs. AC; 1d8+1 damage	
Alignment: Any; Languages: Common	
Skills: Streetwise +6	
Str 15 (+2) Dex 14 (+2) Wis 11 (+0)	
Con 15 (+2) Int 10 (+0) Cha 12 (+1)	
Equipment: Chainmail, Halberd, Crossbow w/ 20 bolts	

Human Bandit	Level 1 Skirmisher
Medium natural humanoid	XP 125
Initiative +6 Senses Perception +1	
HP 30; Bloodied 15	
AC 16; Fortitude 12, Reflex 14, Will 12	Speed 6
M Mace (standard, at will) * Weapon	
+4 vs. AC; 1d8 + 1 damage, and the bandit shifts 1 square	
R Dagger (standard, at will) * Weapon	Range 5/10
+6 vs. AC; 1d4 + 1 damage	
B Dashing Strike (standard, at will) * Weapon Requires mace	
+4 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the human bandit's next turn, and the bandit shifts 1	
Combat Advantage	
The bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Any Languages Common	
Skills Stealth +5, Streetwise +7, Thievery +9	
Str 12 (+2) Dex 17 (+4) Wis 11 (+0)	
Con 13 (+2) Int 12 (+1) Cha 13 (+2)	
Equipment leather armor, mace, 4 daggers	

Human Berserker	Level 3 Brute
Medium Natural Humanoid	XP 150
Initiative +2; Senses Perception +1	
HP 56; Bloodied 28, see also Battle Fury	
AC 14; Fortitude 14, Reflex 13, Will 13	Speed 7
M Greataxe (standard, at-will) * Weapon	
+6 vs. AC; 1d12+4 damage (crit 1d12+16)	
M Battle Fury (immediate, when first bloodied; encounter)	
The human berserker makes a melee basic attack with a +4 attack bonus and that deals an extra 1d6 damage on a hit	
r Handaxe (standard, at-will) * Weapon	Range 5/10
+4 vs. AC; damage 1d6+3 damage.	
Alignment Any; Languages Common	
Skills Athletics +9, Endurance +9	
Str 17 (+4) Dex 12 (+2) Wis 11 (+1)	
Con 16 (+4) Int 10 (+1) Cha 12 (+2)	
Equipment leather armor, greataxe, 2 handaxes	

Human Mage	Level 4 Artillery (leader)
Medium Natural Humanoid	XP 175
Initiative +4; Senses Perception +5	
HP 42; Bloodied 21	
AC 17; Fortitude 13, Reflex 14, Will 15	Speed 6
M Quarterstaff (standard, at-will) * Weapon	
+4 vs. AC; 1d8 damage	
R Magic Missile (standard, at-will) * Force	Range 20;
+7 vs. Reflex; 2d4+4 force damage	
R Dancing Lightning (standard, encounter) * Lightning	
The mage makes a separate attack against 3 different targets; Range 10; +7 vs. Reflex; 1d6+4 lightning damage.	
A Thunder Burst (standard, encounter) * Thunder	
Area burst 1 within 10; +7 vs. Fortitude; 1d8+4 thunder damage and the target is dazed (save ends).	
Alignment Any; Languages Common	
Skills Arcana +11	
Str 10 (+2) Dex 14 (+4) Wis 17 (+5)	
Con 12 (+3) Int 18 (+6) Cha 12 (+3)	
Equipment: Robes, Quarterstaff, Wand	