

Scout

Medium natural humanoid Skirmisher

⬇ **Morningstar** (std; at-will) ⬆
Weapon

+5 vs. AC; 1d10+2 damage.

⤵ **Crossbow** (std; at-will) ⬆ **Weapon**

Ranged 15/30; +4 vs. AC; 1d6+1 damage.

⚡ **Thunderstones** (std; 3/enc) ⬆
Thunder

Area burst 2 within 10; +4 vs. Fortitude, and the target is dazed and deafened (save ends both)

Scout's Agility (minor, usable immediately after hitting with a melee attack; at-will)

The scout shifts 1 square.

Medium natural humanoid

Level 1
Skirmisher

Initiative +1

Senses Perception +0

HP 28

AC 16; **Fortitude** 13, **Reflex** 13, **Will** 12

Speed 6



©2007 Wizards of the Coast



Scout

Medium natural humanoid Skirmisher