

# Highwayman

Medium natural humanoid Skirmisher

⬇ **Short Sword** (std; at-will) ⬆  
**Weapon**

+8 vs. AC; 1d6+2 damage.

⬇ **Swirling Slash** (std; enc) ⬆ **Weapon**

+8 vs. AC; 2d6+2 damage, and each enemy adjacent to the highwayman takes 3 damage. The highwayman shifts up to 2 squares.

⬇ **Blademark** (std; rchg ☞☞☞☞) ⬆  
**Weapon**

+8 vs. AC; 2d6+2 damage, and the target is marked. *Miss:* 1d6+2 damage.

## Combat Advantage

The highwayman deals an extra 1d6 damage on melee and ranged attacks when it has combat advantage against a target.

## Power Attack

The highwayman may take a -2 attack penalty and add +2 points of damage.

Medium natural humanoid

Level 3  
Skirmisher

**Initiative** +3

**Senses** Perception +1

**HP** 47

**AC** 17; **Fortitude** 17, **Reflex** 17, **Will** 16

**Speed** 6





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