

Goblin Sniper

Small natural humanoid

Artillery

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

+9 vs. AC; 1d6+2 damage.

⬇ **Hand Crossbow** (std; at-will) ⬆
Weapon

Ranged 10/20; +9 vs. AC; 1d6+4 damage.

⬇ **Bane Bolt** (std; rchg ☼☼☼) ⬆
Weapon

Ranged 10/20; +9 vs. AC; 1d6+4 damage, and the target takes a -1 penalty to attack rolls and a -1 penalty to Will defense (save ends both).

Goblin Tactics (imm reac, when missed by a melee attack; at-will)

The goblin sniper shifts 1 square.

Sniper

When making a ranged attack while hidden, the goblin sniper is still hidden if the attack misses.

Sniper's Advantage

The goblin sniper gains a +1d6 damage bonus if it has combat advantage against the target.

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Level 2
Artillery

Initiative +5

Senses Perception +2; low-light vision

HP 31

AC 16; **Fortitude** 12, **Reflex** 14, **Will** 11

Speed 6





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