

# 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



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