

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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