

## VOLT

## Level 5 Soldier

Small natural magical beast

XP 200

**HP** 66; **Bloodied** 33

**Initiative** +6

**AC** 21; **Fortitude** 20; **Reflex** 20; **Will** 18

**Perception** +4

**Speed** 3, fly 6 (maximum altitude 2)

Low-light vision

**Resist** 5 lightning

## STANDARD ACTIONS

(mbasic) **Bite** \* **At Will**

*Attack:* Melee 1 (one creature); +10 vs. AC.

*Hit:* 1d8+9 damage.

(m) **Tail Shock** (lightning) \* **At Will**

*Attack:* +10 vs. Reflex; 1d6+5 damage plus 1d10 lightning damage, and the target is slowed until the end of its next turn.

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**Skills** Stealth +9

**Str** 9     **Dex** 15     **Wis** 14

**Con** 18     **Int** 4     **Cha** 10

**Alignment** unaligned

**Languages** -

## YOUNG VOLT

## Level 5 Minion Skirmisher

Small natural magical beast

XP 50

**HP** 1; a missed attack never damages a minion

**Initiative** +8

**AC** 19; **Fortitude** 17; **Reflex** 19; **Will** 18

**Perception** +4

**Speed** 3, fly 6 (maximum altitude 2)

Low-light vision

**Resist** 5 lightning

## STANDARD ACTIONS

(mbasic) **Tail Shock** (lightning) \* **At Will**

*Attack:* +10 vs. Reflex; 6 lightning damage, and the young volt flies 3 squares without triggering opportunity attacks.

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**Skills** Stealth +11

**Str** 9     **Dex** 18     **Wis** 14

**Con** 13     **Int** 4     **Cha** 10

**Alignment** unaligned

**Languages** -