

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.

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.

Skills Stealth +11

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

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

Alignment unaligned

Languages -