

## Caitriona

## Level 11 Striker

Medium natural humanoid

XP -

**Initiative** +5    **Senses** Perception +16; low-light vision

**HP** 76; **Bloodied** 38; **Surge Value** 19; **Healing Surges** 8

**AC** 26; **Fortitude** 26, **Reflex** 22, **Will** 24

**Speed** 6

**[MBA] Battleaxe** (standard; at-will) ♦ **Weapon**

+17 vs. AC; 1d10 + 9 damage.

**[RBA] Handaxe** (standard; at-will) ♦ **Weapon**

Ranged 5/10; +17 vs. AC; 1d6 + 9 damage.

**[M] Twin Strike** (standard; at-will) ♦ **Martial, Weapon**

Two attacks, against the same or different targets; +17 vs. AC; 1d10 + 5 damage.

**[M] Cut and Run** (standard; encounter) ♦ **Martial, Weapon**

Two attacks, against the same or different targets; +17 vs. AC; 1d10 + 9 damage. *Special:* After the first or the second attack, Caitriona can shift 4 squares.

**[M] Two-Fanged Strike** (standard; encounter) ♦ **Martial, Weapon**

Two attacks against the same target; +17 vs. AC; 1d10 + 9 damage, and if both attacks hit, the target takes an additional 3 damage.

**Deadly Hunter**

Once per round, Caitriona can deal 2d6 extra damage against an enemy she hits.

**Longtooth Shifting** (minor, usable when bloodied; encounter) ♦ **Healing**

Until the end of the encounter Caitriona gains a +2 bonus to damage rolls. In addition, while she is bloodied, she gains regeneration 4.

**Yield Ground** (immediate reaction, when an enemy damages Caitriona with a melee attack; encounter) ♦ **Martial**

Caitriona shifts 3 squares, and gains a +2 power bonus to all defenses until the end of her next turn.

**Alignment** Good

**Languages** Common, Goblin

**Skills** Athletics +19, Dungeoneering +16, Endurance +9

**Str** 19 (+9)    **Dex** 10 (+5)    **Wis** 16 (+8)

**Con** 14 (+7)    **Int** 10 (+5)    **Cha** 8 (+4)

**Equipment** Adventurer's kit, 2x battleaxe, 2x handaxe, leather armor