

CG **STORM ARCHER** **EPIC 160 POINTS**

LEVEL (SAVE)
10

MELEE ATTACK
+19/+14 (10 magic + 5 electricity)

RANGED ATTACK
+23/+23/+18 (15 magic + 5 electricity + 5 sonic)

SPEED
8

TYPE
Humanoid – Elf

AC
23

SPECIAL ABILITIES
Coordinated Shot (This creature's ranged attacks ignore cover from its allies)
Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)
Selective Shot 2 (Can target each ranged attack against the nearest or second-nearest enemy)
Sidestep (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity)

HP
135



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