



AC	Fort	Ref	Will	Hit Points (Bloodied 11, Full 22)
12	13	12	17	22
Action Points				Death Saves
[]				[] [] [] [] [] [] [] []
				Healing Surges (Value 5)
				[] [] [] [] [] [] [] []

Strength	bonus 2	check 2	14
athletics + 7			
Constitution	bonus 0	check 0	10
endurance + 5			
Dexterity	bonus 0	check 0	11
acrobatics + 5			
stealth - 0			
thievery - 0			
Intelligence	bonus 0	check 0	10
arcana - 0			
history - 0			
religion - 0			
Wisdom	bonus 5	check 5	20
dungeoneering + 5			
heal + 5			
insight + 5			
nature + 10			
perception + 10			
Charisma	bonus -1	check -1	8
bluff - 1			
diplomacy - 1			
intimidate - 1			
streetwise - 1			

Melee Basic Attack At-Will

Standard Action **Melee weapon**
Target: One creature **Attack:** +2 vs AC
Hit: 1d4+Strength damage.

Ranged Basic Attack At-Will

Standard Action **Ranged weapon**
Target: One creature **Attack:** +3 vs AC
Hit: 1d10+Dexterity damage.

Heroic Effort Encounter **Personal**

Trigger: You miss with an attack or fail a saving throw.
Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Inevitable Shot Encounter **Personal**

Free Action
Trigger: You miss a creature with a ranged attack
Effect: You make a ranged basic attack against an enemy within 5 squares of the creature you missed, using that creature's space as the attack's origin square.
Special: You regain the use of this power when you spend an action point.

Autumn Storm Encounter

Minor Action **Close burst 1**
Target: Each enemy in the burst
Effect: You push each target 1 square, and each target is slowed until the end of your next turn.

Leaf Shield At-Will

Standard Action **Ranged weapon**
Target: One creature **Attack:** +8 vs AC
Hit: 1d10+Wisdom damage, and the target and each enemy adjacent to it take a -2 penalty to attack rolls until the start of your next turn.
Special: You can use this power as a ranged basic attack.

Forest Harrier At-Will

Standard Action **Melee or Ranged weapon**
Target: One creature **Attack:** +8 vs AC
Hit: 1d10+Wisdom damage. If the target doesn't end its next turn at least 2 squares away from its starting position, it 2 takes damage.
Special: You can use this power as a ranged basic attack.

Steel Forest Encounter

Standard Action **Area burst 1 within weapon range**
Target: Each creature in the burst **Attack:** +8 vs AC
Hit: 1d10 damage.
Effect: Each unoccupied square in the burst fills with jagged barbs until the start of your next turn. These squares are difficult terrain, and a creature that enters one of these squares without shifting 5 takes damage. A creature can take this damage only once per turn.

Swarm of Leaves Daily

Standard Action **Area burst 2 within 10 squares**
Target: Each enemy in the burst **Attack:** +8 vs Reflex
Hit: 1d10+Wisdom damage.
Effect: You slide each target 1 square. The burst creates a zone of difficult terrain that lasts until the end of your next turn. The zone is also difficult terrain for flying creatures. While within the zone, enemies grant combat advantage. As a move action, you can move the zone 4 squares.
Sustain Minor: The zone persists.

Racial Traits

Bonus Feat: Choose an extra feat at 1st level.
Bonus Skill: Trained in one additional class skill.
Robot Defense Bonuses: +1 to Fortitude, Reflex, and Will.
Robot Power Selection: Choose an option for your human character.

Class Features

Earthbond: Shift as a minor action and gain the Autumn Storm power.
Inevitable Shot: Make an attack when you miss 1/enc.

Feats

Leaf Expertise: When using a steel leaf: +1/2/3 (by tier) to attack, +1/2/3 (by tier) damage to one creature that isn't adjacent to other creatures
Strengthened Bond: Regain Autumn Storm power when first bloodied

Initiative 0 Speed 6