



Dwarf Hammer Priest, Clr3/Ftr1

Model from CHAINMAIL Set 3

MEDIUM-SIZE HUMANOID (DWARF)

Hit Dice: 3d8+1d10+8 (30 hp)

Initiative: +1

Speed: 15 ft. (full plate); base 20 ft.

AC: 18 (+8 full plate)

Attacks: Maul +7 melee; or throwing axe +3
ranged

Power Attack: Up to +3/−3

Damage: Maul 1d10+4; throwing axe 1d6+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: *Turn Undead (Su):* 3/day

Cleric Spells Prepared: 0-level: detect
magic, guidance, resistance (x2); 1st-level:
command, magic weapon (x2), shield of
faith; 2nd-level: endurance (x2), sound burst

Special Qualities: Dwarf traits

Saves: Fort +9, Ref +1, Will +5

Abilities: Str 16, Dex 10, Con 14, Int 8, Wis 14,
Cha 11

Skills: Concentration +5, Jump −2, Knowledge
(religion) +1, Spellcraft +0

Feats: Cleave, Great Fortitude, Power Attack,
Weapon Focus (maul)

CR: 4



Combat Tracking for Multiple Creatures

Turn 000
Throwing Axe o
hp: 30

Turn 000
Throwing Axe o
hp: 30

Turn 000
Throwing Axe o
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Turn 000
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hp: 30

Turn 000
Throwing Axe o
hp: 30

A new D&D Battle Sheet based on the models of the ...



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