



Dwarf Zealot, Bbn2

Model from CHAINMAIL Set 3

MEDIUM-SIZE HUMANOID (DWARF)

Hit Dice: 2d12+4 (22 hp) (26 hp raging)

Initiative: +2

Speed: 20 ft. (breastplate); base 25 ft.

AC: 17 (15 raging) (+2 Dex, +5 breastplate)

Attacks: Falchion +5 melee (+7 raging)

Damage: Falchion 2d4+3 (2d4+6 raging)

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

Special Attacks:

Rage: 1/day, 7 rounds duration, can end voluntarily; afterward fatigued (–2 Str, –2 Dex, can't charge or run) for remainder of encounter.

Special Qualities:

Dwarf traits

Uncanny Dodge: Retain Dex bonus to AC when flat-footed.

Saves: Fort +5 (+7 raging), Ref +2, Will +1 (+3 raging)

Abilities: Str 15 (19 raging), Dex 14, Con 15 (19 raging), Int 10, Wis 12, Cha 6

Skills: Climb +3 (+5 raging), Intimidate +3, Jump +3 (+5 raging), Swim +1 (+3 raging)

Feats: Weapon Focus (falchion)

CR: 2



Combat Tracking for Multiple Creatures

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



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