



Drow Ranger, Rgr4

Model from CHAINMAIL Set 4

MEDIUM-SIZE HUMANOID (ELF)

Hit Dice: 4d10 (26 hp)

Initiative: +3

Speed: 30 ft.

AC: 15 (+2 Dex, +3 studded leather)

Dodge: +1 AC

Attacks: Scimitar +6 melee or +4/+4 melee; or dagger +6 ranged

Damage: Scimitar 1d6+4 or 1d6+3/1d6+1; dagger 1d4+3

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

Special Attacks: *dancing lights, faerie fire*

Special Qualities: Elf traits (except as below)

Darkvision 120 ft., SR 13

Veil of Shadow (Sp): 1/day, 4 minutes. One-half concealment; full concealment in dark.

Light Blindness: -1 attacks, saves, and checks

Saves: Fort +4, Ref +3, Will +1

Abilities: Str 16, Dex 15, Con 10, Int 10, Wis 10, Cha 16

Skills: Hide +5, Intimidate +6, Listen +2, Move Silently +5, Search +2, Spot +9, Wilderness Lore +7

Feats: Dodge, Track, Weapon Focus (scimitar)

CR: 5



Combat Tracking for Multiple Creatures

dancing lights o

faerie fire o

veil of shadow o

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



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