



Dwarf People's Guard, Ftr2

Model from CHAINMAIL Set 4

MEDIUM-SIZE HUMANOID (DWARF)

Hit Dice: 2d10+6 (22 hp)

Initiative: +1

Speed: 15 ft.

AC: 18 (+1 Dex, +5 chainmail, +2 large shield)

Attacks: Battleaxe +5 melee

Damage: Battleaxe 1d8+2

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

Special Qualities:

Dwarf traits

Shield Mate (Ex): +2 AC against melee attacks to adjacent ally; can substitute self for adjacent ally as target of melee attack

Saves: Fort +6, Ref +1, Will +1

Abilities: Str 15, Dex 12, Con 16, Int 10, Wis 13, Cha 6

Skills: Bluff +0, Climb -2, Craft (metal-working) +2, Craft (stoneworking) +2, Jump -2

Feats: Improved Bull Rush, Power Attack, Weapon Focus (battleaxe)

CR: 2



Combat Tracking for Multiple Creatures

hp: 22

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



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