



Human Swiftwing Disciple, Mnk1

Model from CHAINMAIL Set 1

Medium-Size Humanoid (Human)

Hit Dice: 1d8+1 (9 hp)

Initiative: +2

Speed: 30 ft.

AC: 14 (+2 Dex, +2 Wis)

Feats: Dodge +1 AC

Attacks: Unarmed strike +1 melee; or javelin
+2 melee

Feats: Point Blank Shot (+1 attack and
damage within 30 ft.)

Flurry of Blows: 2 unarmed strikes –1/–1
melee (full attack)

Damage: Unarmed strike 1d6+1; or javelin
1d6+1

Stunning Attack: 1/day; damaged opponent
must succeed at DC 12 Will save or be
stunned for 1 round

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

Special Qualities: *Evasion:* Successful Reflex
save for no damage.

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

Abilities: Str 13, Dex 15, Con 12, Int 8, Wis 14,
Cha 10

Skills: Balance +6, Climb +5, Jump +5, Tumble +6

Feats: Dodge, Point Blank Shot

CR: 1



Combat Tracking for Multiple Creatures

Stun: o
9

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



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