



Gray Elf Warsinger, Brd1

Model from CHAINMAIL Set 1

MEDIUM-SIZE HUMANOID (ELF)

Hit Dice: 1d6 (6 hp)

Initiative: +3

Speed: 30 ft.

AC: 13 (+3 Dex)

Feats: Dodge +1 AC

Attacks: Rapier +0 melee; or longbow +3 ranged

Damage: Rapier 1d6; or longbow 1d8

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

Special Attacks: Bard Spells Prepared

(0-level, 2/day): *flare*, *ghost sound*,

prestidigitation, *resistance*; +1 to saves

Special Qualities: Elf traits

Inspire Courage: +2 save vs. charm and fear effects, +1 attack and damage

Countersong (Su): Counter magical effects that depend on sound with a Perform check each round; lasts 10 rounds.

Fascinate (Su): Fascinate a single creature within 90 ft. for 1 round; Perform check is Will save DC. Any obvious threat breaks the effect.

Saves: Fort +0, Ref +5, Will +1

Abilities: Str 10, Dex 16, Con 11, Int 12, Wis 8, Cha 15

Skills: Concentration +4, Gather Information +6,

Listen +1, Perform +6, Search +3, Spellcraft

+5, Spot +1, Use Magic Device +6



Feats: Dodge

CR: 1

Combat Tracking for Multiple Creatures

Spells: 0 oo
hp: 6

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



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