



Dwarf Scorchers, War1

Model from CHAINMAIL Set 1

MEDIUM-SIZE HUMANOID (DWARF)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1

Speed: 20 ft.

AC: 14 (+1 Dex, +3 studded leather)

Attacks: Handaxe +2 melee; or fire bomb +2
ranged touch

Damage: Handaxe 1d6+1; or fire bomb 2d8 fire
(grenadelike, 1d8 splash, 15-ft. radius)

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

Special Qualities:

Dwarf traits

Saves: Fort +3, Ref +1, Will –1

Abilities: Str 12, Dex 13, Con 13, Int 10, Wis 8,
Cha 7

Skills: Climb +4, Craft (metalworking) +2,
Craft (stoneworking) +4;

Feats: Exotic Weapon Proficiency (fire bomb)

CR: 1/2



Combat Tracking for Multiple Creatures

Fire bomb ○
hp: 5

Fire bomb ○
hp: 5

Fire bomb ○
hp: 5

Fire bomb ○
hp: 5

Fire bomb ○
hp: 5

Fire bomb ○
hp: 5

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



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