



Hammerer

Model from CHAINMAIL Set 1

MEDIUM-SIZE CONSTRUCT

Hit Dice: 5d10 (27 hp)

Initiative: +0

Speed: 20 ft.

AC: 21 (+11 natural)

Attacks: Slam +10 melee; or pincers +10 melee

Damage: Slam 2d8+10; or pincers 1d10+10

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

Special Qualities:

Construct

Unreliable (Ex): Each round the hammerer attempts to act, roll a d20. On an 11+, it acts normally. Otherwise, it takes no action.

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

Abilities: Str 24, Dex 10, Con —, Int —, Wis 8, Cha 4

CR: 3



Combat Tracking for Multiple Creatures

hp: 27

hp: 27

hp: 27

hp: 27

hp: 27

hp: 27

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



©2002 Wizards of the Coast, Inc. DUNGEONS & DRAGONS, D&D, CHAINMAIL, and the Wizards of the Coast logo are registered trademarks owned by Wizards of the Coast. All rights reserved. This Wizards of the Coast game product contains no Open Game Content. To learn more about the Open Gaming License and the d20 System License, please visit <www.wizards.com/d20>. Permission is granted to photocopy this sheet for personal use only.

