



Gnoll Ranger, Rgr1

Model from CHAINMAIL Set 1

MEDIUM-SIZE HUMANOID (GNOLL)

Hit Dice: 2d8+4, 1d10+2 (24 hp)

Initiative: +2

Speed: 30 ft.

AC: 15 (+2 Dex, +3 leather)

Attacks: Light flail +3 melee, handaxe +3
melee; or longbow +4 ranged

Feats:

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

Precise Shot (ignore penalty for shooting
into melee)

Damage: Light flail 1d8+3, handaxe 1d6+1;
or longbow 1d8

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

Special Attacks:

Favored enemy (elves): +1

Special Qualities: Darkvision 60 ft.

Saves: Fort +7, Ref +2, Will +2

Abilities: Str 17, Dex 14, Con 15, Int 8, Wis 15,
Cha 6

Skills: Intimidate -1, Listen +5, Spot +5

Feats: Point Blank Shot, Precise Shot, Track

CR: 2



Combat Tracking for Multiple Creatures

hp: 24

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



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