

Azer, M						2
NAME						CR
17	39	11	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	1	2	1	1	0	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
Immune: fire, poison						
Heated Body: Touch/hit within 5', 1d10 fire						
Heated Weapons: +1d6 fire w/metal weapon (included)						
Illumination: Bright light 10', dim 10'						
2						
PROF						
ACTIONS						
Warhammer: +5, 1d8+3b/1d10+3b 2-hands & 1d6 fire						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						