



Drow Wizard, Wiz4

Model from CHAINMAIL Set 4

MEDIUM-SIZE HUMANOID (ELF)

Hit Dice: 4d4+3 (14 hp)

Initiative: +3

Speed: 30 ft.

AC: 13 (+3 Dex)

Attacks: Longsword +1 melee

Damage: Longsword 1d8-1

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

Special Attacks: *Wizard Spells:*

0-level: *detect magic*, *ghost sound*, *ray of frost* (1d3 cold); 1st-level: *magic missile* (3d4+3 damage), *magic weapon* (+1 attacks and damage); 2nd-level: *bull's strength* (+1d4+1 Str), *Snilloc's snowball swarm* (save DC 16)

Special Qualities: Elf traits (except as below)

Darkvision 120 ft., SR 15

dancing lights, *faerie fire*

Light Blindness: -1 attacks, saves, and checks
Veil of Shadow (Sp): 1/day, 4 minutes. One-half concealment; full concealment in dark.

Saves: Fort +1, Ref +4, Will +5

Abilities: Str 8, Dex 16, Con 10, Int 18, Wis 13, Cha 12

Skills: Concentration +7, Hide +6, Intimidate +4, Knowledge (arcana) +10, Knowledge (nobility and royalty) +8, Listen +3, Search +6, Spellcraft +11, Spot +3

Feats: Martial Weapon Proficiency (longsword), Scribe Scroll, Toughness

CR: 5



Combat Tracking for Multiple Creatures

dancing lights o
faerie fire o
veil of shadow o
hp: 14

dancing lights o
faerie fire o
veil of shadow o
hp: 14

dancing lights o
faerie fire o
veil of shadow o
hp: 14

dancing lights o
faerie fire o
veil of shadow o
hp: 14

dancing lights o
faerie fire o
veil of shadow o
hp: 14

dancing lights o
faerie fire o
veil of shadow o
hp: 14

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

