



Half-Elf Sorcerer, Sor4

Model from CHAINMAIL Set 4

MEDIUM-SIZE HUMANOID (ELF)

Hit Dice: 4d4+7 (19 hp)

Initiative: +2

Speed: 30 ft.

AC: 12 (+2 Dex)

Dodge: +1 AC

Attacks: Shortspear +1 melee

Damage: Shortspear 1d8-1

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

Special Attacks:

Sorcerer Spells Known:

0-level (save DC 13): *daze, detect magic, ghost sound, light, ray of frost, read magic*

1st-level (save DC 14): *mage armor, magic missile, magic weapon;*

2nd-level (save DC 15): *Snilloc's snowball swarm*

Special Qualities: Half-elf traits

Saves: Fort +2, Ref +3, Will +5

Abilities: Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16

Skills: Concentration +8, Diplomacy +5,

Listen +2, Search +1, Spellcraft +3, Spot +2

Feats: Dodge, Toughness

CR: 4



Combat Tracking for Multiple Creatures

Spells: 0 000000

1st 0000000

2nd 0000

hp: 19

Spells: 0 000000

1st 0000000

2nd 0000

hp: 19

Spells: 0 000000

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hp: 19

Spells: 0 000000

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hp: 19

Spells: 0 000000

1st 0000000

2nd 0000

hp: 19

Spells: 0 000000

1st 0000000

2nd 0000

hp: 19

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



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