



Human Death Cleric, Clr2

Model from CHAINMAIL Set 1

MEDIUM-SIZE HUMANOID (HUMAN)

Hit Dice: 2d8+4 (16 hp)

Initiative: -1

Speed: 20 ft.

AC: 17 (-1 Dex, +1 full plate)

Attacks: Scythe +2 melee

Damage: Scythe 2d4+1

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

Special Attacks: *Rebuke Undead (Su):* 4/day

Death Touch (Sp): Once per day, make a melee touch attack against a living creature. Roll 2d6: if the total at least equals the creature's current hit points, it dies.

Special Qualities: Spontaneous Inflict

Cleric Spells Prepared (4/4): 0—*guidance* x3 (+1 next save, attack, or check), *resistance* (+1 saves); 1st—*cause fear* x2 (DC 13), *shield of faith* x2 (+2 AC)

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

Abilities: Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12

Skills: Concentration +7, Diplomacy +6, Spellcraft +5

Feats: Combat Casting, Martial Weapon Proficiency (scythe)

CR: 2



Combat Tracking for Multiple Creatures

Rebuke: 0000

Death Touch: o
16

Rebuke: 0000

Death Touch: o
16

Rebuke: 0000

Death Touch: o
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Rebuke: 0000

Death Touch: o
16

Rebuke: 0000

Death Touch: o
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Rebuke: 0000

Death Touch: o
16

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



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