



## Human Sorcerer, Sor2

*Model from CHAINMAIL Set 1*

### MEDIUM-SIZE HUMANOID (HUMAN)

**Hit Dice:** 2d4+5 (11 hp)

**Initiative:** +1

**Speed:** 30 ft.

**AC:** 11 (+1 Dex)

**Attacks:** Heavy mace +0 melee

**Damage:** Heavy mace 1d8-1

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

**Special Attacks:** *Sorcerer Spells Known (6/5):*

0—*dancing lights, daze* (DC 12, 1 round),

*detect magic, ghost sound, read magic;*

1st—*mage armor* (+4 AC), *magic missile* (1d4+1)

**Saves:** Fort +1, Ref +1, Will +3

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

**Skills:** Concentration +6, Diplomacy +4,

Knowledge (arcana) +7, Sense Motive +2,

Spellcraft +7

**Feats:** Combat Casting, Toughness

**CR:** 2



### Combat Tracking for Multiple Creatures

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



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