



Dwarf Cleric, Clr2

Model from CHAINMAIL Set 1

MEDIUM-SIZE HUMANOID (DWARF)

Hit Dice: 2d8+4 (16 hp)

Initiative: -1

Speed: 15 ft.

AC: 18 (-1 Dex, +7 half-plate, +2 large shield)

Attacks: Warhammer +2 melee

Damage: Warhammer 1d8+1

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

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

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

Special Qualities:

Dwarf traits

Spontaneous cure

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

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

Skills: Concentration +7, Craft (metalworking) +2, Craft (stoneworking) +2, Diplomacy +6

Feats: Martial Weapon Proficiency (warhammer)

CR: 2



Combat Tracking for Multiple Creatures

Turn: 0000
16

Turn: 0000
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Turn: 0000
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Turn: 0000
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Turn: 0000
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Turn: 0000
16

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



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