

CHARACTER NAME: **Duskblade**
 CLASS: **3**
 LEVEL: **Medium**
 RACE: **Tiefling**
 TYPE: **Outsider (Native)**

Cabal of Shadows
 PLAYER: _____
 GENDER: **Female**
 AGE: **15**
 ALIGNMENT: **Neutral Evil**
 HEIGHT: **5'3"**
 WEIGHT: **145 lbs**
 DEITY: _____
 EYES: _____
 HAIR: _____



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	14	+2		
DEX DEXTERITY	13	+1		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	18	+4		
WIS WISDOM	8	-1		
CHA CHARISMA	6	-2		

HP HIT POINTS	24	WOUNDS/CURRENT HP		NONLETHAL DAMAGE	
AC ARMOR CLASS	17	TOTAL	10	ARMOR BONUS	+5
				SHIELD BONUS	+1
				DEX MODIFIER	+1
				SIZE MODIFIER	+0
				NATURAL ARMOR	+0
				DEFLECT MOD	+0
				MISC MOD	+0

SPEED: **30 ft/x4**

TOUCH ARMOR CLASS	11	FLAT-FOOTED ARMOR CLASS	16
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INITIATIVE MODIFIER	+5	DEX MODIFIER	+1	MISC. MODIFIER	+4
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+5	+3	+2	+0	+0		
REFLEX (DEXTERITY)	+2	+1	+1	+0	+0		
WILL (WISDOM)	+2	+3	-1	+0	+0		

BASE ATTACK BONUS	+3	SPELL RESISTANCE	
GRAPPLE MODIFIER	+5	BASE ATTACK	+3
		STR MODIFIER	+2
		SIZE MODIFIER	+0
		MISC. MODIFIER	+0
		TEMP. MODIFIER	
		ARCANE SPELL FAILURE	25%

MELEE ATTACK BONUS	+5	BASE ATTACK BONUS	+3	STR MODIFIER	+2	SIZE MODIFIER	+0	MISC. MODIFIER	+0	TEMP. MODIFIER	
RANGED ATTACK BONUS	+4	BASE ATTACK BONUS	+3	DEX MODIFIER	+1	SIZE MODIFIER	+0	MISC. MODIFIER	+0	TEMP. MODIFIER	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Longsword	+6	1d8+3	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
	4 lb	S	Medium
SPECIAL PROPERTIES: One-handed			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Light Mace	+5	1d6+2	20/x2
RANGE	WEIGHT	TYPE	SIZE
	4 lb	B	Medium
SPECIAL PROPERTIES: One-handed			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Shortbow	+4	1d6	20/x3
RANGE	WEIGHT	TYPE	SIZE
60 ft	2 lb	P	Medium
SPECIAL PROPERTIES: Two-handed			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES:			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES:			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES:			

AMMUNITION: _____

PROFICIENCY	SKILLS		MAX RANKS		6/3	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/>	Appraise ¹	INT	+4	4	+	+
<input checked="" type="checkbox"/>	Balance ¹	DEX*	-1	1	+	-2
<input checked="" type="checkbox"/>	Bluff ¹	CHA	+0	-2	+	+2
<input type="checkbox"/>	Climb ¹	STR*	+0	2	+	-2
<input type="checkbox"/>	Concentration ¹	CON	+8	2	+	6
<input type="checkbox"/>	Craft skills... ¹	INT	+4	4	+	+
<input type="checkbox"/>	Decipher Script	INT	+6	4	+	2
<input checked="" type="checkbox"/>	Diplomacy ¹	CHA	+0	-2	+	+2
<input checked="" type="checkbox"/>	Disguise ¹	CHA	-2	-2	+	+
<input checked="" type="checkbox"/>	Escape Artist ¹	DEX*	-1	1	+	-2
<input checked="" type="checkbox"/>	Forgery ¹	INT	+4	4	+	+
<input checked="" type="checkbox"/>	Gather Information ¹	CHA	-2	-2	+	+
<input checked="" type="checkbox"/>	Heal ¹	WIS	-1	-1	+	+
<input checked="" type="checkbox"/>	Hide ¹	DEX*	+1	1	+	+
<input checked="" type="checkbox"/>	Intimidate ¹	CHA	-2	-2	+	+
<input type="checkbox"/>	Jump ¹	STR*	+0	2	+	-2
<input type="checkbox"/>	Knowledge (dungeoneering)	INT	+10	4	+	6
<input type="checkbox"/>	Knowledge (the planes)	INT	+10	4	+	6
<input checked="" type="checkbox"/>	Listen ¹	WIS	-1	-1	+	+
<input checked="" type="checkbox"/>	Move Silently ¹	DEX*	-1	1	+	-2
<input checked="" type="checkbox"/>	Perform skills... ¹	CHA	-2	-2	+	+
<input type="checkbox"/>	Ride ¹	DEX	+1	1	+	+
<input checked="" type="checkbox"/>	Search ¹	INT	+4	4	+	+
<input type="checkbox"/>	Sense Motive ¹	WIS	+5	-1	+	6
<input checked="" type="checkbox"/>	Speak Language	INT			+	1
<input type="checkbox"/>	Spellcraft	INT	+10	4	+	6
<input checked="" type="checkbox"/>	Spot ¹	WIS	-1	-1	+	+
<input checked="" type="checkbox"/>	Survival ¹	WIS	-1	-1	+	+
<input type="checkbox"/>	Swim ¹	STR**	+0	2	+	-4
<input checked="" type="checkbox"/>	Use Rope ¹	DEX	+1	1	+	+

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with☒ are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

