character name
Duskblade 1 (ECL 2)
class and level
Medium
size | age | gender | height

player
Tiefling
race | alignment | deity | faction

weight | eyes | hair | skin

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST
STR strength	14	+2			
DEX dexterity	13	+1			
CON constitution	14	+2			
INT intelligence	18	+4			
WIS wisdom	8	-1			
CHA charisma	6	-2			

	TOTAL		WOUNDS/CURRENT HP	NONLETHAL DAMAGE	ARMOR CHECK PENALTY	SPEED
HP hit points	10				-3	30 ft

AC armor class = 16 = 10+ ARMOR BONUS +4 + SHIELD BONUS +1 + DEX MODIFIER +1 + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC MODIFIER | DAMAGE REDUCTION

TOUCH armor class 11 | **FLAT-FOOTED** armor class 15

INITIATIVE modifier +1 = DEX MODIFIER +1 + MISC MODIFIER | TOTAL

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4	+2	+2				
REFLEX (dexterity)	+1	+0	+1				
WILL (wisdom)	+1	+2	-1				

BASE ATTACK BONUS +1 | **SPELL RESISTANCE** | **AP** action points | **5** CURRENT

GRAPPLE modifier +3 = BASE ATTACK BONUS +1 + STRENGTH MODIFIER +2 + SIZE MODIFIER + MISC MODIFIER | TOTAL

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Longsword	+3	1d8+2	19-20/x2

RANGE	TYPE	NOTES
-	S	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Mace, light	+3	1d6+2	x2

RANGE	TYPE	NOTES
-	B	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Javelin	+2	1d6+2	x2

RANGE	TYPE	NOTES
30 ft.	P	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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SKILLS MAX RANKS (CLASS/CROSS-CLASS) 4 / 2

CLASS SKILL?

SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
▢ Appraise ∎	int	+4	=	+4	+		+	
▢ Balance ∎	dex*	-2	=	+1	+		+	-3
▢ Bluff ∎	cha	+0	=	-2	+		+	+2
☒ Climb ∎	str*	-1	=	+2	+		+	-3
☒ Concentration ∎	con	+6	=	+2	+	4	+	
☒ Craft ∎ ( )	int	+4	=	+4	+		+	
☒ Craft ∎ ( )	int	+4	=	+4	+		+	
☒ Craft ∎ ( )	int	+4	=	+4	+		+	
☒ Decipher Script	int	+6	=	+4	+	2	+	
▢ Diplomacy ∎	cha	-2	=	-2	+		+	
▢ Disable Device	int		=		+		+	
▢ Disguise ∎	cha	-2	=	-2	+		+	
▢ Escape Artist ∎	dex*	-2	=	+1	+		+	-3
▢ Forgery ∎	int	+4	=	+4	+		+	
▢ Gather Information ∎	cha	-2	=	-2	+		+	
▢ Handle Animal	cha		=		+		+	
▢ Heal ∎	wis	-1	=	-1	+		+	
▢ Hide ∎	dex*	+0	=	+1	+		+	-1
▢ Intimidate ∎	cha	-2	=	-2	+		+	
☒ Jump ∎	str*	-1	=	+2	+		+	-3
☒ Knowledge (dungeonerering)	int	+8	=	+4	+	4	+	
☒ Knowledge (the planes)	int	+8	=	+4	+	4	+	
☒ Knowledge ( )	int		=		+		+	
☒ Knowledge ( )	int		=		+		+	
☒ Knowledge ( )	int		=		+		+	
▢ Listen ∎	wis	-1	=	-1	+		+	
▢ Move Silently ∎	dex*	-2	=	+1	+		+	-3
▢ Open Lock	dex		=		+		+	
▢ Perform ( )	cha		=		+		+	
▢ Perform ( )	cha		=		+		+	
▢ Perform ( )	cha		=		+		+	
▢ Profession ( )	wis		=		+		+	
▢ Profession ( )	wis		=		+		+	
☒ Ride ∎	dex	+1	=	+1	+		+	
▢ Search ∎	int	+4	=	+4	+		+	
☒ Sense Motive ∎	wis	-5	=	-1	+	4	+	
▢ Sleight of Hand	dex*		=		+		+	
☒ Spellcraft	int	+8	=	+4	+	4	+	
▢ Spot ∎	wis	-1	=	-1	+		+	
▢ Survival ∎	wis	-1	=	-1	+		+	
☒ Swim ∎	str*	-4	=	+2	+		+	-6
▢ Tumble ∎	dex*		=		+		+	
▢ Use Magic Device	cha		=		+		+	
▢ Use Rope ∎	dex	+1	=	+1	+		+	
▢ Speak Languages (Daelkyr)	Int		=		+	2	+	
▢ _____	____		=		+		+	
▢ _____	____		=		+		+	

∎ After the skill denotes a skill that can be used untrained.

▢ Fill in this box if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

experience points

GEAR

ARMOR/PROTECTIVE ITEM

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
Chain shirt	light	4	4

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-2	20%	30 ft.	25 lbs	

SHIELD/PROTECTIVE ITEM

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
Light wooden	1	5	-1

SPELL FAILURE	SPECIAL PROPERTIES
5%	

PROTECTIVE ITEM

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Backpack		2 lbs			
Spell componenet pouch		2 lbs			
Manacles, masterwork		2 lbs			
Mirror, small steel		.5 lbs			
Rope, silk (50 ft.)		5 lbs			
Longsword		4 lbs			
Mace, light		4 lbs			
Javelin (3)		6 lbs			
Chain shirt		25 lbs			
Shield, light wooden		5 lbs			

*bonus equipment

BASIC POSSESSIONS GP VALUE	203

BASIC WT.	55.5	+ MAGIC WT.	.	= TOTAL WEIGHT CARRIED	55.5

58	59-116	117-175	175	350	875
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 x MAX LOAD	PUSH OR DRAG 5 x MAX LOAD

MONEY

cp —

sp —

gp — 37

pp —

FEATS

	PG.
Heroic Spirit	ECS 55

(b) = bonus feat

SPECIAL ABILITIES

PG.

Darkvision 60 ft.

+2 racial bonus on Bluff and Hide checks

Darkness once per day

Resistance to cold 5, electricity 5, and fire 5.

Arcane attunement	PHB II 20
Armored mage (light)	PHB II 20

MINIATURE UNLOCK
Bonus for using listed D&D Miniature

Battle Caster

Miniature: Tiefling Blademaster (WAR DRUMS 58/60) You may spend 2 action points to reroll any attack roll or concentration check you make. You must accept the new roll even if the result is worse than the first.

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

Common, Infernal

Aquatic

Draconic

Elven

Orc

Daelkyr

TYPICAL SPELLS

Domains: :

0: *Acid splash; daze; open/close; light; disrupt undead; mage hand*

1st: *Bigby's tripping hand (PHB II), Kelgore's fire bolt (PHBII)*

2nd:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

SPELL SAVE	4

DC MOD

ARCANE SPELL FAILURE	0	%

conditional modifiers

Ignore spell failure when using light armor and light shield to cast spells from your duskblade spell list.n

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
6	14	0	3	0
2	15	1ST	2	1
	16	2ND		
	17	3RD		
	18	4TH		
	19	5TH		
	20	6TH		
	21	7TH		
	22	8TH		
	23	9TH		