

CHARACTER NAME

Duskblade

CLASS

3

LEVEL

Medium

RACE

Tiefling

OUTSIDER (Native)

TYPE

PLAYER

Cabal of Shadows

GENDER

Female

ALIGNMENT

Neutral Evil

DEITY

AGE

15

HEIGHT

5'3"

WEIGHT

145 lbs

EYES

HAIR

STR

STRENGTH

14

+2

DEX

DEXTERITY

13

+1

CON

CONSTITUTION

14

+2

INT

INTELLIGENCE

18

+4

WIS

WISDOM

8

-1

CHA

CHARISMA

6

-2

SAVING THROWS

FORTITUDE

(CONSTITUTION)

+5

=

+3

+

+2

+

+0

+

+0

+

REFLEX

(DEXTERITY)

+2

=

+1

+

+1

+

+0

+

+0

+

WILL

(WISDOM)

+2

=

+3

+

-1

+

+0

+

+0

+

TEMP. SCORE

TEMP. MODIFIER

CONDITIONAL MODIFIERS

BASE ATTACK BONUS

+3

TEMP.

GRAPPLE

MODIFIER

+5

=

+3

+

+2

+

+0

+

+0

TOTAL

BASE ATTACK

STR MODIFIER

SIZE MODIFIER

MISC. MODIFIER

MELEE

ATTACK BONUS

+5

=

+3

+

+2

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STR MODIFIER

SIZE MODIFIER

MISC. MODIFIER

TEMP. MODIFIER

RANGED

ATTACK BONUS

+4

=

+3

+

+1

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

DEX MODIFIER

SIZE MODIFIER

MISC. MODIFIER

TEMP. MODIFIER

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1 Longsword

+6

1d8+3

19-20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

4 lb

S

Medium

One-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Light Mace

+5

1d6+2

20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

4 lb

B

Medium

One-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Shortbow

+4

1d6

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

60 ft

2 lb

P

Medium

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

HP

HIT POINTS

24

AC

ARMOR CLASS

17

=

10

+

+5

+

+1

+

+1

+

+0

+

+0

+

+0

+

+0

TOTAL

ARMOR BONUS

SHIELD BONUS

DEX MODIFIER

SIZE MODIFIER

NATURAL ARMOR

DEFLECT MOD

MISC MOD

TOUCH

ARMOR CLASS

11

FLAT-FOOTED

ARMOR CLASS

16

INITIATIVE

MODIFIER

+5

=

+1

+

+4

TOTAL

DEX MODIFIER

MISC. MODIFIER

SPELL RESISTANCE

ARCANE SPELL FAILURE

25%

SKILLS

MAX RANKS

6 / 3

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC. MODIFIER

☒ Appraise¹

INT

+4

=

4

+

+

☒ Balance¹

DEX*

-1

=

1

+

+

-2

☒ Bluff¹

CHA

+0

=

-2

+

+

2

☐ Climb¹

STR*

+0

=

2

+

+

-2

☐ Concentration¹

CON

+8

=

2

+

6

+

☐ Craft skills...¹

INT

+4

=

4

+

+

☐ Decipher Script

INT

+6

=

4

+

2

+

☒ Diplomacy¹

CHA

+0

=

-2

+

+

2

☒ Disguise¹

CHA

-2

=

-2

+

+

☒ Escape Artist¹

DEX*

-1

=

1

+

+

-2

☒ Forgery¹

INT

+4

=

4

+

+

☒ Gather Information¹

CHA

-2

=

-2

+

+

☒ Heal¹

WIS

-1

=

-1

+

+

☒ Hide¹

DEX*

+1

=

1

+

+

☒ Intimidate¹

CHA

-2

=

-2

+

+

☐ Jump¹

STR*

+0

=

2

+

+

-2

☐ Knowledge (dungeoneering)

INT

+10

=

4

+

6

+

☐ Knowledge (the planes)

INT

+10

=

4

+

6

+

☒ Listen¹

WIS

-1

=

-1

+

+

☒ Move Silently¹

DEX*

-1

=

1

+

+

-2

☒ Perform skills ...¹

CHA

-2

=

-2

+

+

☐ Ride¹

DEX

+1

=

1

+

+

☒ Search¹

INT

+4

=

4

+

+

☐ Sense Motive¹

WIS

+5

=

-1

+

6

+

☒ Speak Language

INT

=

+

1

+

☐ Spellcraft

INT

+10

=

4

+

6

+

☒ Spot¹

WIS

-1

=

-1

+

+

☒ Survival¹

WIS

-1

=

-1

+

+

☐ Swim¹

STR**

+0

=

2

+

2

+

-4

☒ Use Rope¹

DEX

+1

=

1

+

+

CHARACTER RECORD SHEET

30 ft/x4

-2

DAMAGE REDUCTION

SKILLS

MAX RANKS

6 / 3

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC. MODIFIER

☒ Appraise¹

INT

+4

=

4

+

+

☒ Balance¹

DEX*

-1

=

1

+

+

-2

☒ Bluff¹

CHA

+0

=

-2

+

+

2

☐ Climb¹

STR*

+0

=

2

+

+

-2

☐ Concentration¹

CON

+8

=

2

+

6

+

☐ Craft skills...¹

INT

+4

=

4

+

+

☐ Decipher Script

INT

+6

=

4

+

2

+

☒ Diplomacy¹

CHA

+0

=

-2

+

+

2

☒ Disguise¹

CHA

-2

=

-2

+

+

☒ Escape Artist¹

DEX*

-1

=

1

+

+

-2

☒ Forgery¹

INT

+4

=

4

+

+

☒ Gather Information¹

CHA

-2

=

-2

+

+

☒ Heal¹

WIS

-1

=

-1

+

+

☒ Hide¹

DEX*

+1

=

1

+

+

☒ Intimidate¹

CHA

-2

=

-2

+

+

☐ Jump¹

STR*

+0

=

2

+

+

-2

☐ Knowledge (dungeoneering)

INT

+10

=

4

+

6

+

☐ Knowledge (the planes)

INT

+10

=

4

+

6

+

☒ Listen¹

WIS

-1

=

-1

+

+

☒ Move Silently¹

DEX*

-1

=

1

+

+

-2

☒ Perform skills ...¹

CHA

-2

=

-2

+

+

☐ Ride¹

DEX

+1

=

1

+

+

☒ Search¹

INT

+4

=

4

+

+

☐ Sense Motive¹

WIS

+5

=

-1

+

6

+

☒ Speak Language

INT

=

+

1

+

☐ Spellcraft

INT

+10

=

4

+

6

+

☒ Spot¹

WIS

-1

=

-1

+

+

☒ Survival¹

WIS

-1

=

-1

+

+

☐ Swim¹

STR**

+0

=

2

+

2

+

-4

☒ Use Rope¹

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.

SPECIAL ABILITIES/FEATS	

[illegible]

You must accept the results of the new roll.