

# DUSKBLADE

Duskblade  
Level

Level  
Bonus

+

Caster  
Level

## SPELLS

Spells Known	Spell Save DC	Spells per day	= Basis Spreuken	Bonusspreuken
		0		INT - 4 INT - 8 INT - 12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + INT + Spell Level

## ARCANE SPREUK MISLUKKING TREDE

%

Duskblades can use light armour and light shields without risk of spell failure.

From level 4: ☐ Can wear medium armour

From level 7: ☐ Can use heavy shield

## ARCANE ATTUNEMENT

### ATTUNEMENTS

PER DAY

Misc

= 3 + INT +

Dancing Lights

Detect Magic

Flare

Ghost Sound

Read Magic

## QUICK CAST

### QUICK CAST

PER DAY

Duskblade  
Level

Quick Cast  
Spells Today

= ÷ 5

## SPELL POWER

### CASTER LEVEL

CHECK BONUS

Duskblade  
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6 to 10 → +2

11 to 15 → +3

16 to 17 → +4

18 up → +5

+ = ( : )

when you injure an opponent with a melée attack

## KNOWN SPELLS

0

1

2

3

4

5

## WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

## SCROLLS

## POTIONS