

Duskblade

NAME

Point10

CLASS

EXPERIENCE

1

1000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	12	+1	12	+1	12	+1
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	16	+3	16	+3	16	+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

RANGED
attack bonus

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

GRAPPLE
attack bonus

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d3+2	20/x2	5 ft.

*Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+2	1d8+2	2W-P-(OH)	-4	1d8+2	
1H-O	-2	1d8+1	2W-P-(OL)	-2	1d8+2	
2H	+2	1d8+3	2W-OH	-8	1d8+1	

Special Properties

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt	Light	+4	+4	-2	20
*Shield, Heavy	Heavy	+2		-2	15

Decean Gordon

PLAYERNAME

Human

Medium

5' 11"

198 lbs.

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

WOUNDS/CURRENT HP

HP
hit points

9

AC
armor class

17

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

INITIATIVE
modifier

+1

=

+1

+

+0

+

BASE ATTACK
bonus

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

RANGED
attack bonus

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

GRAPPLE
attack bonus

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d3+2	20/x2	5 ft.

*Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
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1H-O	-2	1d8+1	2W-P-(OL)	-2	1d8+2	
2H	+2	1d8+3	2W-OH	-8	1d8+1	

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*: weapon is equipped
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ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt	Light	+4	+4	-2	20
*Shield, Heavy	Heavy	+2		-2	15

Neutral Good

ALIGNMENT

VISION

0

POINTS

SPEED

Walk 30 ft.

ARCANE SPELL FAILURE

35

ARMOR CHECK PENALTY

-4

SPELL RESIST

0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	-1	=	1	+ 2.0 + -4
✓	Appraise	INT	3	=	3	+ +
✓	Athletics	STR	0	=	2	+ 2.0 + -4
✓	Concentration	CON	3	=	1	+ 2.0 +
✓	Craft (Untrained)	INT	3	=	3	+ +
✓	Deception	CHA	5	=	3	+ 2.0 +
✓	Gather Information	CHA	5	=	3	+ 2.0 +
✓	Heal	WIS	2	=	2	+ +
✓	Knowledge (Arcana)	INT	7	=	3	+ 4.0 +
✓	Perception	WIS	2	=	2	+ +
✓	Persuasion	CHA	3	=	3	+ +
✓	Ride	DEX	1	=	1	+ +
✓	Sense Motive	WIS	2	=	2	+ +
✓	Spellcraft	INT	7	=	3	+ 4.0 +
✓	Stealth	DEX	-3	=	1	+ + -4
✓	Survival	WIS	2	=	2	+ +
✓	Thievery	DEX	1	=	1	+ +
✓	Use Rope	DEX	1	=	1	+ +
				=	+	+
				=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Chain Shirt	Equipped	1	25.0	100.0	
Longsword	Equipped	1	4.0	15.0	
Shield, Heavy	Equipped	1	10.0	7.0	
TOTAL WEIGHT CARRIED/VALUE			39 lbs. 122.0 gp		

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL ATTACKS	
Warcraft	
+0 BAB	

SPECIAL QUALITIES	
Adept Magic Level (,)	Adept Level 2, Casterlevel is 3
Base Caster Level (Specialized - Adept)	Adept Level 1, Casterlevel is 1
Disadvantage - Compulsive	You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagant spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.
Disadvantage - Irreverent	You are fundamentally unable to accept the "divinity" of gods. You recognize their might and may even see one as a patron, but worship just isn't part of your nature' they're just really powerful people to you. While gods generally forego directly smiting you, none of them will grant you divine magic and many clerics have a problem with you.
Disadvantage - Secret	There is something buried in your past which you must keep hidden. Your dark secret may range from your unpopular ancestry to being a mass murderer, but bad things happen if it is revealed (i.e., you will get two shiny new disadvantages). Characters most commonly get two from: Hunted, Outcast, Poor Reputation, or Valuable, but things like Accursed, Insane, Obligations, or Unluck may fit in some cases.
Duties (+2)	A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.
Eldritch	
Fast Learner (+1)	Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.
Innate Enchantment	
Occult Talent	Occult Talent covers a variety of minor magical abilities. These require no components but never rise above 1st level spells. The basic effect allows a character four level 0 spells and one level 1 spell, which he or she may use 1/day each. This does not allow the character to use items which normally require spellcasting abilities.
Occult Talent ~ Improved	allows the character to expand his or her repertoire considerably. He or she now has a selection of five level 0 spells and three level 1 spells. He or she gains 5 level 0 slots and three level 1 slots to cast them with as a Sorcerer or Psion would.
Reflex Training	
Save ~ Fortitude (,)	Increases the Fortitude Save
Save ~ Will (,)	Increases the Will Save

FEATS	
Feat Conversion to CP ~ 6 (, ,)	Covert regular feat to Character Points

PROFICIENCIES	
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer	

LANGUAGES	
Common, Draconic, Elven, Gnoll	

TEMPLATES	
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Notes:

Character Sheet Notes: