

Henry "ShockBlade" Blackson

Character Name

Duskblade 1

CLASS

1 (1)

0 / 1000

Character Level (CR)

EXP/NEXT LEVEL

Player Name

Human / Humanoid

RACE

0

Male

AGE

GENDER

Deity

Medium / 5 ft. x 5 ft.

SIZE / FACE

None

Region

5' 5" / 162 lbs.

HEIGHT / WEIGHT

Lawful Good

Alignment

Normal

VISION

EYES

HAIR

Points

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

18

+4

DEX

16

+3

CON

17

+3

INT

17

+3

WIS

15

+2

CHA

11

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

REFLEX

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

WILL

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

HP

11

WOUNDS/CURRENT HP

AC

17

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

+3

=

+3

+

+0

MISS CHANCE

20

-3

0

ARCANE SPELL FAILURE PENALTY

Encumbrance

Medium

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft.

MELEE

TOTAL

+5

=

+1

+

+4

+

+0

+

+0

+

0

+

RANGED

+4

=

+1

+

+3

+

+0

+

+0

+

0

+

GRAPPLE

+5

=

+1

+

+4

+

+0

+

+0

+

+0

+

MELEE

TOTAL

+5

=

+1

+

+4

+

+0

+

+0

+

0

+

RANGED

+4

=

+1

+

+3

+

+0

+

+0

+

0

+

GRAPPLE

+5

=

+1

+

+4

+

+0

+

+0

+

+0

+

*Greatsword +1 (Illuminating)

HAND

Both

TYPE

S

SIZE

M

CRITICAL

19-20/x2

REACH

5 ft.

2H

To Hit

Dam

2d6+7

2W-OH

To Hit

Dam

null

Special Properties: Adventurers recognize the greatsword as one of the best melee weapons available. It's reliable and powerful., When drawn, this weapon glows with a pure white light, illuminating a 20-ft-radius and illuminating a shadowy 20-ft beyond that.

Dagger

HAND

Carried

TYPE

PS

SIZE

M

CRITICAL

19-20/x2

REACH

5 ft.

1H-P

To Hit

Dam

1d4+4

2W-P(OH)

To Hit

Dam

1d4+4

1H-O

To Hit

Dam

1d4+2

2W-P(OL)

To Hit

Dam

1d4+4

2H

To Hit

Dam

1d4+4

2W-OH

To Hit

Dam

1d4+2

TH

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

+4

+2

+0

-2

-4

Dam

1d4+4

1d4+4

1d4+4

1d4+4

1d4+4

Masterwork Longbow, Composite

HAND

Carried

TYPE

P

SIZE

M

CRITICAL

20/x3

REACH

5 ft.

(+4)

Ammunition: Arrow (An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of it's size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hit's its target is destroyed; one that misses has a 50%% chance of being destroyed or lost.)

Range: 30 ft.

To Hit: +5

Damage: 1d8+4

TH

110 ft.

220 ft.

330 ft.

440 ft.

550 ft.

TH

+5

+3

+1

-1

-3

Dam

1d8+4

1d8+4

1d8+4

1d8+4

1d8+4

TH

660 ft.

770 ft.

880 ft.

990 ft.

1100 ft.

TH

-5

-7

-9

-11

-13

Dam

1d8+4

1d8+4

1d8+4

1d8+4

1d8+4

Ammunition: Signal Arrow (This arrow is specially designed to emulate a bird's call when fired. Elven fletchers craft the arrows to make calls that will be recognized as signals by the elves of the community. For example, a hawk's cry might signal an attack, and an owl's screech might signal a stealthy advance. A successful

TOTAL SKILLPOINTS: 24		MAX RANKS: 4/2				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	3	=	3	
✓	Balance	DEX	0	=	3	+ -3
✓	Bluff	CHA	0	=	0	
✓	Climb	STR	1	=	4	+ -3
✓	Concentration	CON	7	=	3 + 4	
	Craft (Armorsmithing)	INT	4	=	3 + 1	
	Craft (Blacksmithing)	INT	4	=	3 + 1	
✓	Craft (Untrained)	INT	3	=	3	
	Craft (Weaponsmithing)	INT	4	=	3 + 1	
✓	Diplomacy	CHA	0	=	0	
✓	Disguise	CHA	0	=	0	
✓	Escape Artist	DEX	0	=	3	+ -3
✓	Forgery	INT	3	=	3	
✓	Gather Information	CHA	0	=	0	
✓	Heal	WIS	2	=	2	
✓	Hide	DEX	0	=	3	+ -3
✓	Intimidate	CHA	0	=	0	
✓	Jump	STR	-5	=	4	+ -9
	Knowledge (Arcana)	INT	7	=	3 + 4	
	Knowledge (Geography)	INT	4	=	3 + 1	
	Knowledge (History)	INT	4	=	3 + 1	
	Knowledge (Nature)	INT	4	=	3 + 1	
✓	Knowledge (Untrained)	INT	3	=	3	
✓	Listen	WIS	3	=	2 + 1	
✓	Move Silently	DEX	0	=	3	+ -3
✓	Ride	DEX	3	=	3	
✓	Search	INT	3	=	3	
✓	Sense Motive	WIS	2	=	2	
	Spellcraft	INT	7	=	3 + 4	
✓	Spot	WIS	3	=	2 + 1	
✓	Survival	WIS	2	=	2	
✓	Swim	STR	-2	=	4	+ -6
	Tumble	DEX	1	=	3 + 1	+ -3
✓	Use Rope	DEX	3	=	3	
				=	+	+
				=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

Wilderness Lore check (DC 20) determines whether the sound comes from a bird or another source. The intricate carving on the arrow shafts makes them clumsy in flight, imposing a -2 circumstance penalty on attack rolls.)					
Range: 30 ft.		To Hit: +5		Damage: 1d8+4	
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
TH	+5	+3	+1	-1	-3
Dam	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
TH	-5	-7	-9	-11	-13
Dam	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4
Ammunition: Thundering Arrow (Thunder arrows are tipped with thunderstones (see Chapter 7 of the Player's Handbook). A hit from a thunder arrow deals no damage but triggers the thunderstone's sonic attack. Thunder arrows that miss should be treated as attacks with a grenadelike weapon (see Chapter 8 of the Player's Handbook).)					
Range: 30 ft.		To Hit: +5		Damage: 1d8+4	
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
TH	+5	+3	+1	-1	-3
Dam	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
TH	-5	-7	-9	-11	-13
Dam	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4
Special Properties: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted., STR bonus to damage					

*: 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
A chain shirt protects your torso while leaving your limbs free and mobile. It includes a layer of quilted fabric worn underneath to prevent chafing and to cushion the impact of blows. A chain shirt comes with a steel cap.						

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Greatsword +1 (Illuminating)	Equipped	1	8 / 2,850
Adventurers recognize the greatsword as one of the best melee weapons available. It's reliable and powerful.. When drawn, this weapon glows with a pure white light, illuminating a 20-ft-radius and illuminating a shadowy 20-ft beyond that.			
Chain Shirt	Equipped	1	25 / 100
A chain shirt protects your torso while leaving your limbs free and mobile. It includes a layer of quilted fabric worn underneath to prevent chafing and to cushion the impact of blows. A chain shirt comes with a steel cap.			
Explorer's Outfit	Equipped	1	8 / 0
This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.			
Healing Belt	Equipped	1	1 / 750
Backpack	Equipped	1	2 / 2
48.5 lbs., 1 Spell Component Pouch, 1 Artisan's Tools (Weaponsmithing/Masterwork), 2 Bag, Coin, 1 Bedroll, 5 Candle, 1 Case, Map or Scroll, 4 Chalk (1 piece), 5 Fishhook, 1 Grappling Hook (Collapsible), 1 Hammer, 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Mess Kit, 1 Pouch, Belt, 10 Rations (Trail/Per Day), 2 Rope, Silk, 2 Sunrod, 1 Tent, One-person, 1 Tindertwig, 1 Twine, Roll (50 ft.), 5 Waterskin, 1 Soap (Per Lb.)			
Spell Component Pouch	Backpack	1	0 / 0
This small, watertight leather belt pouch has many compartments. A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch (such as the natural pool that a druid needs to look into to cast scrying).			
Spell Component Pouch	Equipped	1	0 / 0
This small, watertight leather belt pouch has many compartments. A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch (such as the natural pool that a druid needs to look into to cast scrying).			
Artisan's Tools (Weaponsmithing/Masterwork)	Backpack	1	5 / 5
Bag, Coin	Backpack	2	0.2 (0.5) / 0.1 (0.1)
for Robe of Useful Items.			
Bedroll	Backpack	1	5 / 0.1
You never know where you're going to sleep, and a bedroll helps you get better sleep in a layloft or on the cold ground. A bedroll consists of bedding and a blanket thin enough to be rolled up and tied. In an emergency, it can double as a stretcher.			
Candle	Backpack	5	0 (0) / 0 (0.1)
A candle dimly illuminates a 5-foot radius and burns for 1 hour. See page 164 for more rules on illumination.Duration: 1 hr., Shadowy Illumination: 5 ft.			
Case, Map or Scroll	Backpack	1	0.5 / 1
This capped leather or tin tube holds rolled pieces of parchment or paper.0 lbs., 5 Paper (Sheet)			
Paper (Sheet)	Case, Map or Scroll	5	0 (0) / 0.4 (2)
A sheet of standard paper is made from cloth fibers.			
Chalk (1 piece)	Backpack	4	0 (0) / 0 (0)
Chalk (1 piece)	Pouch, Belt	1	0 / 0
Fishhook	Backpack	5	0 (0) / 0.1 (0.5)
Grappling Hook (Collapsible)	Backpack	1	3 / 3
This small grappling hook has flat, retractable lines that fold out to create a working hook. It functions exactly like a normal grappling hook, except that it increases the DC by +4 for Search checks to find it when folded up and hidden among a person's garments.			
Hammer	Backpack	1	2 / 0.5
This one-handed hammer with an iron head is useful for pounding pitons into a wall. If a hammer is used in combat, treat it as a one-handed improvised weapon (see page 113) that deals bludgeoning damage equal to that of a spiked gauntlet of its size.			
Ink (1 Oz. Vial)	Backpack	1	0 / 8
This is black ink. You can buy ink in other colors, but it costs twice as much.			
Inkpen	Backpack	1	0 / 0.1
An inkpen is a wooden stick with a special tip on the end. The tip draws ink in when dipped in a vial and leaves an ink trail when drawn across a surface.			
Mess Kit	Backpack	1	1 / 0.6
This lightweight metal kit contains a bowl, plate, fork, spoon, and cup.			
Pouch, Belt	Backpack	1	0.5 / 1
Pouch, Belt	Equipped	2	0.5 (1) / 1 (2)
1 lbs., 1 Chalk (1 piece), 2 Flint and Steel, 1 Whetstone, 1 Signal Whistle			
Rations (Trail/Per Day)	Backpack	10	1 (10) / 0.5 (5)
Rope, Silk	Backpack	2	5 (10) / 10 (20)
This rope has 4 hit points and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 circumstance bonus on Use Rope checks.			
Sunrod	Backpack	2	0 (0) / 2 (4)
This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless. See pages 164 for more rules on illumination.			
Tent, One-person	Backpack	1	10 / 5
A tent designed to shelter one Medium-size humanoid.			
Tindertwig	Backpack	1	0 / 1
The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.			
Twine, Roll (50 ft.)	Backpack	1	0 / 0.1
A roll of sturdy twine. It has 0 hardness and 1 hp. When tightly wrapped around an object, it has the same strength as hemp rope (0 hardness, 2 hp per inch).			
Waterskin	Backpack	5	0 (0) / 1 (5)
A waterskin is a leather pouch with a narrow neck that is used for holding water.			
TOTAL WEIGHT CARRIED/VALUE	103.5 lbs.	5,412.9gp	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Soap (Per Lb.)	Backpack	1	1 / 0.5
Potion Belt, Masterwork	Equipped	1	1 / 60
This extremely well-made potion belt holds ten potions. Retrieving a potion from a potion belt is a free action once per round.			
Potion of Cure Light Wounds	Equipped	2	0 (0) / 50 (100)
Potion (Enlarge Person)	Equipped	3	0 (0) / 50 (150)
Flint and Steel	Pouch, Belt	2	0 (0) / 1 (2)
Striking steel and flint together creates sparks. By knocking sparks into tinder, you can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.			
Whetstone	Pouch, Belt	1	1 / 0
Signal Whistle	Pouch, Belt	1	0 / 0.8
Money Belt	Equipped	1	0 / 4
This cloth pouch is designed to be worn under clothing and can hold up to 50 coins. The Pick Pocket check DC to take something from a money belt is +5 higher than normal.			
Chronocharm of the Horizon Walker	Equipped	1	0 / 500
Dagger	Carried	1	1 / 2
Masterwork Longbow, Composite (+4)	Carried	1	3 / 800
You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted., STR bonus to damage12.5 lbs., 50 Arrow, 10 Signal Arrow, 10 Thundering Arrow			
Arrow	Masterwork Longbow, Composite (+4)	50	0.1 (7.5) / 0.1 (2.5)
An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of it's size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hit's its target is destroyed; one that misses has a 50% chance of being destroyed or lost.			
Signal Arrow	Masterwork Longbow, Composite (+4)	10	0.2 (2) / 0.5 (5)
This arrow is specially designed to emulate a bird's call when fired. Eleven fletchers craft the arrows to make calls that will be recognized as signals by the elves of the community. For example, a hawk's cry might signal an attack, and an owl's screech might signal a stealthy advance. A successful Wilderness Lore check (DC 20) determines whether the sound comes from a bird or another source. The intricate carving on the arrow shafts makes them clumsy in flight, imposing a -2 circumstance penalty on attack rolls.			
Thundering Arrow	Masterwork Longbow, Composite (+4)	10	0.3 (3) / 2 (20)
Thunder arrows are tipped with thunderstones (see Chapter 7 of the Player's Handbook). A hit from a thunder arrow deals no damage but triggers the thunderstone's sonic attack. Thunder arrows that miss should be treated as attacks with a grenadelike weapon (see Chapter 8 of the Player's Handbook).			
TOTAL WEIGHT CARRIED/VALUE	103.5 lbs.	5,412.9gp	

WEIGHT ALLOWANCE			
Light	100	Medium	200
Lift over head	300	Lift off ground	600
		Heavy	300
		Push / Drag	1500

MONEY	
	Total= 0 gp

MAGIC

Languages
Common, Draconic, Elven, Sylvan

Other Companions

Special Qualities

Arcane Attunement (Sp)

You can use the spell-like powers dancing lights, detect magic, flare, ghost sound, and read magic a combined total times per day equal to 3+INT. These do not count against your spells known or spells per day.

Armored Mage (Light) (Ex)

Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's limited focus and specialized training, however, allows you to avoid arcane spell failure in light armor and with light shields. This does not apply to heavier armors, shields, or to casting from another class. At 4th level, you learn to use medium armor with no chance of spell failure.

[Wizards of the Coast - Player's Handbook II, p.20]

[Wizards of the Coast - Player's Handbook II, p.20]

PREVARGTEQ:DuskbladeArmoredMageLVL,2

At 7th level, you learn to use a heavy shield with no chance of spell failure.PREVARGTQ:DuskbladeArmoredMageLVL,3

Human Racial Traits (Ex)

[Wizards of the Coast -
Players Handbook]

4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.

Weapon and Armor Proficiency

[Wizards of the Coast -
Player's Handbook II, p.19]

Duskblades are proficient with all simple and martial weapons, all armors, and all shields (except tower shields).

Feats

Power Attack

[Wizards of the Coast -
Player's Handbook, p.98]

You can make exceptionally powerful melee attacks.

On your action, before making attack rolls for a round, you may choose to subtract up to 1 from all melee attack rolls and add the same number to all melee damage rolls.

Weapon Focus (Greatsword)

[Wizards of the Coast -
Player's Guide to Faerun,
p.102]

You are especially good at using this specified weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Proficiencies

Aspergillum (Heavy), Axe (Throwing), Battle Gauntlet, Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Cutlass), Sword (Saber), Sword (Short), Trident, Unarmed Strike, Wakizashi, Warhammer, Warmace

Duskblade Spells

LEVEL	0	1	2	3	4	5
KNOWN	5	2	—	—	—	—
PER DAY	3	3	—	—	—	—

LEVEL 0 / Per Day:3 / Caster Level:1

Name	School	Time	Duration	Range	Source
☐☐☐☐ Acid Splash	Conjuration (Creation) [Acid]	1 standard action	Instantaneous	Close (25 ft.)	PH:p.196
[V, S] TARGET: One missile of acid; EFFECT: Orb deals 1d3 acid damage. [SR:No]					
☐☐☐☐ Disrupt Undead	Necromancy	1 standard action	Instantaneous	Close (25 ft.)	PH:p.223
[V, S] TARGET: Ray; EFFECT: Deals 1d6 damage to one undead. [SR:Yes]					
☐☐☐☐ Ray of Frost	Evocation [Cold, WuJenWater]	1 standard action	Instantaneous	Close (25 ft.)	PH:p.269
[V, S] TARGET: Ray; EFFECT: Ray deals 1d3 cold damage. [SR:Yes]					
☐☐☐☐ Touch of Fatigue	Necromancy	1 standard action	1 rounds	Touch	PH:p.294
[V, S, M] TARGET: Creature touched; EFFECT: Touch attack fatigues target. [SR:Yes; DC:13, Fortitude negates]					

LEVEL 1 / Per Day:3 / Caster Level:1

Name	School	Time	Duration	Range	Source
☐☐☐☐ Burning Hands	Evocation [Fire]	1 standard action	Instantaneous	15 ft.	PH:p.207
[V, S] TARGET: Cone-shaped burst; EFFECT: 1d4 fire damage [SR:Yes; DC:14, Reflex half]					
☐☐☐☐ Shocking Grasp	Evocation [Electricity]	1 standard action	Instantaneous	Touch	PH:p.279
[V, S] TARGET: Creature or object touched; EFFECT: Touch delivers 1d6 electricity damage. [SR:Yes]					

* =Domain/Specialty Spell

Henry "ShockBlade" Blackson

Human

RACE

0

AGE

Male

GENDER

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

5' 5"

HEIGHT

162 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography: