

Male Illumian Duskblade 6
Lawful Good

Strength	19 (+4)	Size:	Medium
Dexterity	12 (+1)	Height:	5' 10"
Constitution	16 (+3)	Weight:	280 lb
Intelligence	14 (+2)	Skin:	Pale
Wisdom	10 (+0)	Eyes:	
Charisma	8 (-1)	Hair:	None

Total Hit Points: 45

Speed: 20 feet [armor]

Armor Class: 19 = 10 +8 [full plate] +1 [dexterity]

Touch AC: 11
Flat-footed: 18

Initiative modifier: +1 = +1 [dexterity]
Fortitude save: +8 = 5 [base] +3 [constitution]
Reflex save: +3 = 2 [base] +1 [dexterity]
Will save: +2 = 2 [base]
Attack (handheld): +10/+5 = 6 [base] +4 [strength]
Attack (unarmed): +10/+5 = 6 [base] +4 [strength]
Attack (missile): +7/+2 = 6 [base] +1 [dexterity]
Grapple check: +10/+5 = 6 [base] +4 [strength]

Light load: 116 lb. or less
Medium load: 117-233 lb.
Heavy load: 234-350 lb.
Lift over head: 350 lb.
Lift off ground: 700 lb.
Push or drag: 1750 lb.

Languages: Abyssal Celestial Common Illumian

Longsword [1d8, crit 19-20/x2 4 lb, one-handed, slashing]

Full plate armor [heavy; +8 AC; max dex +1; check penalty -6; 50 lb.]

Feats:

Combat Casting [free to duskblades at level 2]
Combat Expertise

Weapon Focus x1 Weapon(s):
Sudden Empower

Traits:

<i>Skill Name</i>	<i>Key Ability</i>	<i>Skill Modifier</i>	<i>Ability Modifier</i>	<i>Ranks</i>	<i>Misc. Modifier</i>
Appraise	Int	2 =	+2		
Balance	Dex*	1 =	+1		
Bluff	Cha	-1 =	-1		
Climb	Str*	8 =	+4	+4	
Concentration	Con	12 =	+3	+9	
Craft_1	Int	2 =	+2		
Craft_2	Int	2 =	+2		
Craft_3	Int	2 =	+2		
Diplomacy	Cha	-1 =	-1		
Disguise	Cha	-1 =	-1		
Escape Artist	Dex*	1 =	+1		
Forgery	Int	2 =	+2		
Gather Information	Cha	-1 =	-1		
Heal	Wis	0 =	+0		
Hide	Dex*	1 =	+1		
Intimidate	Cha	-1 =	-1		
Jump	Str*	2 =	+4	+4	-6 [speed 20]
Knowledge (arcana)	Int	11 =	+2	+9	
Listen	Wis	0 =	+0		
Move Silently	Dex*	1 =	+1		
Perform_1	Cha	-1 =	-1		
Perform_2	Cha	-1 =	-1		
Perform_3	Cha	-1 =	-1		
Perform_4	Cha	-1 =	-1		
Perform_5	Cha	-1 =	-1		
Ride	Dex	1 =	+1		
Search	Int	2 =	+2		
Sense Motive	Wis	4 =	+0	+4	
Spellcraft	Int	8 =	+2	+4	+2 [Knowledge, arcane]
Spot	Wis	0 =	+0		
Survival	Wis	0 =	+0		
Swim	Str**	6 =	+4	+2	
Use Rope	Dex	1 =	+1		

* = check penalty for wearing armor

Zero-level Duskblade spells: 6 per day:

First-level Duskblade spells: 7 (6+1) per day:

Second-level Duskblade spells: 4 (3+1) per day:

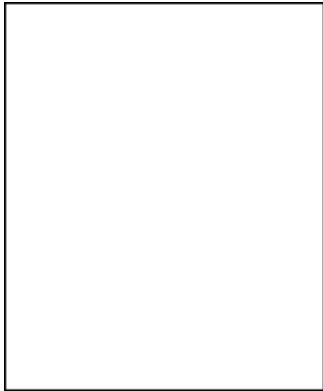
Illumian:

- Humans modified by sorcery; alphabet mystics.
- All are literate, and automatically speak Illumian, which most others cannot learn.
- All begin their careers with 2 luminous sigils orbiting the head.
- A new sigil is gained at levels 5, 10, 15, and 20.
- Inclined to multiclassing.
- +2 on saves vs. shadow magics.
- Immune to glyphs and symbols of caster level lower than or equal to their HD.
- -4 on saves vs. glyphs and symbols of caster level higher than their HD.
- +1 level adjustment.

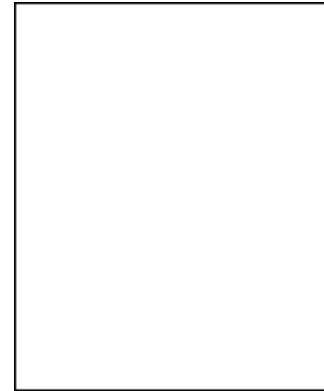
Duskblade:

- Many special abilities.
- See "Player's Handbook II".

	<i>Class</i>	<i>HP rolled</i>	
Level 1:	Duskblade	8	
Level 2:	Duskblade	4	
Level 3:	Duskblade	4	
Level 4:	Duskblade	6	+1 to strength
Level 5:	Duskblade	2	
Level 6:	Duskblade	3	



Draw Your Portrait



Draw Your Insignia

Equipment:

54 lb Weapons / Armor / Shield (from above)

54 lb Total

More about this character: