

Darym

Patrick Jenkins

Character Sheet (RPGX) - v. 1.1.0



CHARACTER BIO

Darym is a **175** year old, **Medium** sized, **Male Elf**. Stands **6ft. 0in.** tall and weighs **160 lb.** World view is **Chaotic Good** in nature. Currently a worshiper of **Corellon Larethian** ().

CHARACTER LEVEL	CLASSES and LEVELS
4	Duskblade 4

CURRENT EXPERIENCE	NEXT LEVEL AT	NEEDED TO MAKE LEVEL	EXPERIENCE GAINED IN PLAY
8,000	10,000	2,000	

HP TRACK	NON LETHAL	AC TRACK
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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES
STR	17	+3			HP POINTS 35	4d8 + 12		SPEED MOVE 30 ft.
DEX	16	+3			AC ARMOR 19	16 13 = 10	5 + 1 + 3 + 0	25% -2 +4
CON	16	+3						
INT	17	+3			FORTITUDE CON +7	4 + 3 + 0 + 0		BASE ATTACK +4
WIS	17	+3			REFLEX DEX +4	1 + 3 + 0 + 0		INITIATIVE MODIFIER +7 = 3 + 4
CHA	13	+1			WILL WIS +7	4 + 3 + 0 + 0		

GRAPPLE	ATTACK BONUS	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE	+7	= 4 + 3 + 0 + 0					
RANGED	+7	= 4 + 3 + 0 + 0					

SKILLS

NAME (KEY ABILITY)	TOT	RNK	ABL	MISC	MAX RANKS 7/3.5
◆ Appraise (INT)	3	=	+ 3	+ 0	
◆ Balance (DEX)*	1	=	+ 3	+ -2	
◆ Bluff (CHA)	1	=	+ 1	+ 0	
◆ Climb (STR)*	1	=	+ 3	+ -2	
◆ Concentration (CON)	10	=	7	+ 3	+ 0
◆ Craft (INT)	3	=	+ 3	+ 0	
◆ Craft (Weaponsmithing) (INT)	6	=	3	+ 3	+ 0
◆ Decipher Script (INT)	6	=	3	+ 3	+ 0
◆ Diplomacy (CHA)	1	=	+ 1	+ 0	
◆ Disguise (CHA)	1	=	+ 1	+ 0	
◆ Escape Artist (DEX)*	1	=	+ 3	+ -2	
◆ Forgery (INT)	3	=	+ 3	+ 0	
◆ Gather Information (CHA)	1	=	+ 1	+ 0	
◆ Heal (WIS)	3	=	+ 3	+ 0	
◆ Hide (DEX)*	1	=	+ 3	+ -2	
◆ Intimidate (CHA)	1	=	+ 1	+ 0	
◆ Jump (STR)*	1	=	+ 3	+ -2	
◆ Knowledge (Arcana) (INT)	8	=	5	+ 3	+ 0
◆ Knowledge (History) (INT)	6	=	3	+ 3	+ 0
◆ Knowledge (Religion) (INT)	6	=	3	+ 3	+ 0
◆ Listen (WIS)	5	=	+ 3	+ 2	
◆ Move Silently (DEX)*	2	=	1	+ 3	+ -2
◆ Perform (CHA)	1	=	+ 1	+ 0	
◆ Ride (DEX)	5	=	2	+ 3	+ 0
◆ Search (INT)	5	=	+ 3	+ 2	
◆ Sense Motive (WIS)	3	=	+ 3	+ 0	
◆ Spellcraft (INT)	12	=	7	+ 3	+ 2
◆ Spot (WIS)	5	=	+ 3	+ 2	
◆ Survival (WIS)	3	=	+ 3	+ 0	
◆ Swim (STR)**	-1	=	+ 3	+ -4	
◆ Use Rope (DEX)	3	=	+ 3	+ 0	

WEAPONS (DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	
👉 Longsword +1 (S)	+9	1d8+4	19-20/x2	
👉 Dagger (P/S)	+3	1d4+3	19-20/x2	
0 – 10 FT	11 – 20 FT	21 – 30 FT	31 – 40 FT	41 – 50 FT
3	1	-1	-3	-5
51 – 60 FT	61 – 70 FT	71 – 80 FT	81 – 90 FT	91 – 100 FT
-7	-9	-11	-13	-15
👉 Sword, Short (P)	+7	1d6+3	19-20/x2	
👉 Shortbow, Composite (P)	+7	1d6	x3	
0 – 70 FT	71 – 140 FT	141 – 210 FT	211 – 280 FT	281 – 350 FT
7	5	3	1	-1
351 – 420 FT	421 – 490 FT	491 – 560 FT	561 – 630 FT	631 – 700 FT
-3	-5	-7	-9	-11

👉 — Main hand (Primary) ◆ — Off hand (Secondary) 👉₂ — Two-handed ⚙️ — Thrown

ARMOR	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED
Chain shirt +1 [restful crystal]	+5	+4	-1	20%	30 ft.

SHIELD	ARMOR BONUS	ARMOR CHECK	SPELL FAIL
Buckler	+1	-1	5%

SKILL MODIFIERS

Combat Casting (+4 Skill (Concentration) to cast a spell or use a spell-like ability while on the defensive or grappling or pinned)
 Spellcraft Synergy (+2 Skill (Use Magic Device) scrolls)

DUSKBLADE SPELLS

LEVELS	0	1	2	3	4	5	6	7	8	9
Known:	9	—	—	—	—	—	—	—	—	—
Per Day:	6	6	—	—	—	—	—	—	—	—
Save:	13	14	—	—	—	—	—	—	—	—

0 LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE	SOURCE
	Acid Splash	V, S	13	No	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	None	Player's Handbook 196
	Orb deals 1d3 acid damage.								
	Deflect, Lesser	V	13		1 immediate action	Personal	1 round or until discharged		Player's Handbook II 109
	Gain a deflection bonus of 1/3 levels (max +5) against one attack.								
	Disrupt Undead	V, S	13	Yes	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	None	Player's Handbook 223
	Deals 1d6 damage to one undead.								
	Expeditious Retreat, Swift	V	13		1 swift action	Personal	1 round		Spell Compendium 85
	Your speed increases by 30 ft. for 1 round.								
	Kelgore's Fire Bolt	V, S, M	13	See text	1 standard action	Medium (100 ft. + 10 ft. level)	Instantaneous	Reflex half	Player's Handbook II 116
	1d6 fire damage/level (max 5d6), partially ignore SR.								
	Ray of Enfeeblement	V, S	13	Yes	1 standard action	Close (25 ft. + 5 ft./2 levels)	1 minute/level	None	Player's Handbook 269
	Ray deals 1d6 +1 per two levels Str damage.								
	Ray of Frost	V, S	13	Yes	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	None	Player's Handbook 269
	Ray deals 1d3 cold damage.								
	Shocking Grasp	V, S	13	Yes	1 standard action	Touch	Instantaneous	None	Player's Handbook 279
	Touch delivers 1d6/level electricity damage (max 5d6).								
	Touch of Fatigue	V, S, M	13	Yes	1 standard action	Touch	1 round/level	Fortitude negates	Player's Handbook 294
	Touch attack fatigues target.								