

# Tisiphone

# Lori

# Pelor

# Neutral Good

NAME  
Dsk8 32452  
CLASS EXPERIENCE  
8 36000  
Character Level NEXT LEVEL

PLAYERNAME  
Elf Medium  
RACE SIZE  
0 Female  
AGE GENDER

DEITY  
4' 9" 97 lbs.  
HEIGHT WEIGHT  
EYES HAIR  
POINTS

ALIGNMENT  
Low-light  
VISION



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	18	+4	18	+4	18	+4
<b>DEX</b> Dexterity	18	+4	18	+4	18	+4
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	21	+5	21	+5	21	+5
<b>WIS</b> Wisdom	9	-1	9	-1	9	-1
<b>CHA</b> Charisma	7	-2	7	-2	7	-2
<b>APP</b> Appearance	11	+0	11	+0	11	+0

<b>HP</b> hit points	74	WOUNDS/CURRENT HP	
<b>AC</b> armor class	17	FLAT	13
		TOUCH	14
		BASE	10
		ARMOR BONUS	+3
		SHIELD BONUS	+0
		STAT	+4
		SIZE	+0
		NATURAL ARMOR	+0
		DEFLECTION	+0
		MISC	+0
		MISC CHANCE	
		ARCANE SPELL FAILURE	15
		ARMOR CHECK PENALTY	-1
		SPELL RESIST	0

<b>WOUNDS/CURRENT HP</b>		<b>SUBDUAL DAMAGE</b>		<b>DAMAGE REDUCTION</b>		<b>SPEED</b>	Walk 30 ft.
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<b>INITIATIVE</b> modifier	+8	DEX MODIFIER	+4	MISC MODIFIER	+4
<b>BASE ATTACK</b> bonus	+8/+3				

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	11/5.5	MISC MODIFIER	
✓ Appraise	INT	5	= 5	+	+		
✓ Balance	DEX	3	= 4	+	+	-1	
✓ Bluff	CHA	-2	= -2	+	+		
✓ Climb	STR	11	= 4	+	8.0	+ -1	
✓ Concentration	CON	12	= 2	+	10.0	+	
Concentration (Cast defensively)	CON	16	= 2	+	10.0	+	4
✓ Craft (Untrained)	INT	5	= 5	+	+		
✓ Decipher Script	INT	13	= 5	+	8.0	+	
✓ Diplomacy	CHA	-2	= -2	+	+		
✓ Disguise	CHA	-2	= -2	+	+		
✓ Escape Artist	DEX	3	= 4	+	+	-1	
✓ Forgery	INT	5	= 5	+	+		
✓ Gather Information	CHA	-2	= -2	+	+		
✓ Heal	WIS	-1	= -1	+	+		
✓ Hide	DEX	3	= 4	+	+	-1	
✓ Intimidate	CHA	-2	= -2	+	+		
✓ Jump	STR	6	= 4	+	3.0	+ -1	
Knowledge (Arcana)	INT	15	= 5	+	10.0	+	
Knowledge (Nature)	INT	7	= 5	+	2.0	+	
✓ Listen	WIS	1	= -1	+	+	2	
✓ Move Silently	DEX	6	= 4	+	3.5	+ -1	
✓ Ride	DEX	8	= 4	+	4.0	+	
✓ Search	INT	7	= 5	+	+	2	
✓ Sense Motive	WIS	-1	= -1	+	+		
Spellcraft	INT	16	= 5	+	9.0	+	2
✓ Spot	WIS	1	= -1	+	+	2	
✓ Survival	WIS	-1	= -1	+	+		
✓ Swim	STR	2	= 4	+	+	-2	
✓ Use Rope	DEX	4	= 4	+	+		
			=	+	+		
			=	+	+		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+8	= +6	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+6	= +2	+4	+0	+0	+0		
<b>WILL</b> (wisdom)	+1	= +0	-1	+0	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+12/+7	= +8/+3	+4	+0	+0	+0	
<b>RANGED</b> attack bonus	+12/+7	= +8/+3	+4	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+12/+7	= +8/+3	+4	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+12/+7	1d3+4	20/x2	5 ft.

*Shortbow of Lightning					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	M	20/x2	5 ft.
	30 ft.	60 ft.	90 ft.	120 ft.	150 ft.
TH	+13/+8	+11/+6	+9/+4	+7/+2	+5/+0
Dam	1d6+5	1d6+5	1d6+5	1d6+5	1d6+5

**Special Properties** Becomes a 6d6 Lightning Bolt upon a confirmed critical, can force lightning effect 1/day  
\*: 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
*Studded Leather	Light	+3	+5	-1	15
*SpellMight Bracers +3		+3		+0	0
(Bracers of Armor +3)					

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Traveler's Outfit	Equipped	1	5.0	0.0
<b>Shortbow of Lightning</b>	Equipped	1	2.0	3800.0
Becomes a 6d6 Lightning Bolt upon a confirmed critical, can force lightning effect 1/day				
<b>SpellMight Bracers +3</b>	Equipped	1	1.0	9000.0
(Bracers of Armor +3)				
Studded Leather	Equipped	1	20.0	25.0
TOTAL WEIGHT CARRIED/VALUE			23 lbs.	12825.0 gp

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

Special Qualities	
<b>Arcane Attunement (Sp)</b>	[xxx - Players Handbook 2][SOURCESHORT:phb2][SOURCEPAGE:p.21]
Arcane Attunement ~ Can use the spell-like powers dancing lights, detect magic, flare, ghost sound, and read magic a total of 8 times per day	
<b>Arcane Channeling (Su)</b>	[xxx - Players Handbook 2][SOURCESHORT:phb2][SOURCEPAGE:p.21]
Arcane Channeling ~ Can use a standard action to cast any touch spell through your weapon with a melee attack	
<b>Armored Mage (heavy shield) (Ex)</b>	[xxx - Players Handbook 2][SOURCESHORT:phb2][SOURCEPAGE:p.21]
Armored Mage (heavy shield) ~ can use heavy shields with no risk of arcane spell failure	
<b>Armored Mage (light) (Ex)</b>	[xxx - Players Handbook 2][SOURCESHORT:phb2][SOURCEPAGE:p.21]
Armored Mage (light) ~ can use light armor and light shields with no risk of arcane spell failure	
<b>Armored Mage (medium) (Ex)</b>	[xxx - Players Handbook 2][SOURCESHORT:phb2][SOURCEPAGE:p.21]
Armored Mage (medium) ~ can use medium armor with no risk of arcane spell failure	
<b>Immunity to magic sleep effects</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<b>+2 racial saving throw bonus against enchantment spells or effects</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<b>Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<b>Quick Cast</b>	[xxx - Players Handbook 2][SOURCESHORT:phb2][SOURCEPAGE:p.21]
Quick Cast ~ 1 times per day, you may cast one spell as a swift action so long as the casting time is 1 std action or less (see PHB2 p20)	
<b>Spell Power (Ex)</b>	[xxx - Players Handbook 2][SOURCESHORT:phb2][SOURCEPAGE:p.21]
Spell Power ~ you gain a +2 bonus on caster level checks to overcome spell resistance once you have injured an opponent with a melee attack (see PHB2 p20)	

Feats	
<b>Improved Initiative</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +4 bonus on initiative checks.	
<b>Iron Will</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on all Will saving throws.	
<b>Toughness</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You gain +3 hit points.	
<b>Armor Proficiency (Heavy)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
<b>Armor Proficiency (Light)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
<b>Armor Proficiency (Medium)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
<b>Combat Casting</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.	
<b>Martial Weapon Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	
<b>Shield Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	
<b>Simple Weapon Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ransour, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspare, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Elven

# Duskblade Spells

LEVEL	0	1	2	3	4	5
KNOWN	8	8	8	0	0	0
PER DAY	6	9	7	0	0	0

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bigby's Tripping Hand <i>Effect:</i> Hand trips subject.	16	Reflex negates	1 standard action	Instantaneous	Medium (180 ft.)	V,S,M	Yes	Evocation [Force]	phb2: PHB2 page 103
□□□□□ Blade of Blood <i>Effect:</i> Weapon deals +1d6 damage, or +3d6 if you take 5 points of damage.	None		1 swift action	8 rounds	Touch	V,S	No	Necromancy	phb2: PHB2 page 103
□□□□□ Deflect, Lesser <i>Effect:</i> Gain a deflection bonus of +1/3 levels 5 against one attack	None		1 immediate action	1 round or until discharged	Personal	V	No	Abjuration [Force]	phb2: PHB2 page 109
□□□□□ Kelgore's Fire Bolt <i>Effect:</i> 1d6 fire damage/level [max 5d6] partially ignore SR	16	Reflex half	1 standard action	Instantaneous	Medium (180 ft.)	V,S,M	See text	Conjuration/Evocation [Fire]	phb2: PHB2 page 116
□□□□□ Rouse <i>Effect:</i> Awakens creatures in area	None		1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Enchantment (Compulsion) [Mind Affecting]	phb2: PHB2 page 123
□□□□□ Stand <i>Effect:</i> Subject stands up from prone	16	Will negates	1 immediate action	Instantaneous	Close (45 ft.)	V,S	Yes	Conjuration (Teleportation)	phb2: PHB2 page 1xx

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animalistic Power <i>Effect:</i> Subject gains +2 bonus to Str, Dex, and Con.	17	Will negates	1 standard action	8 minutes	Touch	V,S,M	Yes	Transmutation	phb2: PHB2 page 101
□□□□□ Bigby's Striking Fist <i>Effect:</i> Hand deals 1d6 nonlethal damage/2 levels [max 5d6] and knocks back	17	Reflex partial	1 standard action	Instantaneous	Medium (180 ft.)	V,S,M	Yes	Evocation [Force]	phb2: PHB2 page 103
□□□□□ Deflect <i>Effect:</i> Gain bonus to AC for one attack	None		1 standard action	8 rounds	Close (45 ft.)	V,S,M	Yes	Abjuration	phb2: PHB2 page 1xx
□□□□□ Dimension Hop <i>Effect:</i> Teleport subject short distance	None		1 standard action	8 rounds	Close (45 ft.)	V,S,M	Yes	Abjuration	phb2: PHB2 page 1xx
□□□□□ Seeking Ray <i>Effect:</i> Ray deals 4d6 electricity damage, ignores concealment and cover; you gain +4 on attacks with rays against the subject	None		1 standard action	8 rounds	Close (45 ft.)	V,S,M	Yes	Abjuration	phb2: PHB2 page 1xx
□□□□□ Stretch Weapon <i>Effect:</i> Melee weapon gains 5ft of reach for one attack	None		1 standard action	8 rounds	Close (45 ft.)	V,S,M	Yes	Abjuration	phb2: PHB2 page 1xx
□□□□□ Sure Strike <i>Effect:</i> Gain +1 bonus/3 levels on next attack	None		1 standard action	8 rounds	Close (45 ft.)	V,S,M	Yes	Abjuration	phb2: PHB2 page 1xx

\* =Domain/Speciality Spell

## Notes:

### Shortbow of Lightning:

This Enchanted Bow functions as a shortbow +2 until a fired arrow scores a critical hit upon a target. At this point a bolt of electrical energy will fire off from the bow, striking the same target as the arrow automatically, dealing an additional 6d6 points of electrical damage to the creature. In addition, once per day the wielder can force the lightning effect at will *after* a successful hit.

### SpellMight Bracers:

These are Spellmight Bracers as described in the Magic Item Compendium (p137) with Armor +3, modified so penalty is only -2

These finely wrought, black steel bracers are etched with the image of a wand and a staff crossed. Magical runes surround both.

Spellmight bracers grant you the ability to sacrifice accuracy for damage when casting your spells. When casting a spell that requires a touch attack and that deals hitpoint damage, you can take a -5 penalty on the attack roll to deal an extra 1d6 points of damage with the spell.

A duskblade (PH2 19) can use these bracers when delivering a touch spell through a melee weapon, even if the spell doesn't deal hit point damage. In this case, the weapon (rather than the spell) deals an extra 1d6 points of damage.