Devlin Kristos

Class:	Duskblade	Max HP	29.5	Action Points	7
Level:	4	Current HP	**29.5**		
Hit Die	8	Wounds	0		

Ability Scores

		Modifier
STR	15	2
DEX	16	3
CON	14	2
INT	14	2
WIS	10	0
CHA	10	0

Personal Information

God	Fharlanghn
Alignment	C/G
Gender	Male
Race	Human
Age	22
Height	5'11"
Weight	165lbs.
Eyes	Gray
Hair	Black

Combat Information

	Armor	Armor+Shield
AC	18	19
Touch AC	13	13
Flat-footed	15	16
Initiative	3	
BAB	4	
Melee	6	
Ranged	7	
Grapple	6	
Speed	20	

Feats

Level 1	Power Attack
Level 1	Eschew Materials
Level 2 (bonus)	Combat Casting (Class Ability)
Level 3	Combat Expertise
Level 6	
Level 9	
Level 12	
Level 15	
Level 18	

Armor

Item	Breastplate+Shield	
Type	Medium	
Armor Bonus	5	1
Max Dex	3	
ACP	-4	-1
Spell Failure	25%	5%
Speed	20	
Weight	30	6

Skills *(Cross Class)*

	Total	Ranks	Ability Mod
Climb	0	3	2
Concentration	9	7	2
Craft	2		2
Decipher Script	5	3	2
Jump	0	3	2
Knowledge (Arcana)	5	3	2
Ride	5	2	3
Sense Motive	2	2	0
Spellcraft	4	2	2
Swim	-8		2
Spot	*3*	*3*	*0*
Listen	*2*	*2*	*0*

Saving Throws

	Total	Base	Modifier
Fortitude	6	4	2
Reflex	4	1	3
Will	4	4	0

Class Abilities

Armored Mage (light & medium)
Arcane channeling

Languages

Common Draconic
Elven

Weapons

Weapon	Attack Bonus	DAM	Critical	Range	Weight	Type	Size	Special
Longsword	7	1d8	19-20/x2	-	4	S	M	Masterwork
Dagger	6	1d4	19-20/x2	-	1	P/S	M	
Flail	6	1d8	20/x2	-	5	B	M	
Shortbow	7	1d6+1	20x3	70ft	2	P	M	Composite +1 – 19 Arrows

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Equipment

Item	Cost	Weight
Breastplate Armor	200	30
Shield, light steel	9	6
Longsword (Masterwork)	315	4
Dagger	2	1
Flail	8	5
Shortbow (composite)	150	3
Arrows (20)	1	
Backpack	2	2
Torches (3)	0.03	3
Trail Rations (3 days)	1.5	3
Caltrops	1	2
Flint and Steel	1	
Chalk (10 pieces)	1	
Bedroll	0.1	5
Whetstone	0.02	1
Mirror (small steel)	10	1
Sack (x2)	0.2	1
Waterskin (x2)	2	8
Total Weight		75

	Cost	Weight
Light Warhorse	150	--
Riding Saddle	10	20
Bit and Bridle	2	1
Saddlebags	4	8
Arrows (40)	2	
Torches (2)	0.03	2
Trail Rations (5)	2.5	5
Hemp Rope (2x50')	2	20
Grappling Hook	1	4
Lamp (Hooded)	7	2
Oil (2 flasks – 12 hours)	0.2	2
Waterskin (x2)	2	8
Total Weight		72

Spell-Like Abilities **5/Day**
Dancing Lights
Detect Magic
Flare
Ghost Sound
Read Magic

Spells Known
Level 0 **6/Day**
Acid Splash
Disrupt Undead
Ray of Frost
Touch of Fatigue

Level 1 **5/Day**
Blade of Blood
Burning Hands
Kelgore's Fire Bolt
Magic Weapon
Shocking Grasp

Dancing Lights (SP)
Categories: **Devlin's Spells** 3/25/2007 1:43 PM

Dancing Lights (SP)

Evocation [Light]
Level: Brd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Up to four lights, all within a 10- ft.-radius area
Duration: 1 minute (D)
Saving Throw: None
Spell Resistance: No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

Dancing lights can be made permanent with a *permanency* spell.

Go to source: Dancing_Lights.htm

Detect Magic (SP)
Categories: **Devlin's Spells** 3/25/2007 1:44 PM

Detect Magic (SP)

Divination
Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: No
You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.
1st Round: Presence or absence of magical auras.
2nd Round: Number of different magical auras and the power of the most potent aura.
3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)
Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.
Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

--------- Aura Power ---------

Spell or Object	**Faint**	**Moderate**	**Strong**	**Overwhelming**
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	**Duration of Lingering Aura**
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.
Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.
Detect magic can be made permanent with a *permanency* spell.

Go to source: Detect_Magic.htm

Flare (SP)
Categories: **Devlin's Spells** 3/25/2007 1:44 PM

Flare (SP)

Evocation [Light]
Level: Brd 0, Drd 0, Sor/Wiz 0
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Burst of light
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

Go to source: Flare.htm

Ghost Sound (SP)
Categories: **Devlin's Spells** 3/25/2007 1:45 PM

Ghost Sound (SP)

Illusion (Figment)
Level: Brd 0, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Illusory sounds
Duration: 1 round/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Ghost sound can be made permanent with a *permanency* spell.

Material Component: A bit of wool or a small lump of wax.

Go to source: Ghost_Sound.htm

Read Magic (SP)
Categories: **Devlin's Spells** 3/25/2007 1:45 PM

Read Magic (SP)

Divination
Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level

By means of *read magic,* you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic.* You can read at the rate of one page (250 words) per minute. The spell allows you to identify a *glyph of warding* with a DC 13 Spellcraft check, a *greater glyph of warding* with a DC 16 Spellcraft check, or any *symbol* spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a *permanency* spell.

Focus: A clear crystal or mineral prism.

Go to source: Read_Magic.htm

Acid Splash (Level 0)
Categories: **Devlin's Spells** 3/25/2007 1:48 PM

Acid Splash (Level 0)

Conjuration (Creation) [Acid]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One missile of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage.

Go to source: Acid_Splash.htm

Disrupt Undead (Level 0)
Categories: **Devlin's Spells** 3/25/2007 1:49 PM

Disrupt Undead (Level 0)

Necromancy
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Go to source: Disrupt_Undead.htm

Ray of Frost (Levfel 0)
Categories: **Devlin's Spells** 3/25/2007 1:49 PM

Ray of Frost (Levfel 0)

Evocation [Cold]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Go to source: Ray_Of_Frost.htm

Touch of Fatigue (Level 0) *
Categories: **Devlin's Spells** 3/25/2007 1:49 PM

Touch of Fatigue (Level 0) *

Necromancy
Level: Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target.

The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Material Component: A drop of sweat.

Go to source: Touch_Of_Fatigue.htm

Blade of Blood (Level 1)
Categories: **Devlin's Spells** 3/25/2007 1:50 PM

Blade of Blood (Level 1)

Necromancy
Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 swift action
Range: Touch
Area: Weapon touched
Duration: 1 round/level or until discharged
Saving Throw: None
Spell Resistance: No

This spell infuses the weapon touched with baleful energy. the next time this weapon strikes a living creature, blade of blood discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 hit points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Burning Hands (Level 1)
Categories: **Devlin's Spells** 3/25/2007 1:50 PM

Burning Hands (Level 1)

Evocation [Fire]
Level: Fire 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: 15 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Go to source: Burning_Hands.htm

Kelgore's Fire Bolt (Level 1)
Categories: **Devlin's Spells** 3/25/2007 1:51 PM

Kelgore's Fire Bolt (Level 1)

Conjuration/Evocation (Fire)
Level: Duskblade 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft/level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: See text

This spell conjures a small orb of rock and sheathes it in arcane enerby. This spell deals 1d6 point of fire damage per caster level (maximum 5d6). If you fail to overcome the target's spell resistance, the spell still deals 1d6 points of fire damage from the heat and force of the conjured orbs impact.

Material Component: A handful of ashes.

Magic Weapon (Level 1)
Categories: **Devlin's Spells** 3/25/2007 1:51 PM

Magic Weapon (Level 1)

Transmutation
Level: Clr 1, Pal 1, Sor/Wiz 1, War 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.)

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic fang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Go to source: DMReference.com

Shocking Grasp (Level 1) *
Categories: **Devlin's Spells** 3/25/2007 1:53 PM

Shocking Grasp (Level 1) *

Evocation [Electricity]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature or object touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

Go to source: Shocking_Grasp.htm