

Kwee Snart

Character Name

Fighter 5, Warblade 1, Ironmonger 6

CLASS

12/14 (13)

91000 / 105000

Character Level/ECL (CR)

EXP/NEXT LEVEL

Player Name

Human / Humanoid

RACE

0

Male

AGE

GENDER

Deity

Medium / 5 ft.

SIZE / FACE

Custom Campaign

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Alignment

Normal

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

20

+5

20

+5

DEX

25

+7

31

+10

CON

20

+5

20

+5

INT

16

+3

16

+3

WIS

16

+3

16

+3

CHA

20

+5

20

+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

+16

=

+11

+

+5

+

+0

+

+0

+

REFLEX

+13

=

+6

+

+10

+

+0

+

-3

+

WILL

+11

=

+6

+

+3

+

+0

+

+2

+

+0

HP

hit points

182

WOUNDS/CURRENT HP

AC

armor class

33

TOTAL

23

FLAT

27

TOUCH

10

BASE

5

ARMOR BONUS

0

SHIELD BONUS

10

STAT

0

SIZE

1

NATURAL ARMOR

6

DEFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

1

MISC

INITIATIVE

modifier

+10

TOTAL

+10

DEX MODIFIER

+0

MISC MODIFIER

MISS CHANCE

0

Arcane Spell Failure

0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

0

COLD RESIST

0

ELECT. RESIST

0

FIRE RESIST

0

Encumbrance

Light

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

20

+5

20

+5

DEX

25

+7

31

+10

CON

20

+5

20

+5

INT

16

+3

16

+3

WIS

16

+3

16

+3

CHA

20

+5

20

+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

+16

=

+11

+

+5

+

+0

+

+0

+

REFLEX

+13

=

+6

+

+10

+

+0

+

-3

+

WILL

+11

=

+6

+

+3

+

+0

+

+2

+

+0

MELEE

attack bonus

TOTAL

+17/+12/+7

=

BASE ATTACK BONUS

+12/+7/+2

+

STAT

+5

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

TOTAL

+20/+15/+10

=

BASE ATTACK BONUS

+12/+7/+2

+

STAT

+10

+

SIZE

+0

+

MISC

-2

+

EPIC

+0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+17/+12/+7

=

BASE ATTACK BONUS

+12/+7/+2

+

STAT

+5

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+23/+18/+13

DAMAGE

1d8+6

CRITICAL

19-20/x2

REACH

5 ft.

Special Properties:

*Kukri +1						HAND	TYPE	SIZE	CRITICAL	REACH
						Off-hand	S	M	12-20/x2	5 ft.
To Hit		Dam		To Hit		Dam				
1H-P	+25	1d4+7	2W-P-(OH)		+21				1d4+7	
1H-O	+25	1d4+4	2W-P-(OL)		+23				1d4+7	
2H	+25	1d4+7	2W-OH		+23				1d4+4	

Special Properties: This heavy, curved knife has its sharp edge on the inside of the curve.

*Kukri +1						HAND	TYPE	SIZE	CRITICAL	REACH
						Off-hand	S	M	12-20/x2	5 ft.
To Hit		Dam		To Hit		Dam				
1H-P	+25	1d4+7	2W-P-(OH)		+21				1d4+7	
1H-O	+25	1d4+4	2W-P-(OL)		+23				1d4+7	
2H	+25	1d4+7	2W-OH		+23				1d4+4	

Special Properties: This heavy, curved knife has its sharp edge on the inside of the curve.

*Kukri +1						HAND	TYPE	SIZE	CRITICAL	REACH
						Primary	S	M	12-20/x2	5 ft.
To Hit		Dam		To Hit		Dam				
1H-P	+25/+20/+15	1d4+7	2W-P-(OH)		+21/+16/+11				1d4+7	
1H-O	+25/+20/+15	1d4+4	2W-P-(OL)		+23/+18/+13				1d4+7	
2H	+25/+20/+15	1d4+7	2W-OH		+23				1d4+4	

Special Properties: This heavy, curved knife has its sharp edge on the inside of the curve.

\*: 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
*Bracers of Armor +5							+5		+0	0
These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +5, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th										
*Battle Dancer's Anklet							+6		+0	0
These decorative anklets grant you the unarmed damage and AC bonus of a 5 level Battle Dancer. If you already possess one or more of these abilities they are increased by 5 levels.										
*Chitin Plating +1							+2		+0	0

TOTAL SKILLPOINTS: 104			SKILLS			MAX RANKS: 15/7.5		
SKILL NAME			KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Appraise		INT	3	=	3		
✓	Balance		DEX	10	=	10		
✓	Bluff		CHA	5	=	5		
✓	Climb		STR	20	=	5 + 15		
✓	Concentration		CON	5	=	5		
	Craft (Blacksmithing)		INT	18	=	3 + 15		
	Craft (Metalworking)		INT	18	=	3 + 15		
✓	Craft (Untrained)		INT	3	=	3		
	Craft (Weaponsmithing)		INT	18	=	3 + 15		
✓	Diplomacy		CHA	5	=	5		
✓	Disguise		CHA	5	=	5		
✓	Escape Artist		DEX	10	=	10		
✓	Forgery		INT	3	=	3		
✓	Gather Information		CHA	5	=	5		
✓	Heal		WIS	3	=	3		
✓	Hide		DEX	25	=	10 + 15		
✓	Intimidate		CHA	5	=	5		
✓	Jump		STR	20	=	5 + 15		
✓	Knowledge (Untrained)		INT	3	=	3		
✓	Listen		WIS	3	=	3		
✓	Move Silently		DEX	10	=	10		
✓	Ride		DEX	13	=	10 + 3		
✓	Search		INT	3	=	3		
✓	Sense Motive		WIS	3	=	3		
✓	Spot		WIS	3	=	3		
✓	Survival		WIS	3	=	3		
✓	Swim		STR	10	=	5 + 5		
✓	Use Rope		DEX	10	=	10		
					=		+	+
					=	+		
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.								

*Kukri +1			HAND	TYPE	SIZE	CRITICAL	REACH
			Off-hand	S	M	12-20/x2	5 ft.
	To Hit	Dam			To Hit	Dam	
1H-P	+25	1d4+7	2W-P-(OH)			+21	1d4+7
1H-O	+25	1d4+4	2W-P-(OL)			+23	1d4+7
2H	+25	1d4+7	2W-OH			+23	1d4+4
Special Properties: This heavy, curved knife has its sharp edge on the inside of the curve.							

EQUIPMENT						
ITEM		LOCATION	QTY	WT / COST		
Gloves of Dexterity +6		Equipped	1	0 / 36,000		
Dexterity: These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's Dexterity score in the form of an enhancement bonus of +6. Both gloves must be worn for the magic to be effective. Moderate transmutation; CL 8th						
Kukri +1		Equipped	1	2 / 2,308		
This heavy, curved knife has its sharp edge on the inside of the curve.						
Kukri +1		Equipped	1	2 / 2,308		
This heavy, curved knife has its sharp edge on the inside of the curve.						
Kukri +1		Equipped	1	2 / 2,308		
This heavy, curved knife has its sharp edge on the inside of the curve.						
Kukri +1		Equipped	1	2 / 2,308		
This heavy, curved knife has its sharp edge on the inside of the curve.						
Bracers of Armor +5		Equipped	1	1 / 25,000		
These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +5, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th						
Battle Dancer's Anklet		Equipped	1	0 / 13,000		
These decorative anklets grant you the unarmed damage and AC bonus of a 5 level Battle Dancer. If you already possess one or more of these abilities they are increased by 5 levels.						
Chitin Plating +1		Equipped	1	0 / 4,000		
TOTAL WEIGHT CARRIED/VALUE			24.36 lbs.	87,232gp		
WEIGHT ALLOWANCE						
Light	133	Medium	266	Heavy	400	
Lift over head	400	Lift off ground	800	Push / Drag	2000	
MONEY						
Coin (Gold): 768[Equipped]				Total= 768 gp		
MAGIC						
Languages						
Blink Dog, Common, Undercommon, Yip-yak						
Other Companions						

Special Attacks	
Animate Metal (Su)	[ My ]
A 5th-level Ironmonger animate metal objects as the Animate Object as cast by a 15th-level spellcaster. This ability can only target metal objects. Unlike the standard Animate Objects spell, the Ironmonger can direct the animated objects to engage in non-combat activities. This is a purely mental command, but the animated object must be within 30'. This is a Supernatural ability. While this means that it cannot be simply dispelled, it also means that the effect may not be rendered permanent via the Permanency spell. This ability is usable 1/day.	
Greater Iron Hews (Su)	[ My ]
Once per day per point of Constitution bonus, a 2nd-level Ironmonger may add a +6 divine bonus on damage from attacks made that round. This does not Stack with Iron Hews, and these abilities are spearate and have separate pools of users-per-day.	
Iron Hews (Su)	[ My ]
Once per day per point of Constitution bonus, a 2nd-level Ironmonger may add a +3 divine bonus on damage from attacks made that round.	
Iron Power +1 (Ex)	[ My ]
When using an iron or steel weapon, a 4th-level Ironmonger gains a +1 insight bonus on attack and damage rolls. Furthermore, his threat range is doubled as if he were using a keen weapon. At 8th level, the insight bonus improves to +2, and the threat range triples. This ability does not stack with the keen weapon quality, but it does stack with the Improved Critical feat. See Temporary bonuses	
Blood In The Water	[ ToB ]
The smell of blood drives you into a fury. As you slash into your foe, each fresh wound you inflict spurs you onward. While you are in this stance, you whip yourself into a terrible rage. When you score a critical hit against an opponent, you enter a near frenzied state from the sight and smell of blood. You gain a +1 bonus on attack rolls and damage rolls. Because this is an untyped bonus, it stacks with each successful critical hit you score. If you go more than 1 minute without achieving a critical hit, you no longer gain the benefit of the stance.	
Soaring Raptor Strike	[ ToB ]
You leap into the air, catching a larger opponent by surprise as you jump over its defenses to plunge your weapon into the crown of its head. With a carefully timed leap, you jump over the target's defenses and attack it from an unexpected angle. You can use this maneuver only against a foe of a larger size category than yours. As part of this maneuver, you make a Jump check with a DC equal to your foe's AC. If this check succeeds, you also make a melee attack as part of this maneuver. If the check fails, you cannot make this attack and the maneuver is still considered expended. You gain a +4 bonus on the attack roll and deal an extra 6d6 points of damage if your attack hits.	
Sudden Leap	[ ToB ]
You leap to a new position in the blink of an eye, leaving your opponents baffled. You can make a Jump check as a swift action and move the distance determined	

by your check result. You provoke attacks of opportunity with this movement, and you must move in a straight line. As with any movement, you can attempt a Tumble check to avoid any attacks you provoke with this sudden leap. You can't move through enemies, unless you succeed on the appropriate Tumble check.

Wolf Fang Strike	[ ToB ]
You lash out in a blur of movement with two weapons, hacking into your foe with a combination of feral strength and speed. You tap into the speed and strength embodied within your feral spirit. You must fight with two weapons to use this maneuver. If you carry only one weapon, you can choose to make an unarmed strike with your off hand (as an unarmed attack) if you so wish. As part of this maneuver, you make an attack with both weapons you wield against one opponent. Both attacks must target the same creature, and you take a -2 penalty on each attack roll. If your first attack drops your foe to -1 hit points or fewer, you cannot make a second attack.	
Multiweapon Fighting (Ex)	[ My ]
You gain the Two-Weapon Fighting feat.	
Rusting Grasp (Sp)	[ My ]
Once per day, a 3rd-level Ironmonger can produce an effect identical to that of the rusting grasp spell cast by a 15th-level caster.	

Special Qualities	
Battle Clarity (Ex)	[ ToB ]
You can enter a state of almost mystical awareness of the battlefield around you. As long as you are not flat-footed, you gain an insight bonus equal to your Intelligence bonus (maximum equals your warblade level) on your Reflex saves.	
Bonus Feats	[ PH ]
a fighter gets a bonus combat-oriented feat at 1st, 2nd and every two fighter levels thereafter	
Device Lore (Ex)	[ My ]
An Ironmonger can find traps made mostly of metal just as a rogue can. Furthermore, he gains a +2 competency bonus on Disable Device checks against devices made mostly of metal.	
Poor Reflexes	[ UA ]
You often zig when you should have zagged.	
Shaky	[ UA ]
You are relatively poor at ranged combat.	
Human Racial Traits (Ex)	[ PH ]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.	
Maneuvers	[ ToB ]
You begin your career with knowledge of three martial maneuvers. The disciplines available to you are Diamond Mind, Iron Heart, Stone Dragon, Tiger Claw, and White Raven. Once you know a maneuver, you must ready it before you can use it (see Maneuvers Readied, below). A maneuver usable by warblades is considered an extraordinary ability unless otherwise noted in its description. Your maneuvers are not affected by spell resistance, and you do not provoke attacks of opportunity when you initiate one. You learn additional maneuvers at higher levels, as shown on Table 1-3. You must meet a maneuver's prerequisite to learn it. See Table 3-1, page 39, to determine the highest-level maneuvers you can learn. Upon reaching 4th level, and at every even-numbered warblade level after that (6th, 8th, 10th, and so on), you can choose to learn a new maneuver in place of one you already know. In effect, you lose the old maneuver in exchange for the new one. You can choose a new maneuver of any level you like, as long as you observe your restriction on the highest-level maneuvers you know; you need not replace the old maneuver with a maneuver of the same level. For example, upon reaching 10th level, you could trade in a single 1st-, 2nd-, 3rd- or 4th-level maneuver for a maneuver of 5th level or lower, as long as you meet the prerequisite of the new maneuver. You can swap only a single maneuver at any given level.	
Maneuvers Readied - 3	[ My ]
You can ready all three of the maneuvers you know at 1st level, but as you advance in level and learn more maneuvers, you must choose which maneuvers to ready. You ready your maneuvers by exercising for 5 minutes. The maneuvers you choose remain readied until you decide to exercise again and change them. You need not sleep or rest for any long period of time to ready your maneuvers; any time you spend 5 minutes in practice, you can change your readied maneuvers. You begin an encounter with all your readied maneuvers unexpended, regardless of how many times you might have already used them since you chose them. When you initiate a maneuver, you expend it for the current encounter, so each of your readied maneuvers can be used once per encounter (until you recover them, as described below). You can recover all expended maneuvers with a single swift action, which must be immediately followed in the same round with a melee attack or using a standard action to do nothing else in the round (such as executing a quick, harmless flourish with your weapon). You cannot initiate a maneuver or change your stance while you are recovering your expended maneuvers, but you can remain in a stance in which you began your turn.	
Extreme Leap	[ CS ]
If you make a horizontal jump of at least 10 feet during your turn, you can spend a swift action to move an additional 10 feet on that turn.	
Speedy Ascent	[ CS ]
If you succeed on a Climb check to move at least 10 feet, you can move an extra 10 feet as post of that action.	
Wall Jumper	[ CS ]
If you have succeeded on a Climb check to ascend or descend a wall during this or your previous turn, you can leap horizontally from the wall as if you had a running start.	

<b>Stances Known</b>	<b>[ ToB ]</b>
You begin play with knowledge of one 1st level stance from any discipline open to warblades. At 4th, 10th, and 16th level, you can choose additional stances. Unlike maneuvers, stances are not expended, and you do not have to ready them. All the stances you know are available to you at all times, and you can change the stance you are currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, you cannot learn a new stance at higher levels in place of one you already know.	
<b>Weapon and Armor Proficiency</b>	<b>[ PH ]</b>
A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).	
<b>Weapon and Armor Proficiency</b>	<b>[ ToB ]</b>
You are proficient with simple and martial melee weapons (including those that can be used as thrown weapons), light and medium armor, and all shields except tower shields.	
<b>Weapon Aptitude (Ex)</b>	<b>[ ToB ]</b>
Your training with a wide range of weaponry and tactics gives you great skill with particular weapons. You qualify for feats that usually require a minimum number of fighter levels (such as Weapon Specialization) as if you had a fighter level equal to your warblade level -2. For example, as a 6th-level warblade, you could take Weapon Specialization, since you're treated as being a 4th-level fighter for this purpose. These effective fighter levels stack with any actual fighter levels you have. Thus, a fighter 2/warblade 4 would also qualify for Weapon Specialization. You also have the flexibility to adjust your weapon training. Each morning, you can spend 1 hour in weapon practice to change the designated weapon for any feat you have that applies only to a single weapon (such as Weapon Focus). You must have the newly designated weapon available during your practice session to make this change. For example, if you wish to change the designated weapon for your Weapon Focus feat from greatsword to longsword, you must have a longsword available to practice with during your practice session. You can adjust any number of your feats in this way, and you don't have to adjust them all in the same way. However, you can't change the weapon choices in such a way that you no longer meet the prerequisite for some other feat you possess. For instance, if you have both Weapon Focus (longsword) and Weapon Specialization (longsword), you can't change the designated weapon for Weapon Focus unless you also change the weapon for Weapon Specialization in the same way.	

<b>Feats</b>	
<b>Combat Reflexes</b>	<b>[PH]</b>
You can respond quickly and repeatedly to opponents who let their defenses down.	
When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. You can still make only one attack of opportunity per opportunity. With this feat, you may also make attacks of opportunity while flat-footed.	
<b>Improved Critical (Kukri)</b>	<b>[PH]</b>
Choose one type of weapon, such as longsword or greataxe. With that weapon, you know how to hit where it hurts.	
When using the weapon you selected, your threat range is doubled.	
<b>Improved Unarmed Strike</b>	<b>[PH]</b>
You are skilled at fighting while unarmed.	
You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.	
<b>Iron Will</b>	<b>[PH]</b>
You have a stronger will than normal.	
You get a +2 bonus on all Will saving throws.	
<b>Lightning Mace</b>	<b>[CW]</b>
Gain extra attack after scoring threat while wielding two light maces.	
<b>Multidexterity</b>	<b>[MM2]</b>
The creature ignores all penalties for using an off hand.	
<b>Power Attack</b>	<b>[PH]</b>
You can make exceptionally powerful melee attacks.	
On your action, before making attack rolls for a round, you may choose to subtract up to 12 from all melee attack rolls and add the same number to all melee damage rolls.	
<b>Power Critical</b>	<b>[CW]</b>
+4 bonus to confirm critical with one weapon.	
<b>Two-Weapon Pounce</b>	<b>[PH2]</b>
When you charge an opponent while wielding two weapons, you can make two quick attacks. You trade the momentum and power of the charge for the opportunity to use your second weapon.	
When you are making a charge and wielding weapons in both hands, you can attack with both of your weapons. If you do so, you lose the bonus on attack rolls normally granted by the charge. The -2 penalty to AC from charging still applies.	
<b>Weapon Finesse</b>	<b>[PH]</b>
You are especially skilled at using weapons that can benefit as much from Dexterity as from Strength.	
With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.	

<b>Weapon Focus (Kukri)</b>	<b>[PH]</b>
You are especially good at using this specified weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
<b>Multiweapon Fighting (Granted)</b>	<b>[UR]</b>
Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands. Normal: A creature without this feat takes a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting, page 160 of the Player's Handbook.	

<b>Proficiencies</b>
Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Eldritch Blast, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Goblin Stick, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Ice Axe, Javelin, Katana, Kukri, Lance, Lance (Flight), Lance (Heavy), 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, Truncheon, Unarmed Strike, Wakizashi, Warhammer, Warmace

<b>Templates</b>
Obah-Blessed (Two Extra Arms)

<b>Temporary Bonus</b>
Iron Power Melee (Non-Keen Weapon)

Innate

- ☐Rusting Grasp
- ☐Rusting Grasp

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <a href="#">Rusting Grasp</a>	Transmutation [WujenMetal]	1 standard action	See text	Touch	PH:p.273
<b>[V, S, DF] TARGET:</b> One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature; <b>EFFECT:</b> Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell. You may employ rusting grasp in combat with a successful melee touch attack. Rusting grasp used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor [to the maximum amount of protection the armor offered] through corrosion. Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed. Note: Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around. Against a ferrous creature, rusting grasp instantaneously deals 3d6 points of damage +1 per caster level [maximum +15] per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round. <b>[SR:No]</b>					
<input type="checkbox"/> <a href="#">Rusting Grasp</a>	Transmutation [WujenMetal]	1 standard action	See text	Touch	PH:p.273
<b>[V, S, DF] TARGET:</b> One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature; <b>EFFECT:</b> Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell. You may employ rusting grasp in combat with a successful melee touch attack. Rusting grasp used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor [to the maximum amount of protection the armor offered] through corrosion. Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed. Note: Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around. Against a ferrous creature, rusting grasp instantaneously deals 3d6 points of damage +1 per caster level [maximum +15] per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round. <b>[SR:No]</b>					
* =Domain/Speciality Spell					

Warblade Spells

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

LEVEL 1 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Blood In The Water</a>	Tiger Claw (Stance)	1 swift action	Stance	Personal	ToB:p.86
<b>TARGET:</b> You; <b>EFFECT:</b> The smell of blood drives you into a fury. As you slash into your foe, each fresh wound you inflict spurs you onward. While you are in this stance, you whip yourself into a terrible rage. When you score a critical hit against an opponent, you enter a near frenzied state from the sight and smell of blood. You gain a +1 bonus on attack rolls and damage rolls. Because this is an untyped bonus, it stacks with each successful critical hit you score. If you go more than 1 minute without achieving a critical hit, you no longer gain the benefit of the stance.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Sudden Leap</a>	Tiger Claw (Boost)	1 swift action	Instantaneous	Personal	ToB:p.89
<b>TARGET:</b> You; <b>EFFECT:</b> You leap to a new position in the blink of an eye, leaving your opponents baffled. You can make a Jump check as a swift action and move the distance determined by your check result. You provoke attacks of opportunity with this movement, and you must move in a straight line. As with any movement, you can attempt a Tumble check to avoid any attacks you provoke with this sudden leap. You can't move through enemies, unless you succeed on the appropriate Tumble check.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Wolf Fang Strike</a>	Tiger Claw (Strike)	1 standard action		Melee attack	ToB:p.90
<b>TARGET:</b> One creature; <b>EFFECT:</b> You lash out in a blur of movement with two weapons, hacking into your foe with a combination of feral strength and speed. You tap into the speed and strength embodied within your feral spirit. You must fight with two weapons to use this maneuver. If you carry only one weapon, you can choose to make an unarmed strike with your off hand [as an unarmed attack] if you so wish. As part of this maneuver, you make an attack with both weapons you wield against one opponent. Both attacks must target the same creature, and you take a -2 penalty on each attack roll. If your first attack drops your foe to -1 hit points or fewer, you cannot make a second attack.					

LEVEL 3 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Soaring Raptor Strike</a>	Tiger Claw (Strike)	1 standard action		Melee attack	ToB:p.89
<b>TARGET:</b> One creature; <b>EFFECT:</b> You leap into the air, catching a larger opponent by surprise as you jump over its defenses to plunge your weapon into the crown of its head. With a carefully timed leap, you jump over the target's defenses and attack it from an unexpected angle. You can use this maneuver only against a foe of a larger size category than yours. As part of this maneuver, you make a Jump check with a DC equal to your foe's AC. If this check succeeds, you also make a melee attack as part of this maneuver. If the check fails, you cannot make this attack and the maneuver is still considered expended. You gain a +4 bonus on the attack roll and deal an extra 6d6 points of damage if your attack hits.					
* =Domain/Speciality Spell					

# Kwee Snart

RACE

0

AGE

GENDER

Male

VISION

None

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Custom Campaign

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:  
Biography: