

Character Name		Player Name		Deity		Region		Alignment	
Ex Samurai 1, Ronin 10, Warblade 1		Human / Aberration		Medium / 5 ft.		0' 0" / 0 lbs.		Darkvision (60 ft.)	
CLASS		RACE		SIZE / FACE		HEIGHT / WEIGHT		VISION	
12 (13)		66000 / 78000		0		Male			
Character Level (CR)		EXP/NEXT LEVEL		AGE		GENDER		EYES	
ABILITY NAME		BASE SCORE		BASE MOD		ABILITY SCORE		ABILITY MOD	
STR		21		+5		21		+5	
DEX		22		+6		22		+6	
CON		16		+3		16		+3	
INT		16		+3		16		+3	
WIS		18		+4		18		+4	
CHA		18		+4		18		+4	
SAVING THROWS		TOTAL		BASE SAVE		ABILITY		MAGIC	
FORTITUDE		+14		= +11		+3		+0	
REFLEX		+6		= +3		+6		+0	
WILL		+4		= +3		+4		+0	
HP		hit points		158		WOUNDS/CURRENT HP		SUBDUAL DAMAGE	
AC		armor class		27		21		27	
INITIATIVE		modifier		+6		= +6		+0	
Encumbrance		Light		TOTAL		DEX MODIFIER		MISC MODIFIER	
EYES		HAIR		Points		SPEED		Walk 30 ft., Climb 30 ft.	
MISS CHANCE		Arcane Spell Failure		ARMOR CHECK PENALTY		SPELL RESIST		ACID RESIST	
COLD RESIST		ELECT. RESIST		FIRE RESIST		DODGE		Morale	
Insight		Sacred		Profane		MISC			
TOTAL SKILLPOINTS: 78		SKILLS		MAX RANKS: 15/7/5		SKILL NAME		KEY ABILITY	
✓ Appraise		INT		3		= 3			
✓ Balance		DEX		8		= 6		+ 2	
✓ Bluff		CHA		4		= 4			
✓ Climb		STR		13		= 5		+ 8	
✓ Concentration		CON		28		= 3		+ 15 + 10	
✓ Craft (Untrained)		INT		3		= 3			
✓ Craft (Weaponsmithing)		INT		8		= 3		+ 5	

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+17/+12/+7	=	+12/+7/+2	+5	+0	+0	0	
RANGED attack bonus	+18/+13/+8	=	+12/+7/+2	+6	+0	+0	0	
GRAPPLE attack bonus	+17/+12/+7	=	+12/+7/+2	+5	+0	+0	+0	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+17/+12/+7	1d8+5	20/x2	5 ft.
Special Properties:				

*Sword, Bastard (Gargantuan/Six Handed Modification)				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	S	G	19-20/x2	5 ft.
	To Hit	Dam		To Hit				Dam
2H	+11/+6/+1	12d6+17	2W-OH	null				null

Special Properties: Bastard swords are also known as hand-and-a-half swords. A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon., Increases reach by an additional 10

Sword, Bastard (Huge/ Six Handed Modification)				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	S	H	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+13/+8/+3	9d6+15	2W-P-(OH)	+7/+2/-3		9d6+15		
1H-O	+9/+4/-1	9d6+12	2W-P-(OL)	+9/+4/-1		9d6+15		
2H	+13/+8/+3	9d6+17	2W-OH	+3		9d6+12		

Special Properties: Bastard swords are also known as hand-and-a-half swords. A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon., Increases reach by an additional 10

*: 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.

SUBDUAL DAMAGE						DAMAGE REDUCTION				SPEED												
										Walk 30 ft., Climb 30 ft.												
0	+	0	+	6	+	0	+	0	+	4	+	0	+	0	+	0	+	0	+	7		
ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLEC- TION		DODGE		Morale		Insight		Sacred		Profane		MISC
MISS CHANCE		Arcane Spell Failure		0		+0		ARMOR CHECK		0		COLD RESIST		ELECT. RESIST		FIRE RESIST						

TOTAL SKILLPOINTS: 78		FAILURE PENALTY		SKILL RANKS: 15/7.5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	3	=	3	
✓	Balance	DEX	8	=	6	+ 2
✓	Bluff	CHA	4	=	4	
✓	Climb	STR	13	=	5	+ 8
✓	Concentration	CON	28	=	3	+ 15 + 10
✓	Craft (Untrained)	INT	3	=	3	
	Craft (Weaponsmithing)	INT	8	=	3	+ 5
✓	Diplomacy	CHA	4	=	4	
✓	Disguise	CHA	4	=	4	
✓	Escape Artist	DEX	6	=	6	
✓	Forgery	INT	3	=	3	
✓	Gather Information	CHA	4	=	4	
✓	Heal	WIS	4	=	4	
✓	Hide	DEX	6	=	6	
	Iaijutsu Focus	CHA	19	=	4	+ 15
✓	Intimidate	CHA	4	=	4	
✓	Jump	STR	7	=	5	+ 2
	Knowledge (The Planes)	INT	12	=	3	+ 9
✓	Knowledge (Untrained)	INT	3	=	3	
✓	Listen	WIS	4	=	4	
✓	Move Silently	DEX	6	=	6	
✓	Ride	DEX	6	=	6	
✓	Search	INT	3	=	3	
✓	Sense Motive	WIS	4	=	4	
✓	Spot	WIS	4	=	4	
✓	Survival	WIS	4	=	4	
✓	Survival (The Planes)	WIS	6	=	4	+ 2
✓	Swim	STR	5	=	5	
	Tumble	DEX	29	=	6	+ 13 + 10
	Use Magic Device	CHA	7	=	4	+ 3
✓	Use Rope	DEX	6	=	6	
				=	+	+
					+	+

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Strongarm Bracers	Equipped	1	1 / 6,000
Sword, Bastard (Gargantuan/Six Handed Modification)	Equipped	1	48 / 280
Bastard swords are also known as hand-and-a-half swords. A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A charaction can use a bastard sword two-handed as a martial weapon., Increases reach by an additional 100 lbs., 1 Truedeath Crystal (Lesser)			
Truedeath Crystal (Lesser)	Sword, Bastard (Gargantuan/Six Handed Modification)	1	0 / 5,000
This amethyst is carved in the shape of a skull. Its paired weapon deals an extra 1d6 damage to undead and has the ghost touch ability.			
Signet Ring (Skill Bonus (Competence) (Concentration +10))	Equipped	1	0 / 10,005
Each signet ring has a distinctive design carved into it. When you press this ring into warm sealing wax, you leave an identifying mark., Competence bonus to selected skill of Concentration +10			
Signet Ring (Skill Bonus (Competence) (Tumble +10))	Equipped	1	0 / 10,005
Each signet ring has a distinctive design carved into it. When you press this ring into warm sealing wax, you leave an identifying mark., Competence bonus to selected skill of Tumble +10			
Belt, Monk's	Equipped	1	1 / 13,000
This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus. Moderate transmutation; CL 10th			
Vest (AC Bonus (Deflection) (+4))	Equipped	1	0 / 32,000
Deflection bonus to armor class of +4			
Nightstick	Equipped	1	0 / 7,500
This black rod carved of darkly stained wood is inset with religious symbols of various deities. Anyone who possesses the rod and is able to turn or rebuke undead gains four more uses of the ability per day. Moderate necromancy; CL 10th			
Eternal Chronocharm of the Horizon Walker	Equipped	1	0 / 2,500
Spend a Swift Action to move up to your movement. This is a Chronocharm of the Horizon Walker (MIC 86) with the cost adjusted from 1/day to at-will.			
Spool of Endless Rope	Equipped	1	1 / 1,400
This spool of silk rope comes with a belt loop so that it can be hung conveniently at the user's side. A spool of endless rope holds an unlimited amount of the finest silk rope. To use a spool of endless rope, you feed out as little or as much rope as desired, up to a maximum of 500 feet at any one time. When you are finished with the rope, you can simply wind it back onto the spool. (Feeding out or rewinding requires 1 fullround action per 50 feet of rope.) The rope can't be entirely separated from the spool, though it can be cut or broken like a normal silk rope. Any portion of rope cut away from the spool disappears instantly. Rope from a spool of endless rope can be spliced or knotted together with another rope (including one from a second spool of endless rope), but it can't be wound back into the spool while so attached.			
Sword, Bastard (Huge/Six Handed Modification)	Carried	1	30 / 140
Bastard swords are also known as hand-and-a-half swords. A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A charaction can use a bastard sword two-handed as a martial weapon., Increases reach by an additional 10			
TOTAL WEIGHT CARRIED/VALUE		84.4 lbs.	87,830gp

WEIGHT ALLOWANCE			
Light	153	Medium	306
Lift over head	460	Lift off ground	920
Heavy	460	Push / Drag	2300
MONEY			
Coin (Gold): 170[Equipped]			
Total= 170 gp			
MAGIC			
Languages			
Common, Elven, Giant, Undercommon			
Other Companions			
Special Abilities			
Despite your six arms, you do not gain extra attacks from them.			

Special Attacks	
Iaijutsu Focus	[My]
If you attack a flat-footed opponent immediately after drawing a melee weapon, you can deal extra damage, based on the result ofan Iaijutsu Focus check. In addition, if you and your opponent both agree to participate in a formal iaijutsu duel, your Iaijutsu Focus check replaces your initiative check for the ensuing combat. In an iaijutsu duel (see Chapter 6), you and your opponent make opposed Iaijutsu Focus checks, and the winner accumulates extra damage dice according to the accompanying table. You can also use Iaijutsu Focus in preparation for striking an inanimate object, assuming no distractions. Your extra damage is halved, just like your ordinary damage. This is the technique martial artists use to shatter objects. A roll of 10-14 provides 1d6 additional damage. Every 4 points adds another 1d6 to a maximum of 9d6 when rolling 50+	
Absolute Steel	[My]
You shift your weight to the back of your feet and hold your blade carefully forward at the ready. Your muscles twitch slightly as you prepare to dodge the next attack you face. The absolute steel stance allows you to enhance your mobility and speed. You move quickly, keep a sharp eye on your enemies, and are ready to instantly sidestep any incoming attacks. While you are in this stance, you gain a +10-foot enhancement bonus to your speed. If you move at least 10 feet during your turn, you gain a +2 dodge bonus to AC until the beginning of your next turn.	
Assassin's Stance	[ToB]

As your foe struggles to regain his defensive posture, you line up an exacting strike that hits with superior accuracy and deadly force. A shadow cast by a gap between two armored plates or a crease in a creature's thick hide calls to your weapon, allowing you to strike with deadly accuracy against an unprepared opponent. While you are in this stance, you gain the sneak attack ability, if you do not already have it, which deals an extra 2d6 points of damage. If you already have the sneak attack class feature, your existing sneak attack ability deals an extra 2d6 points of damage. See the rogue class feature (PH 50) for a complete description of sneak attack.	
Disarming Strike	[My]
You chop at your foe's hand, causing a grievous injury and forcing him to drop his weapon. This maneuver allows you to combine a disarm attempt with a normal attack. You make a single melee attack as part of this strike. If this attack hits and deals damage, you can also attempt to disarm your opponent (PH 155). This disarm attempt does not provoke attacks of opportunity, nor is there any risk that your foe can disarm you.	
Lightning Recovery	[My]
Your foe twists out of the way of your initial attack, but your weapon becomes a blur as you reverse direction and strike at him again with lightning speed. In the blink of an eye, you complete your attack and resume your defensive posture. This maneuver embodies the ethos of speed and energy that the Iron Heart tradition teaches. If one of your melee attacks misses, you can initiate this maneuver to reroll that attack roll with a +2 bonus.	
Sapphire Nightmare Blade	[ToB]
Your study your enemy for a brief moment, watching his defensive maneuvers and making a strike timed to take advantage of a lull in his vigilance. The sapphire nightmare blade is one of the most basic, but important, maneuvers that a Diamond Mind adept studies. It illustrates that a keen mind can pierce even the toughest defenses. You attempt a Concentration check as part of this maneuver, using the target creature's AC as the DC of the check. You then make a single melee attack against your target. The attack is also part of this maneuver. If your Concentration check succeeds, the target is flat-footed against your attack, and you deal an extra 1d6 points of damage. If your check fails, your attack is made with a -2 penalty and deals normal damage.	
Shadow Stride	[ToB]
You dissipate into a puff of black shadow. A moment later, the shadow coalesces, and you appear fifty feet away. This maneuver functions as the shadow jaunt maneuver, except that it can be initiated as a move action.	
Sneak Attack +6d6 (Ex)	[My]
If a ronin can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for an extra 1d6 points of damage. This extra damage increases by 1d6 points every third level (+2d6 at 4th level, +3d6 at 7th level, +4d6 at 10th level). For complete details on the sneak attack ability, see the description of the dark hunter earlier in this chapter.	
Sneak Attack +6d6	[PH]
+6d6	

Special Qualities	
Aberration Type	[MM]
Aberrations eat/sleep/breathe	
AC Bonus (Ex)	[PH]
A monk is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.	
Spellcaster (Knowledge (The Planes), Use Magic Device)	[DMG2]
A spellcaster mentor could be a priest of the character's religion, a teacher at a wizard's guild, or an inventor seeking a protegee. Spellcaster mentors are not as useful as the other seven mentors for characters who cannot cast spells themselves. A spellcaster grants her apprentice a +2 competence bonus on Spellcraft checks. The tutelage of a spellcasting mentor grants additional benefits only if the apprentice shares the same class as his mentor. The apprentice only gains these benefits when he gains a level in this class; he retains all the other benefits of this feat (the bonus skills and the bonus on Spellcraft checks) regardless of what class he chooses to gain a level in. If the apprentice and his mentor are arcane spellcasters, he gains one additional spell known at 1st level. Wizards gain this spell in their spellbooks, and spontaneous casters such as sorcerers or bards gain an additional 1st-level spell beyond their normal number of spells known. As the apprentice gains levels, he is able to learn additional spellcasting techniques from his mentor; wizards can copy from their mentor's spellbook at no charge. Spellcasters who do not prepare spells (such as a bard or sorcerer) gain increased flexibility with the spells they know. Each time an apprentice gains another of these levels, he can choose to learn a new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged. If the character and his mentor are divine spellcasters who prepare spells (such as clerics, druids, paladins, or rangers), he can select one spell he knows as a preferred spell. This can be a spell of any level he can cast. Once per day, the apprentice can spontaneously cast a preferred spell by swapping out any prepared spell of an equal spell level. He can only have one preferred spell at a time, but each time he gains a level in the associated class, he	

can change his preferred spell to a different spell. Associated Skills: Knowledge (any one), Use Magic Device.

Banzai Charge (Ex) [CW]
The ronin has cast away the code of bushido and at least a measure of his own honor, but his heart still remembers the thrill of bravery. When a ronin of 2nd level or higher charges into battle, he can accept a variable penalty to his Armor Class and take an equivalent bonus on the damage roll. The normal -2 AC penalty for charging still applies and counts toward the bonus, but the ronin cannot accept a penalty smaller than -2 or larger than his base attack bonus. For example, a 2nd-level ronin making a banzai charge could take a -8 penalty to AC in exchange for a +8 bonus on the damage roll.

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.

Daisho Proficiency (Ex) [CW]
In melee combat, a samurai favors the katana (a masterwork bastard sword) and the wakizashi (a masterwork short sword). Many samurai receive an heirloom set of these two blades, known as the daisho. Because a samurai is trained in their use, he gains Exotic Weapon proficiency (bastard sword) as a bonus feat.

Darkvision (Ex) [PH]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Poor Reflexes [UA]
You often zig when you should have zagged.

Weak Will [UA]
You are highly suggestible and easily duped.

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.

Infamy [CW]
The ronin's reputation for dishonor-deserved or not-follows him everywhere. Whenever someone in a position of authority has heard of the ronin's past (usually through a DC 10 Gather Information or Knowledge [nobility and royalty] check), that person's attitude starts one category worse than usual, and the ronin takes a -4 circumstance penalty on all Charisma-based checks involving that person. The infamy penalty applies only if the authority figure knows the ronin's identity, so some ronin adopt pseudonyms or secret identities.

Kiai Smite 0/day, +4 attack/damage (Ex) [CW]
Once per day, a samurai of 3rd level or higher can give a great cry during combat that invigorates him. When a samurai shouts (a free action), his next attack gains a bonus on the attack roll and the damage roll equal to his Charisma bonus (minimum +1). As a samurai gains levels, he can make a kiai smite more often.

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 [ToB]
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.

Acrobatic Backstab [CS]

If you succeed on a Tumble check to move through an enemy's space, you can treat that enemy as flat-footed against the next melee attack you make against it on your current turn.

Nimble Stand [CS]
You can stand up from prone without provoking attacks of opportunity.

Stances Known [ToB]
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.

Tremorsense (Ex) [My]
You can sense the location of anything touching the ground within 60'

Weapon and Armor Proficiency [CW]
Ronins gain no proficiency with any weapon or armor.

Weapon and Armor Proficiency [CW]
A samurai is proficient with all simple and martial weapons, and with all types of armor, but not with shields.

Weapon and Armor Proficiency [ToB]
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.

Weapon Aptitude (Ex) [ToB]
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.

Feats	
Apprentice [DMG2]	A character with this feat has apprenticed himself to a master in order to speed his learning and bolster his skills. This feat must be taken at 1st level. Once you start gaining experience, your methods of learning are already too ingrained for you to be able to gain the benefits of a mentor-apprentice relationship. When you select this feat, you gain all the benefits described in this section for being an apprentice.
Combat Expertise [PH]	You are trained at using your combat skill for defense as well as offense. When you use the attack action or the full attack action in melee, you can take a penalty of as much as 5 on your attack roll and add the same number as a dodge bonus to your Armor Class.
Cosmopolitan (Iaijutsu Focus) [My]	Chosen skill is now a class skill
Improved Trip [PH]	You are trained not only in tripping opponents safely but also in following through with an attack. You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed and gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent.
Knock-Down [My]	Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target. Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.
Martial Stance [ToB]	You have mastered the fundamentals of a martial discipline, and you are now able to master one of its stances. When you gain this feat, you can select any stance from a discipline in which you already know at least one maneuver. You must meet the normal prerequisite of the stance. Your martial adept level for using this maneuver is equal to your levels in martial adept classes (if any) + 1/2 your levels in other classes. Special: You can choose this feat more than once. When you take this feat again, you gain knowledge of a new stance. You do not have to choose a stance from the same discipline you selected the first time, but you must know at least one martial

maneuver from the discipline of the stance you choose. Special: A fighter can select Martial Stance as a bonus feat.	
Monkey Grip	[My]
You may wield weapons as if you were one size larger, but at a -2 penalty.	
Exotic Weapon Proficiency (Sword (Bastard))	[PH]
(Granted)	
You make attack rolls with the weapon normally. Normal: A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls. Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13. A fighter may select Exotic Weapon Proficiency as one of his fighter bonus feats (see page 38)	
Extra Turning (Granted)	[PH]
You can turn or rebuke creatures more often than normal.	
You can use your ability to turn or rebuke creatures four more times per day than normal.	
Martial Study (Shadow Hand) (Granted)	[ToB]
You have learned to focus your ki and perfect the form needed to add one Shadow Hand maneuver to your list of known maneuvers. You can use and recover this maneuver like any other of your known maneuvers, but it can not be exchanged as part of adept class levels.	
Shadow Hand's key skill, hide, is now a class skill for all your classes (current and future).	
Special: You can take this feat up to three times and can select the same discipline multiple times.	
Special: A fighter can select Martial Study as a bonus feat.	

Proficiencies
Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), 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

Templates
Insectile

Temporary Bonus
Assassin's Stance Active

Warblade Spells

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

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

Name	School	Time	Duration	Range	Source
□□□□□Sapphire Nightmare Blade	Diamond Mind (Strike)	1 standard action		Melee attack	ToB:p.65

TARGET: One creature; **EFFECT:** Your study your enemy for a brief moment, watching his defensive maneuvers and making a strike timed to take advantage of a lull in his vigilance. The sapphire nightmare blade is one of the most basic, but important, maneuvers that a Diamond Mind adept studies. It illustrates that a keen mind can pierce even the toughest defenses. You attempt a Concentration check as part of this maneuver, using the target creature's AC as the DC of the check. You then make a single melee attack against your target. The attack is also part of this maneuver. If your Concentration check succeeds, the target is flat-footed against your attack, and you deal an extra 1d6 points of damage. If your check fails, your attack is made with a -2 penalty and deals normal damage.

LEVEL 2 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
□□□□□Disarming Strike	Iron Heart (Strike)	1 standard action		Melee attack	ToB:p.67

TARGET: One creature; **EFFECT:** You chop at your foe's hand, causing a grievous injury and forcing him to drop his weapon. This maneuver allows you to combine a disarm attempt with a normal attack. You make a single melee attack as part of this strike. If this attack hits and deals damage, you can also attempt to disarm your opponent [PH 155]. This disarm attempt does not provoke attacks of opportunity, nor is there any risk that your foe can disarm you.

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

Name	School	Time	Duration	Range	Source
□□□□□Absolute Steel	Iron Heart (Stance)	1 swift action	Stance	Personal	ToB:p.66

TARGET: You; **EFFECT:** You shift your weight to the back of your feet and hold your blade carefully forward at the ready. Your muscles twitch slightly as you prepare to dodge the next attack you face. The absolute steel stance allows you to enhance your mobility and speed. You move quickly, keep a sharp eye on your enemies, and are ready to instantly sidestep any incoming attacks. While you are in this stance, you gain a +10-foot enhancement bonus to your speed. If you move at least 10 feet during your turn, you gain a +2 dodge bonus to AC until the beginning of your next turn.

□□□□□Assassin's Stance	Shadow Hand (Stance)	1 swift action	Stance	Personal	ToB:p.75
TARGET: You; EFFECT: As your foe struggles to regain his defensive posture, you line up an exacting strike that hits with superior accuracy and deadly force. A shadow cast by a gap between two armored plates or a crease in a creature's thick hide calls to your weapon, allowing you to strike with deadly accuracy against an unprepared opponent. While you are in this stance, you gain the sneak attack ability, if you do not already have it, which deals an extra 2d6 points of damage. If you already have the sneak attack class feature, your existing sneak attack ability deals an extra 2d6 points of damage. See the rogue class feature [PH 50] for a complete description of sneak attack.					

LEVEL 4 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
□□□□□Lightning Recovery	Iron Heart (Counter)	1 immediate action		Personal	ToB:p.68

TARGET: You; **EFFECT:** Your foe twists out of the way of your initial attack, but your weapon becomes a blur as you reverse direction and strike at him again with lightning speed. In the blink of an eye, you complete your attack and resume your defensive posture. This maneuver embodies the ethos of speed and energy that the Iron Heart tradition teaches. If one of your melee attacks misses, you can initiate this maneuver to reroll that attack roll with a +2 bonus.

LEVEL 5 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
□□□□□Shadow Stride	Shadow Hand [Teleportation]	1 move action		50 ft.	ToB:p.80

TARGET: You; **EFFECT:** You dissipate into a puff of black shadow. A moment later, the shadow coalesces, and you appear fifty feet away. This maneuver functions as the shadow jaunt maneuver, except that it can be initiated as a move action.

* =Domain/Speciality Spell

Gyanryu Kojiro

RACE

Human

AGE

0

AGE

GENDER

Male

GENDER

VISION

Darkvision (60 ft.)

VISION

ALIGNMENT

Chaotic Good

ALIGNMENT

DOMINANT HAND

Right

DOMINANT HAND

HEIGHT

0' 0"

HEIGHT

WEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Custom Campaign

REGION

DEITY

Aberration

Race Type

Race Sub Type

Description:

Biography: