

Henry "ShockBlade/ ShortStraw" Redsteel

Character Name

Duskblade 8

CLASS

Player Name

Human / Humanoid

RACE

Deity

Medium / 5 ft. x 5 ft.

SIZE / FACE

None

Region

HEIGHT / WEIGHT

Lawful Good

Alignment

Normal

VISION

8 (8)

28000 / 36000

25

Male

Brown

Black, Spiked Short

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

| | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----------------------------|------------|----------|---------------|-------------|------------|----------|------------------------|-------|----------------|-------|------|-------------|------------------|------|------|---------------|-----------------------------|-------|--------|---------|--------|---------|------|--|--|--|
| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD | WOUNDS/CURRENT HP | | SUBDUAL DAMAGE | | | | DAMAGE REDUCTION | | | | SPEED | | | | | | | | | |
| STR Strength | 19 | +4 | 19 | +4 | | | HP hit points | 87 | | | | | 5/- | | | | Walk 30 ft. | | | | | | | | | |
| DEX Dexterity | 16 | +3 | 16 | +3 | | | AC armor class | 22 | 19 | 14 | 10 | 7 | 0 | 3 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | | | |
| CON Constitution | 18 | +4 | 18 | +4 | | | TOTAL | | FLAT | TOUCH | BASE | ARMOR BONUS | SHIELD BONUS | STAT | SIZE | NATURAL ARMOR | DEFLEC-TION | DODGE | Morale | Insight | Sacred | Profane | MISC | | | |
| INT Intelligence | 17 | +3 | 17 | +3 | | | INITIATIVE modifier | | +3 | +3 | +0 | | | | | MISS CHANCE | 20 | -1 | 0 | | | | | | | |
| WIS Wisdom | 15 | +2 | 15 | +2 | | | Encumbrance | | Light | | | | | | | | ARMOR CHECK FAILURE PENALTY | | | | | | | | | |
| CHA Charisma | 11 | +0 | 11 | +0 | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SAVING THROWS | | TOTAL | | BASE SAVE | | ABILITY | | MAGIC | | MISC | | EPIC | | TEMP | | | | | | | | | | | | |
| FORTITUDE (constitution) | | +12 | | +6 | | +4 | | +2 | | +0 | | +0 | | | | | | | | | | | | | | |
| REFLEX (dexterity) | | +7 | | +2 | | +3 | | +2 | | +0 | | +0 | | | | | | | | | | | | | | |
| WILL (wisdom) | | +10 | | +6 | | +2 | | +2 | | +0 | | +0 | | | | | | | | | | | | | | |

| | | | | | | | | | | | | | |
|-------------------------|--------|-------------------|-------|------|----|------|----|------|----|------|----|------|--|
| TOTAL | | BASE ATTACK BONUS | | STAT | | SIZE | | MISC | | EPIC | | TEMP | |
| MELEE attack bonus | +12/+7 | = | +8/+3 | + | +4 | + | +0 | + | +0 | + | 0 | + | |
| RANGED attack bonus | +11/+6 | = | +8/+3 | + | +3 | + | +0 | + | +0 | + | 0 | + | |
| GRAPPLE attack bonus | +12/+7 | = | +8/+3 | + | +4 | + | +0 | + | +0 | + | +0 | + | |

| | | | | |
|-----------------------------|--------------------|--------|----------|-------|
| UNARMED (nonlethal only) | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
| | +12/+7 | 1d3+4 | 20/x2 | 5 ft. |

| | | | | | | |
|--------------------|--|--------|------|------|----------|-------|
| *Warmace +1 | | HAND | TYPE | SIZE | CRITICAL | REACH |
| | | Both | B | M | 20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | | DAMAGE | | | | |
| +13/+8 | | 1d12+7 | | | | |

Special Properties: Anyone wielding a warmace takes a -1 penalty to Armor Class because the weight of the weapon makes it difficult to recover quickly from swinging it. A warmace is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). A character can use a warmace two-handed as a martial weapon.

| | | | | | | |
|---|--------|----------------|------|-------------|----------|---------|
| Masterwork Longbow, Composite (+4) | | HAND | TYPE | SIZE | CRITICAL | REACH |
| | | Carried | P | M | 20/x3 | 5 ft. |
| Ammunition: Arrow (An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of it's size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hit's its target is destroyed; one that misses has a 50%% chance of being destroyed or lost.) | | | | | | |
| Range: 30 ft. | | To Hit: +12/+7 | | Damage: 1d8 | | |
| 110 ft. | | 220 ft. | | 330 ft. | | 440 ft. |
| TH | +12/+7 | +10/+5 | | +8/+3 | | +6/+1 |
| Dam | 1d8 | 1d8 | | 1d8 | | 1d8 |
| 660 ft. | | 770 ft. | | 880 ft. | | 990 ft. |
| TH | +2/-3 | +0/-5 | | -2/-7 | | -4/-9 |
| Dam | 1d8 | 1d8 | | 1d8 | | 1d8 |
| Special Properties: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted., STR bonus to damage | | | | | | |

| | | | | | | |
|-------------------|--------|---------|------|-----------|----------|--------|
| Masterwork Dagger | | HAND | TYPE | SIZE | CRITICAL | REACH |
| | | Carried | PS | M | 19-20/x2 | 5 ft. |
| To Hit | | Dam | | To Hit | | Dam |
| 1H-P | +13/+8 | 1d4+4 | | 2W-P-(OH) | | +7/+2 |
| 1H-O | +9/+4 | 1d4+2 | | 2W-P-(OL) | | +9/+4 |
| 2H | +13/+8 | 1d4+4 | | 2W-OH | | +5 |
| 10 ft. | | 20 ft. | | 30 ft. | | 40 ft. |
| TH | +12/+7 | +10/+5 | | +8/+3 | | +6/+1 |
| Dam | 1d4+4 | 1d4+4 | | 1d4+4 | | 1d4+4 |

*: 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 |
| *Chain Shirt +3 | | Light | +7 | +4 | -1 | 20 |
| A chain shirt protects your torso while leaving your limbs free and mobile. It includes a layer of quilted fabric worn underneath to prevent chafing and to cushion the impact of blows. A chain shirt comes with a steel cap. | | | | | | |
| *Amulet of Natural Armor +1 | | | +1 | | +0 | 0 |
| This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor bonus of from +1. Faint transmutation; CL 5th | | | | | | |
| *Ring of Protection +1 | | | +1 | | +0 | 0 |

| | | | | | |
|------------------------------------|-----|-------------|----------------|-------------------|----------|
| TOTAL SKILLPOINTS: 66 | | SKILLS | | MAX RANKS: 11/5.5 | |
| SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS |
| ✓ Appraise | INT | 3 | = | 3 | |
| ✓ Balance | DEX | 2 | = | 3 | + -1 |
| ✓ Bluff | CHA | 0 | = | 0 | |
| ✓ Climb | STR | 3 | = | 4 | + -1 |
| ✓ Concentration | CON | 13 | = | 4 | + 9 |
| ✓ Concentration (Cast defensively) | CON | 17 | = | 4 | + 9 + 4 |
| ✓ Concentration (Cast defensively) | | 0 | = | 0 | |
| ✓ Craft (Armorsmithing) | INT | 7 | = | 3 | + 4 |
| ✓ Craft (Blacksmithing) | INT | 5 | = | 3 | + 2 |
| ✓ Craft (Bowmaking) | INT | 7 | = | 3 | + 4 |
| ✓ Craft (Untrained) | INT | 3 | = | 3 | |
| ✓ Craft (Weaponsmithing) | INT | 10 | = | 3 | + 7 |
| ✓ Diplomacy | CHA | 0 | = | 0 | |
| ✓ Disguise | CHA | 0 | = | 0 | |
| ✓ Escape Artist | DEX | 2 | = | 3 | + -1 |
| ✓ Forgery | INT | 3 | = | 3 | |
| ✓ Gather Information | CHA | 0 | = | 0 | |
| ✓ Handle Animal | CHA | 1 | = | 0 | + 1 |
| ✓ Heal | WIS | 4 | = | 2 | + 2 |
| ✓ Hide | DEX | 2 | = | 3 | + -1 |
| ✓ Intimidate | CHA | 2 | = | 0 | + 2 |
| ✓ Jump | STR | 3 | = | 4 | + -1 |
| ✓ Knowledge (Arcana) | INT | 8 | = | 3 | + 5 |
| ✓ Knowledge (Geography) | INT | 4 | = | 3 | + 1 |
| ✓ Knowledge (History) | INT | 4 | = | 3 | + 1 |
| ✓ Knowledge (Nature) | INT | 4 | = | 3 | + 1 |
| ✓ Knowledge (Untrained) | INT | 3 | = | 3 | |
| ✓ Listen | WIS | 5 | = | 2 | + 3 |
| ✓ Move Silently | DEX | 2 | = | 3 | + -1 |
| ✓ Ride | DEX | 5 | = | 3 | + 2 |
| ✓ Search | INT | 3 | = | 3 | |
| ✓ Sense Motive | WIS | 3 | = | 2 | + 1 |
| ✓ Spellcraft | INT | 14 | = | 3 | + 9 + 2 |
| ✓ Spot | WIS | 5 | = | 2 | + 3 |
| ✓ Survival | WIS | 2 | = | 2 | |
| ✓ Swim | STR | 2 | = | 4 | + -2 |
| ✓ Tumble | DEX | 3 | = | 3 | + 1 + -1 |
| ✓ Use Rope | DEX | 3 | = | 3 | |
| | | | = | + | + |
| | | | = | + | + |

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

| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
|---|------|----|--------|-------|---------------|
| This ring offers continual magical protection in the form of a deflection bonus of +1 to AC. Faint abjuration; CL 5th | | | | | |
| *Warmace +1 | | +0 | +0 | 0 | |
| Anyone wielding a warmace takes a -1 penalty to Armor Class because the weight of the weapon makes it difficult to recover quickly from swinging it. A warmace is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). A character can use a warmace two-handed as a martial weapon. | | | | | |

| Greatsword +1 (Keen/Illuminating) | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--|--------|---------|-------|--------|----------|-------|
| | | Carried | S | M | 17-20/x2 | 5 ft. |
| | To Hit | Dam | | To Hit | | Dam |
| 2H | +14/+9 | 2d6+7 | 2W-OH | null | | null |
| Special Properties: Adventurers recognize the greatsword as one of the best melee weapons available. It's reliable and powerful., When drawn, this weapon glows with a pure white light, illuminating a 20-ft-radius and illuminating a shadowy 20-ft beyond that., threat range doubled | | | | | | |

| EQUIPMENT | | | | | |
|---|--------------|-------------|------------------|--|--|
| ITEM | LOCATION | QTY | WT / COST | | |
| Amulet of Natural Armor +1 | Equipped | 1 | 0 / 2,000 | | |
| This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor bonus of from +1. Faint transmutation; CL 5th | | | | | |
| Ring of Protection +1 | Equipped | 1 | 0 / 2,000 | | |
| This ring offers continual magical protection in the form of a deflection bonus of +1 to AC. Faint abjuration; CL 5th | | | | | |
| Ring of Communication | Equipped | 1 | 0 / 2,000 | | |
| Warmace +1 | Equipped | 1 | 10 / 2,325 | | |
| Anyone wielding a warmace takes a -1 penalty to Armor Class because the weight of the weapon makes it difficult to recover quickly from swinging it. A warmace is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). A character can use a warmace two-handed as a martial weapon. | | | | | |
| Explorer's Outfit | Equipped | 1 | 8 / 0 | | |
| This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat. | | | | | |
| Healing Belt | Equipped | 1 | 1 / 750 | | |
| This broad leather belt is studded with three moonstones. This belt gives you a +2 competence bonus to heal checks continuously. Additionally, it has 3 charges (renewed each day at dawn) which can be spent to heal damage with a touch (or harm undead). 1 charge = 2d8, 2 charges = 3d8, 3 charges = 3d8. | | | | | |
| Chain Shirt +3 | Equipped | 1 | 25 / 9,250 | | |
| A chain shirt protects your torso while leaving your limbs free and mobile. It includes a layer of quilted fabric worn underneath to prevent chafing and to cushion the impact of blows. A chain shirt comes with a steel cap. | | | | | |
| Cloak of Resistance +2 | Equipped | 1 | 1 / 4,000 | | |
| These garments offer magic protection in the form of a +2 resistance bonus on all saving throws (Fortitude, Reflex, and Will). Faint abjuration; CL 5th | | | | | |
| Potion Belt, Masterwork | Equipped | 1 | 1 / 60 | | |
| This sturdy leather belt similar to a bandoleer has pockets shaped to hold potion vials and is fitted with ties or flaps to keep the potions from falling out. It holds ten potions. Retrieving a potion from a potion belt is a free action once per round. | | | | | |
| Potion of Cure Light Wounds | Equipped | 4 | 0 (0) / 50 (200) | | |
| Cures 1d8 +1 damage (PH P.216) | | | | | |
| Potion (Enlarge Person) | Equipped | 1 | 0 / 50 | | |
| Double height and multiply weight by 8. +2 Str, -2 Dex, -1 Attack & AC for 1 minute (PH P.226) | | | | | |
| Spell Component Pouch | Backpack | 1 | 2 / 5 | | |
| This small, watertight leather belt pouch has many compartments. A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch (such as the natural pool that a druid needs to look into to cast scrying). | | | | | |
| Spell Component Pouch | Equipped | 1 | 2 / 5 | | |
| This small, watertight leather belt pouch has many compartments. A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch (such as the natural pool that a druid needs to look into to cast scrying). | | | | | |
| Pouch, Belt | Equipped | 1 | 0.5 / 1 | | |
| Pouch, Belt | Equipped | 2 | 0.5 (1) / 1 (2) | | |
| 1 lbs., 1 Chalk (1 piece), 2 Flint and Steel, 1 Whetstone, 1 Signal Whistle | | | | | |
| Chalk (1 piece) | Backpack | 4 | 0 (0) / 0 (0) | | |
| Chalk (1 piece) | Pouch, Belt | 1 | 0 / 0 | | |
| Flint and Steel | Pouch, Belt | 2 | 0 (0) / 1 (2) | | |
| Striking steel and flint together creates sparks. By knocking sparks into tinder, you can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long. | | | | | |
| Whetstone | Pouch, Belt | 1 | 1 / 0 | | |
| Signal Whistle | Pouch, Belt | 1 | 0 / 0.8 | | |
| Money Belt | Equipped | 1 | 0 / 4 | | |
| This cloth pouch is designed to be worn under clothing and can hold up to 50 coins. The Pick Pocket check DC to take something from a money belt is +5 higher than normal.2.34 lbs., 16 Coin (Copper), 45 Coin (Gold), 56 Coin (Silver) | | | | | |
| Chronocharm of the Horizon Walker | Equipped | 1 | 0 / 500 | | |
| Mule (Light) | Equipped | 1 | 0 / 75 | | |
| The horse is the best all-around work animal and mount in common use. A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling. (See the Monster Manual for more information on horses and ponies.) Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat (see Mounted Combat, page 157, and the Ride skill, page 80). (Horse (Light))34 lbs., 1 Bedroll, 1 Tent, One-person, 1 Artisan's Tools (Weaponsmithing/Masterwork), 1 Mess Kit, 10 Rations (Trail/Per Day), 1 Soap (Per Lb.), 1 Hammer | | | | | |
| Bedroll | Mule (Light) | 1 | 5 / 0.1 | | |
| You never know where you're going to sleep, and a bedroll helps you get better sleep in a hayloft or on the cold ground. A bedroll consists of bedding and a blanket thin enough to be rolled up and tied. In an emergency, it can double as a stretcher. | | | | | |
| Tent, One-person | Mule (Light) | 1 | 10 / 5 | | |
| A tent designed to shelter one Medium-size humanoid. | | | | | |
| Artisan's Tools (Weaponsmithing/Masterwork) | Mule (Light) | 1 | 5 / 5 | | |
| Mess Kit | Mule (Light) | 1 | 1 / 0.6 | | |
| This lightweight metal kit contains a bowl, plate, fork, spoon, and cup. | | | | | |
| Rations (Trail/Per Day) | Mule (Light) | 10 | 1 (10) / 0.5 (5) | | |
| Cures 2d8 +3 damage (PH P.216) | | | | | |
| Soap (Per Lb.) | Mule (Light) | 1 | 1 / 0.5 | | |
| Hammer | Mule (Light) | 1 | 2 / 0.5 | | |
| TOTAL WEIGHT CARRIED/VALUE | | 103.84 lbs. | 49,706.9gp | | |

| EQUIPMENT | | | |
|--|---------------------|-------------|-----------------------|
| ITEM | LOCATION | QTY | WT / COST |
| This one-handed hammer with an iron head is useful for pounding pitons into a wall. If a hammer is used in combat, treat it as a one-handed improvised weapon (see page 113) that deals bludgeoning damage equal to that of a spiked gauntlet of its size. | | | |
| Backpack | Equipped | 1 | 2 / 2 |
| 18 lbs., 2 Bag, Coin, 5 Candle, 1 Case, Map or Scroll, 5 Fishhook, 1 Grappling Hook (Collapsible), 2 Rope, Silk, 2 Sunrod, 1 Tindertwig, 1 Twine, Roll (50 ft.), 1 Spell Component Pouch, 4 Chalk (1 piece), 2 Holy Water, 1 Ink (1 Oz. Vial), 1 Inkpen, 5 Waterskin, 1 Everlasting Rations | | | |
| Bag, Coin | Backpack | 2 | 0.2 (0.5) / 0.1 (0.1) |
| for Robe of Useful Items. | | | |
| Candle | Backpack | 5 | 0 (0) / 0 (0.1) |
| A candle dimly illuminates a 5-foot radius and burns for 1 hour. See page 164 for more rules on illumination.Duration: 1 hr., Shadowy Illumination: 5 ft. | | | |
| Case, Map or Scroll | Backpack | 1 | 0.5 / 1 |
| This capped leather or tin tube holds rolled pieces of parchment or paper.0 lbs., 5 Paper (Sheet) | | | |
| Paper (Sheet) | Case, Map or Scroll | 5 | 0 (0) / 0.4 (2) |
| A sheet of standard paper is made from cloth fibers. | | | |
| Fishhook | Backpack | 5 | 0 (0) / 0.1 (0.5) |
| Grappling Hook (Collapsible) | Backpack | 1 | 3 / 3 |
| This small grappling hook has flat, retractable tines that fold out to create a working hook. It functions exactly like a normal grappling hook, except that it increases the DC by +4 for Search checks to find it when folded up and hidden among a person's garments. | | | |
| Rope, Silk | Backpack | 2 | 5 (10) / 10 (20) |
| This rope has 4 hit points and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 circumstance bonus on Use Rope checks. | | | |
| Sunrod | Backpack | 2 | 0 (0) / 2 (4) |
| This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless. See pages 164 for more rules on illumination. | | | |
| Tindertwig | Backpack | 1 | 0 / 1 |
| The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action. | | | |
| Twine, Roll (50 ft.) | Backpack | 1 | 0 / 0.1 |
| A roll of sturdy twine. It has 0 hardness and 1 hp. When tightly wrapped around an object, it has the same strength as hemp rope (10 hardness, 2 hp per inch). | | | |
| Holy Water | Backpack | 2 | 0 (0) / 0 (0) |
| Damage undead or evil outsiders for 2d4. Throw as a splash weapon (P158) as ranged touch attack with range increment 10 feet. (Splash does 1pt damage to every undead/evil outsider adjacent to target). | | | |
| Ink (1 Oz. Vial) | Backpack | 1 | 0 / 8 |
| This is black ink. You can buy ink in other colors, but it costs twice as much. | | | |
| Inkpen | Backpack | 1 | 0 / 0.1 |
| An inkpen is a wooden stick with a special tip on the end. The tip draws ink in when dipped in a vial and leaves an ink trail when drawn across a surface. | | | |
| Waterskin | Backpack | 5 | 0 (0) / 1 (5) |
| A waterskin is a leather pouch with a narrow neck that is used for holding water. | | | |
| Everlasting Rations | Backpack | 1 | 2 / 350 |
| This pouch contains enough trail rations to feed a Medium creature for one day. Every morning at sunrise, the pouch magically creates another day's worth of rations. | | | |
| Potion of Cure Moderate Wounds | Equipped | 7 | 0 (0) / 300 (2,100) |
| Cures 2d8 +3 damage (PH P.216) | | | |
| Potion of Bull's Strength | Equipped | 1 | 0 / 300 |
| Crystal of Electricity Assault (Lesser) | Equipped | 1 | 0 / 3,000 |
| This brilliant blue crystal sparks and snaps with discharges. It adds 1d6 points of electricity damage to the weapon's damage. | | | |
| Warhorse (Heavy) | Equipped | 1 | 0 / 400 |
| The horse is the best all-around work animal and mount in common use. A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling. (See the Monster Manual for more information on horses and ponies.) Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat (see Mounted Combat, page 157, and the Ride skill, page 80).38 lbs., 1 Masterwork Military Saddle, 1 Saddlebags | | | |
| Masterwork Military Saddle | Warhorse (Heavy) | 1 | 30 / 180 |
| This well-made piece of gear, which can be either a riding saddle or a military saddle, is more comfortable and more responsive than a normal saddle. Because of its excellent craftsmanship, a masterwork saddle grants a +1 circumstance bonus on Ride checks. If a masterwork saddle is also a military saddle, this bonus stacks with the +2 circumstance bonus that a military saddle provides to Ride checks relating to staying in the saddle (see Player's Handbook, page 132). Each masterwork saddle is tailored for a specific kind of creature. As such, it fits best on that kind of creature and thus provides its bonus only when used with that kind of creature. For example, a masterwork saddle made for heavy warhorses would provide its bonus if used on any heavy warhorse, but would not provide a bonus if used on a dragon (assuming the saddle was of an appropriate size for the dragon). | | | |
| Saddlebags | Warhorse (Heavy) | 1 | 8 / 4 |
| Iron Ward Diamond (Greater) | Equipped | 1 | 0 / 8,000 |
| This dun and ecru diamond is incredibly durable. It grants you DR 5/-, though it only protects you from a total of 50 hp/day. | | | |
| Bag of Holding Type I | Equipped | 1 | 15 / 2,500 |
| This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs 15lbs and its contents can be up to 250lbs and 30 cubic feet. If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a bag of holding is a move action - unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action. If a bag of holding is placed within a portable hole (DMG 264), a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the portable hole and bag of holding in the process. Moderate conjuration; CL 9th | | | |
| Masterwork Longbow, Composite (+4) | Carried | 1 | 3 / 400 |
| You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted., STR bonus to damage7.5 lbs., 50 Arrow | | | |
| TOTAL WEIGHT CARRIED/VALUE | | 103.84 lbs. | 49,706.9gp |

| EQUIPMENT | | | | |
|--|----------------|-------------|-------------------|--|
| ITEM | LOCATION | QTY | WT / COST | |
| Arrow | Masterwork | 50 | 0.1 (7.5) / | |
| □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ | Longbow, | | 0.1 (2.5) | |
| □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ | Composite (+4) | | | |
| An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of it's size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hit's its target is destroyed; one that misses has a 50%% chance of being destroyed or lost. | | | | |
| Signal Arrow | Carried | 10 | 0.2 (2) / 0.5 (5) | |
| □□□□□ □□□□□ | | | | |
| This arrow is specially designed to emulate a bird's call when fired. Elven fletchers craft the arrows to make calls that will be recognized as signals by the elves of the community. For example, a hawk's cry might signal an attack, and an owl's screech might signal a stealthy advance. A successful Wilderness Lore check (DC 20) determines whether the sound comes from a bird or another source. The intricate carving on the arrow shafts makes them clumsy in flight, imposing a -2 circumstance penalty on attack rolls. | | | | |
| Thundering Arrow | Carried | 10 | 0.3 (3) / 2 (20) | |
| □□□□□ □□□□□ | | | | |
| Thunder arrows are tipped with thunderstones (see Chapter 7 of the Player's Handbook). A hit from a thunder arrow deals no damage but triggers the thunderstone's sonic attack. Thunder arrows that miss should be treated as attacks with a grenadelike weapon (see Chapter 8 of the Player's Handbook). | | | | |
| Masterwork Dagger | Carried | 1 | 1 / 302 | |
| Greatsword +1 (Keen/Illuminating) | Carried | 1 | 8 / 8,850 | |
| Adventurers recognize the greatsword as one of the best melee weapons available. It's reliable and powerful,. When drawn, this weapon glows with a pure white light, illuminating a 20-ft-radius and illuminating a shadowy 20-ft beyond that., threat range doubled | | | | |
| TOTAL WEIGHT CARRIED/VALUE | | 103.84 lbs. | 49,706.9gp | |

| WEIGHT ALLOWANCE | | | | | |
|--------------------|--|---------------------|--|------------------|--|
| Light 116 | | Medium 233 | | Heavy 350 | |
| Lift over head 350 | | Lift off ground 700 | | Push / Drag 1750 | |

| MONEY | |
|-------------------------------|--|
| Coin (Gold): 45[Money Belt] | |
| Coin (Silver): 56[Money Belt] | |
| Coin (Copper): 16[Money Belt] | |
| Total= 50.8 gp | |

| MAGIC |
|-------|
|-------|

| Languages |
|---------------------------------|
| Common, Draconic, Elven, Sylvan |

| Other Companions |
|------------------|
|------------------|

| Special Attacks | |
|---|---|
| Arcane Channeling (Su) | [Wizards of the Coast - Player's Handbook II, p.20] |
| Beginning at 3rd level, you can use a standard action to cast any touch spell you know and deliver the spell through your weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the attack is successful both normal melee damage and spell damage are applied. | |

| Special Qualities | |
|---|---|
| Arcane Attunement (Sp) | [Wizards of the Coast - Player's Handbook II, p.20] |
| You can use the spell-like powers dancing lights, detect magic, flare, ghost sound, and read magic a combined total times per day equal to 3+INT. These do not count against your spells known or spells per day. | |
| Armored Mage (Heavy & Shield) (Ex) | [Wizards of the Coast - Player's Handbook II, p.20] |
| Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's limited focus and specialized training, however, allows you to avoid arcane spell failure in light armor and with light shields. This does not apply to heavier armors, shields, or to casting from another class. At 4th level, you learn to use medium armor with no chance of spell failure.PREVARGTEQ:DuskbladeArmoredMageLVL,2 At 7th level, you learn to use a heavy shield with no chance of spell failure.PREVARGTEQ:DuskbladeArmoredMageLVL,3 | |
| Combat Casting | [Wizards of the Coast - Player's Handbook II, p.20] |
| At 2nd level, you gain Combat Casting as a bonus feat. | |
| Human Racial Traits (Ex) | [Wizards of the Coast - Players Handbook] |
| 4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level. | |
| Quick Cast 1/day | [Wizards of the Coast - Player's Handbook II, p.20] |
| You can cast 1 spells per day as a swift action, so long as the casting time of the spell is 1 standard action or less. | |
| Spell Power +2 (Ex) | [Wizards of the Coast - Player's Handbook II, p.20] |

| | |
|---|--|
| You can more easily overcome the spell resistance of any opponent you successfully injure with a melee attack. If you have injured an opponent, you gain a +2 bonus on your caster level check. | |
| Weapon and Armor Proficiency | [Wizards of the Coast - Player's Handbook II, p.19] |
| Duskblades are proficient with all simple and martial weapons, all armors, and all shields (except tower shields). | |

| Feats | |
|--|--|
| Cleave | [Wizards of the Coast - Player's Handbook, p.92] |
| You can follow through with powerful blows. | |
| If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability 1 per round. Special: A fighter may select Cleave as one of his fighter bonus feats (see page 38). | |
| Great Cleave | [Wizards of the Coast - Player's Handbook, p.94] |
| You can wield a melee weapon with such power that you can strike multiple times when you fell your foes. | |
| This feat works like Cleave, except that there is no limit to the number of times you can use it per round. | |
| Power Attack | [Wizards of the Coast - Player's Handbook, p.98] |
| You can make exceptionally powerful melee attacks. | |
| On your action, before making attack rolls for a round, you may choose to subtract up to 8 from all melee attack rolls and add the same number to all melee damage rolls. | |
| Weapon Focus (Greatsword) | [Wizards of the Coast - Player's Guide to Faerun, p.102] |
| You are especially good at using this specified weapon. | |
| You gain a +1 bonus on all attack rolls you make using the selected weapon. | |
| Combat Casting | [Wizards of the Coast - Player's Handbook, p.92] |
| You are adept at casting spells in combat. | |
| 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. | |

| Proficiencies |
|---|
| Aspergillum (Heavy), Axe (Throwing), Battle Gauntlet, Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana, Kukri, Lance, Longbow, Longbow (Composite), 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, Shortbow (Composite), Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Cutlass), Sword (Saber), Sword (Short), Trident, Unarmed Strike, Wakizashi, Warhammer, Warmace |

Arcane Attunement Spell-like Abilities

| Name | School | Time | Duration | Range | Source |
|--|--|-------------------|------------------------------------|------------------|----------|
| □□□□□Dancing Lights | Evocation [Light, Fire Shugenja, WujenFire] | 1 standard action | 1 minute [D] | Medium (110 ft.) | PH:p.216 |
| [V, S] TARGET: Up to four lights, all within a 10- ft.-radius area; EFFECT: Creates torches or other lights. [SR:No] | | | | | |
| □□□□□Detect Magic | Divination [Antimagic Domain, Divination t] | 1 standard action | Concentration, up to 1 minutes [D] | 60 ft. | PH:p.219 |
| [V, S] TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No] | | | | | |
| □□□□□Flare | Evocation [Light, Fire Shugenja, WujenFire, t] | 1 standard action | Instantaneous | Close (25 ft.) | PH:p.232 |
| [V] TARGET: Burst of light; EFFECT: Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:10, Fortitude negates] | | | | | |
| □□□□□Ghost Sound | Illusion [Figment] [Air Shugenja, Illusion Dc] | 1 standard action | 1 rounds [D] | Close (25 ft.) | PH:p.235 |
| [V, S, M] TARGET: Illusory sounds; EFFECT: Figment sounds. [SR:No; DC:10, Will disbelief (if interacted with)] | | | | | |
| □□□□□Read Magic | Divination | 1 standard action | 10 minutes | Personal | PH:p.269 |
| [V, S, F] TARGET: You; EFFECT: Read scrolls and spellbooks. [SR:No] | | | | | |

* =Domain/Speciality Spell

Duskblade Spells

| | | | | | | |
|---------|---|---|---|---|---|---|
| LEVEL | 0 | 1 | 2 | 3 | 4 | 5 |
| PER DAY | 6 | 8 | 7 | — | — | — |

LEVEL 0 / Per Day:6 / Caster Level:8

| Name | School | Time | Duration | Range | Source |
|--|--|-------------------|------------------------------------|------------------|----------|
| □□□□□Acid Splash | Conjuration (Creation) [Acid, Conjuration D] | 1 standard action | Instantaneous | Close (45 ft.) | PH:p.196 |
| [V, S] TARGET: One missile of acid; EFFECT: Orb deals 1d3 acid damage. [SR:No] | | | | | |
| □□□□□Dancing Lights | Evocation [Light, Fire Shugenja, WujenFire] | 1 standard action | 1 minute [D] | Medium (180 ft.) | PH:p.216 |
| [V, S] TARGET: Up to four lights, all within a 10- ft.-radius area; EFFECT: Creates torches or other lights. [SR:No] | | | | | |
| □□□□□Detect Magic | Divination [Antimagic Domain, Divination t] | 1 standard action | Concentration, up to 8 minutes [D] | 60 ft. | PH:p.219 |
| [V, S] TARGET: Cone-shaped burst; EFFECT: Detects spells and magic items within 60 ft. [SR:No] | | | | | |
| □□□□□Disrupt Undead | Necromancy [Fire Shugenja, Necromancy D] | 1 standard action | Instantaneous | Close (45 ft.) | PH:p.223 |
| [V, S] TARGET: Ray; EFFECT: Deals 1d6 damage to one undead. [SR:Yes] | | | | | |
| □□□□□Ray of Frost | Evocation [Cold, WujenWater, Cold Domain, t] | 1 standard action | Instantaneous | Close (45 ft.) | PH:p.269 |
| [V, S] TARGET: Ray; EFFECT: Ray deals 1d3 cold damage. [SR:Yes] | | | | | |
| □□□□□Touch of Fatigue | Necromancy | 1 standard action | 8 rounds | Touch | PH:p.294 |
| [V, S, M] TARGET: Creature touched; EFFECT: Touch attack fatigues target. [SR:Yes; DC:13, Fortitude negates] | | | | | |

LEVEL 1 / Per Day:8 / Caster Level:8

| Name | School | Time | Duration | Range | Source |
|--|---|-------------------|-----------------------------------|------------------|-----------|
| □□□□□Blade of Blood | Necromancy | 1 swift action | 1 round/level or until discharged | Touch | PH2:p.103 |
| [V,S] TARGET: Weapon touched; EFFECT: Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage. [SR:No] | | | | | |
| □□□□□Burning Hands | Evocation [Fire, Fire Shugenja, Fire Domain, t] | 1 standard action | Instantaneous | 15 ft. | PH:p.207 |
| [V, S] TARGET: Cone-shaped burst; EFFECT: 5d4 fire damage [SR:Yes; DC:14, Reflex half] | | | | | |
| □□□□□Kelgore's Fire Bolt | Conjuration, Evocation [Fire] | 1 standard action | Instantaneous | Medium (180 ft.) | PH2:p.116 |
| [V,S,M] TARGET: One creature; EFFECT: Deal 1d6/caster level [max 5d6] fire damage. If you fail to overcome creature's SR you still do 1d6. [SR:See text; DC:14, Reflex half] | | | | | |
| □□□□□Ray of Enfeeblement | Necromancy [Necromancy Domain] | 1 standard action | 8 minutes | Close (45 ft.) | PH:p.269 |
| [V, S] TARGET: Ray; EFFECT: Ray deals 1d6 +4 Str damage. [SR:Yes] | | | | | |
| □□□□□Shocking Grasp | Evocation [Electricity, Fire Shugenja] | 1 standard action | Instantaneous | Touch | PH:p.279 |
| [V, S] TARGET: Creature or object touched; EFFECT: Touch delivers 5d6 electricity damage. [SR:Yes] | | | | | |

LEVEL 2 / Per Day:7 / Caster Level:8

| Name | School | Time | Duration | Range | Source |
|---|-------------------------------|-------------------|-------------------------|------------------|-----------|
| □□□□□Darkvision | Transmutation | 1 standard action | 8 hours | Touch | PH:p.216 |
| [V, S, M] TARGET: Creature touched; EFFECT: See 60 ft. in total darkness. [SR:Yes (harmless); DC:15, Will negates (harmless)] | | | | | |
| □□□□□Melf's Acid Arrow | Conjuration (Creation) [Acid] | 1 standard action | 3 rounds | Long (720 ft.) | PH:p.253 |
| [V, S, M, F] TARGET: One arrow of acid; EFFECT: Ranged touch attack; 2d4 damage for 3 rounds. [SR:No] | | | | | |
| □□□□□Scorching Ray | Evocation [Fire, Fire Domain] | 1 standard action | Instantaneous | Close (45 ft.) | PH:p.274 |
| [V, S] TARGET: 2 rays; EFFECT: 2 rays, ranged touch attack deals 4d6 fire damage. [SR:Yes] | | | | | |
| □□□□□Seeking Ray | Evocation | 1 standard action | Instantaneous; see text | Medium (180 ft.) | PH2:p.124 |
| [V,S] TARGET: Ray; EFFECT: Ranged touch attack [no penalty for firing into melee], ignores concealment and cover, deals 4d6 electricity. See text. [SR:Yes] | | | | | |

* =Domain/Speciality Spell

Arcane Attunement Spell-like Abilities

- Dancing Lights
-
- Detect Magic
-
- Flare (DC:10)
-
- Ghost Sound (DC:10)
-
- Read Magic
-

Henry "ShockBlade/ShortStraw" Redsteel

| | |
|-----------------------------|---------------------|
| RACE | Human |
| AGE | 25 |
| AGE | |
| GENDER | Male |
| VISION | |
| ALIGNMENT | Lawful Good |
| DOMINANT HAND | |
| HEIGHT | 7' 6" |
| WEIGHT | 347 lbs. |
| EYE COLOUR | Brown |
| SKIN COLOUR | |
| HAIR / HAIR STYLE | Black, Spiked Short |
| PHOBIAS | |
| PERSONALITY TRAITS | |
| INTERESTS | |
| SPOKEN STYLE / CATCH PHRASE | |
| RESIDENCE | |
| LOCATION | |
| REGION | None |
| DEITY | |
| Race Type | Humanoid |
| Race Sub Type | |

Description:

Friend of Oberron
Daze as part of attack 3 times per day (DC 15)
Glamour (+4 to Hide)
Bull's Enlargement (Bull's Strength + Enlarge) At Will

- Zombie - 15
- Giant - 2
- Fiendish Boar - 1
- Redcaps - 2
- Ogre - 17
- Orc - 39
- Goblin - 22
- Worg - 2
- Undead Wizard - 1

Biography: