

Henry "ShockBlade" Redsteel

Character Name

Duskblade 4

CLASS

4 (4)

Character Level (CR)

EXP/NEXT LEVEL

6000 / 10000

Player Name

Human / Humanoid

RACE

25

Male

AGE

GENDER

Deity

Medium / 5 ft. x 5 ft.

SIZE / FACE

Brown

EYES

None

Region

6' 10" / 243 lbs.

HEIGHT / WEIGHT

Black, Spiked Short

HAIR

Lawful Good

Alignment

Normal

VISION

Points

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

18

+4

DEX

16

+3

CON

18

+4

INT

17

+3

WIS

15

+2

CHA

11

+0

WOUNDS/CURRENT HP

HP

46

hit points

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

AC

18

15

14

10

4

0

3

0

0

0

1

0

0

0

0

0

0

INITIATIVE

modifier

+3

TOTAL

DEX MODIFIER

+3

MISC MODIFIER

+0

MISS CHANCE

20

Arcane Spell Failure

ARMOR CHECK

-2

SPELL RESIST

0

Encumbrance

Light

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+8

+4

+4

+0

+0

+0

REFLEX

(dexterity)

+4

+1

+3

+0

+0

+0

WILL

(wisdom)

+6

+4

+2

+0

+0

+0

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+8

+4

+4

+0

+0

0

RANGED

attack bonus

+7

+4

+3

+0

+0

0

GRAPPLE

attack bonus

+8

+4

+4

+0

+0

+0

\*Warmace +1

HAND

Both

TYPE

B

SIZE

M

CRITICAL

20/x2

REACH

5 ft.

TOTAL ATTACK BONUS

DAMAGE

null

null

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.

\*Greatsword +1 (Illuminating)

HAND

Both

TYPE

S

SIZE

M

CRITICAL

19-20/x2

REACH

5 ft.

To Hit

Dam

2H

+10

2d6+7

2W-OH

To Hit

Dam

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.

Dagger

HAND

Carried

TYPE

PS

SIZE

M

CRITICAL

19-20/x2

REACH

5 ft.

To Hit

Dam

1H-P

+8

1d4+4

2W-P-(OH)

To Hit

Dam

1d4+4

1H-O

+4

1d4+2

2W-P-(OL)

+4

1d4+4

2H

+8

1d4+4

2W-OH

+0

1d4+2

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

+7

+5

+3

+1

-1

Dam

1d4+4

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

Light

+4

+4

-2

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 Protection +1

+1

+0

0

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC. Faint abjuration; CL 5th, (Ring of Protection +1)

\*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.

TOTAL SKILLPOINTS: 42

MAX RANKS: 7/3.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

3

=

3

✓ Balance

DEX

1

=

3

+ -2

✓ Bluff

CHA

0

=

0

✓ Climb

STR

2

=

4

+ -2

✓ Concentration

CON

11

=

4

+ 7

✓ Concentration (Cast defensively)

CON

15

=

4

+ 7

+ 4

Craft (Armorsmithing)

INT

4

=

3

+ 1

Craft (Blacksmithing)

INT

5

=

3

+ 2

Craft (Bowmaking)

INT

4

=

3

+ 1

✓ Craft (Untrained)

INT

3

=

3

Craft (Weaponsmithing)

INT

6

=

3

+ 3

✓ Diplomacy

CHA

0

=

0

✓ Disguise

CHA

0

=

0

✓ Escape Artist

DEX

1

=

3

+ -2

✓ Forgery

INT

3

=

3

✓ Gather Information

CHA

0

=

0

✓ Heal

WIS

2

=

2

✓ Hide

DEX

1

=

3

+ -2

✓ Intimidate

CHA

1

=

0

+ 1

✓ Jump

STR

2

=

4

+ -2

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

4

=

2

+ 2

✓ Move Silently

DEX

1

=

3

+ -2

✓ Ride

DEX

3

=

3

✓ Search

INT

3

=

3

✓ Sense Motive

WIS

3

=

2

+ 1

Spellcraft

INT

12

=

3

+ 7

+ 2

✓ Spot

WIS

4

=

2

+ 2

✓ Survival

WIS

2

=

2

✓ Swim

STR

0

=

4

+ -4

Tumble

DEX

2

=

3

+ 1

+ -2

✓ Use Rope

DEX

3

=

3

=

+

+

=

+

+

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

Masterwork Longbow, Composite

ITEM	LOCATION	QTY	WT / COST
(+4)	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: +8	Damage: 1d8+4	
110 ft.	220 ft.	330 ft.	440 ft.
TH +8	+6	+4	+2
Dam 1d8+4	1d8+4	1d8+4	1d8+4
660 ft.	770 ft.	880 ft.	990 ft.
TH -2	-4	-6	-8
Dam 1d8+4	1d8+4	1d8+4	1d8+4
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			

EQUIPMENT

ITEM	LOCATION	QTY	WT / COST
Amulet 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 Protection +1)			
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.			
Greatsword +1 (Illuminating)	Equipped	1	8 / 2,850
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.			
Chain Shirt	Equipped	1	25 / 100
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.			
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
Potion Belt, Masterwork	Equipped	1	1 / 60
This extremely well-made potion belt 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	3	0 (0) / 50 (150)
Cures 2d8 +2 damage (PH P.216)			
Spell Component Pouch	Backpack	1	0 / 0
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	0 / 0
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
1 lbs., 1 Chalk (1 piece), 2 Flint and Steel, 1 Whetstone, 1 Signal Whistle			
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
TOTAL WEIGHT CARRIED/VALUE			
82.84 lbs. 11,712.9gp			

EQUIPMENT

ITEM	LOCATION	QTY	WT / COST
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)
10 Rations (Trail/Per Day)			
Soap (Per Lb.)	Mule (Light)	1	1 / 0.5
Hammer	Mule (Light)	1	2 / 0.5
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
14 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			
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 (0 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.			
Potion of Cure Moderate Wounds	Equipped	6	0 (0) / 300 (1,800)
Cures 2d8 +2 damage (PH P.216)			
Dagger	Carried	1	1 / 2
Masterwork Longbow, Composite (+4)	Carried	1	3 / 800
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			
Arrow	Masterwork Longbow, Composite (+4)	50	0.1 (7.5) / 0.1 (2.5)
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).			
TOTAL WEIGHT CARRIED/VALUE			
82.84 lbs. 11,712.9gp			

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

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	
<b>Arcane Channeling (Su)</b>	[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	
<b>Arcane Attunement (Sp)</b>	[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.	
<b>Armored Mage (Light) (Ex)</b>	[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	
<b>Combat Casting</b>	[Wizards of the Coast - Player's Handbook II, p.20]
At 2nd level, you gain Combat Casting as a bonus feat.	
<b>Human Racial Traits (Ex)</b>	[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.	
<b>Weapon and Armor Proficiency</b>	[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	
<b>Cleave</b>	[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).

<b>Power Attack</b>	[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 4 from all melee attack rolls and add the same number to all melee damage rolls.	
<b>Weapon Focus (Greatsword)</b>	[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.	
<b>Combat Casting</b>	[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, 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, Unarmed Strike, Wakizashi, Warhammer, Warmace

Duskblade Spells

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

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

Name	School	Time	Duration	Range	Source
■■■■■ <a href="#">Acid Splash</a>	Conjuration (Creation) [Acid]	1 standard action	Instantaneous	Close (35 ft.)	PH:p.196
[V, S] TARGET: One missile of acid; <i>EFFECT</i> : Orb deals 1d3 acid damage. [SR:No]					
■■■■■ <a href="#">Disrupt Undead</a>	Necromancy	1 standard action	Instantaneous	Close (35 ft.)	PH:p.223
[V, S] TARGET: Ray; <i>EFFECT</i> : Deals 1d6 damage to one undead. [SR:Yes]					
■■■■■ <a href="#">Ray of Frost</a>	Evocation [Cold, WuJenWater]	1 standard action	Instantaneous	Close (35 ft.)	PH:p.269
[V, S] TARGET: Ray; <i>EFFECT</i> : Ray deals 1d3 cold damage. [SR:Yes]					
■■■■■ <a href="#">Touch of Fatigue</a>	Necromancy	1 standard action	4 rounds	Touch	PH:p.294
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : Touch attack fatigues target. [SR:Yes; DC:13, Fortitude negates]					

LEVEL 1 / Per Day:6 / Caster Level:4

Name	School	Time	Duration	Range	Source
■■■■■ <a href="#">Blade of Blood</a>	Necromancy	1 swift action	1 round/level or until discharged	Touch	PH2:p.103
[V,S] TARGET: Weapon touched; <i>EFFECT</i> : Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage. [SR:No]					
■■■■■ <a href="#">Burning Hands</a>	Evocation [Fire]	1 standard action	Instantaneous	15 ft.	PH:p.207
[V, S] TARGET: Cone-shaped burst; <i>EFFECT</i> : 4d4 fire damage [SR:Yes; DC:14, Reflex half]					
■■■■■ <a href="#">Kelgore's Fire Bolt</a>	Conjuration, Evocation [Fire]	1 standard action	Instantaneous	Medium (140 ft.)	PH2:p.116
[V,S,M] TARGET: One creature; <i>EFFECT</i> : 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]					
■■■■■ <a href="#">Ray of Enfeeblement</a>	Necromancy	1 standard action	4 minutes	Close (35 ft.)	PH:p.269
[V, S] TARGET: Ray; <i>EFFECT</i> : Ray deals 1d6 +2 Str damage. [SR:Yes]					
■■■■■ <a href="#">Shocking Grasp</a>	Evocation [Electricity]	1 standard action	Instantaneous	Touch	PH:p.279
[V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Touch delivers 4d6 electricity damage. [SR:Yes]					

\* =Domain/Specialty Spell

# Henry "ShockBlade" Redsteel

RACE	Human
AGE	25
GENDER	Male
VISION	
ALIGNMENT	Lawful Good
DOMINANT HAND	
HEIGHT	6' 10"
WEIGHT	243 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:  
Biography: