

Henry "ShockBlade/ ShortStraw" Redsteel

Character Name

Duskblade 7

CLASS

7 (7)

Character Level (CR)

21000 / 28000

EXP/NEXT LEVEL

Player Name

Human / Humanoid

RACE

25

Male

AGE

GENDER

Deity

Medium / 5 ft. x 5 ft.

SIZE / FACE

Brown

EYES

None

Region

7' 6" / 347 lbs.

HEIGHT / WEIGHT

Black, Spiked Short

HAIR

Lawful Good

Alignment

Normal

VISION

Points

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

18

+4

18

+4

DEX

Dexterity

16

+3

16

+3

CON

Constitution

18

+4

18

+4

INT

Intelligence

17

+3

17

+3

WIS

Wisdom

15

+2

15

+2

CHA

Charisma

11

+0

11

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+11

=

+5

+

+4

+

+2

+

+0

+

+0

+

REFLEX

(dexterity)

+7

=

+2

+

+3

+

+2

+

+0

+

+0

+

WILL

(wisdom)

+9

=

+5

+

+2

+

+2

+

+0

+

+0

+

WOUNDS/CURRENT HP

HP

hit points

78

SUBDUAL DAMAGE

DAMAGE REDUCTION

5/-

SPEED

Walk 30 ft.

armor class

AC

22

TOTAL

FLAT

19

TOUCH

14

=

10

+

7

+

0

+

3

+

0

+

1

+

1

+

0

+

0

+

0

+

0

+

0

+

0

MISC

modifier

INITIATIVE

+3

=

+3

+

+0

MISC MODIFIER

MISS CHANCE

20

Arcane Spell Failure

ARMOR CHECK PENALTY

-1

SPELL RESIST

0

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

TOTAL SKILLPOINTS: 60

MAX RANKS: 10/5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓

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

5

=

3

+

2

Craft (Blacksmithing)

INT

5

=

3

+

2

Craft (Bowmaking)

INT

5

=

3

+

2

✓

Craft (Untrained)

INT

3

=

3

Craft (Weaponsmithing)

INT

8

=

3

+

5

✓

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.

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+11/+6

=

+7/+2

+

+4

+

+0

+

+0

+

0

+

RANGED

attack bonus

+10/+5

=

+7/+2

+

+3

+

+0

+

+0

+

0

+

GRAPPLE

attack bonus

+11/+6

=

+7/+2

+

+4

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+11/+6	1d3+4	20/x2	5 ft.

*Warmace +1	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+12/+7	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: +11/+6		Damage: 1d8		
110 ft.	220 ft.	330 ft.	440 ft.	550 ft.	
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2
Dam	1d8	1d8	1d8	1d8	1d8
660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.	
TH	+1/-4	-1/-6	-3/-8	-5/-10	-7/-12
Dam	1d8	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.
TOTAL ATTACK BONUS	DAMAGE				
+12/+7	1d4+4				
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2
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 +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	
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.
TOTAL ATTACK BONUS	DAMAGE				
+13/+8	2d6+7				
<b>Special Properties:</b> 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	
<b>Amulet of Natural Armor +1</b>	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				
<b>Ring of Protection +1</b>	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				
<b>Ring of Communication</b>	Equipped	1	0 / 2,000	
<b>Warmace +1</b>	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.				
<b>Explorer's Outfit</b>	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.				
<b>Healing Belt</b>	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.				
<b>Chain Shirt +3</b>	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.				
<b>Cloak of Resistance +2</b>	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				
<b>Potion Belt, Masterwork</b>	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.				
<b>Potion of Cure Light Wounds</b>	Equipped	4	0 (0) / 50 (200)	
□□□□ Cures 1d8 +1 damage (PH P.216)				
<b>Potion (Enlarge Person)</b>	Equipped	1	0 / 50	
Double height and multiply weight by 8. +2 Str, -2 Dex, -1 Attack & AC for 1 minute (PH P.226)				
<b>Spell Component Pouch</b>	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).				
<b>Spell Component Pouch</b>	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).				
<b>Pouch, Belt</b>	Equipped	2	0.5 (1) / 1 (2)	
1 lbs., 1 Chalk (1 piece), 2 Flint and Steel, 1 Whetstone, 1 Signal Whistle				
<b>Pouch, Belt</b>	Equipped	1	0.5 / 1	
<b>Chalk (1 piece)</b>	Backpack	4	0 (0) / 0 (0)	
<b>Chalk (1 piece)</b>	Pouch, Belt	1	0 / 0	
<b>Flint and Steel</b>	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.				
<b>Whetstone</b>	Pouch, Belt	1	1 / 0	
<b>Signal Whistle</b>	Pouch, Belt	1	0 / 0.8	
<b>Money Belt</b>	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)				
<b>Chronocharm of the Horizon Walker</b>	Equipped	1	0 / 500	
<b>Mule (Light)</b>	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				
<b>Bedroll</b>	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.				
<b>Tent, One-person</b>	Mule (Light)	1	10 / 5	
A tent designed to shelter one Medium-size humanoid.				
<b>Artisan's Tools (Weaponsmithing/Masterwork)</b>	Mule (Light)	1	5 / 5	
<b>Mess Kit</b>	Mule (Light)	1	1 / 0.6	
This lightweight metal kit contains a bowl, plate, fork, spoon, and cup.				
<b>Rations (Trail/Per Day)</b>	Mule (Light)	10	1 (10) / 0.5 (5)	
□□□□□ □□□□□				
<b>Soap (Per Lb.)</b>	Mule (Light)	1	1 / 0.5	
<b>Hammer</b>	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.				
<b>Backpack</b>	Equipped	1	2 / 2	
TOTAL WEIGHT CARRIED/VALUE		99.84 lbs.	49,696.9gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
16 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 rube 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.				
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				
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 its 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)	
TOTAL WEIGHT CARRIED/VALUE		99.84 lbs.	49,696.9gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
<div>000000 000000</div> <p>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.</p>				
Thundering Arrow	Carried	10	0.3 (3) / 2 (20)	
<div>000000 000000</div> <p>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).</p>				
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		99.84 lbs.	49,696.9gp	

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

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

MAGIC
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Languages
Common, Draconic, Elven, Sylvan

Other Companions
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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 7 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, 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

## Arcane Attunement Spell-like Abilities

Name	School	Time	Duration	Range	Source
□□□□□Dancing Lights	Evocation [Light, WuJenFire, Fire Shugenja]	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; <i>EFFECT</i> : Creates torches or other lights. [SR:No]					
□□□□□Detect Magic	Divination [Antimagic Domain, Divination Dom]	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	PH:p.219
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Detects spells and magic items within 60 ft. [SR:No]					
□□□□□Flare	Evocation [Light, WuJenFire, Fire Shugenja, I]	1 standard action	Instantaneous	Close (25 ft.)	PH:p.232
[V] TARGET: Burst of light; <i>EFFECT</i> : Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:10, Fortitude negates]					
□□□□□Ghost Sound	Illusion (Figment) [Air Shugenja, Illusion Dom]	1 standard action	1 rounds [D]	Close (25 ft.)	PH:p.235
[V, S, M] TARGET: Illusory sounds; <i>EFFECT</i> : 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; <i>EFFECT</i> : Read scrolls and spellbooks. [SR:No]					

\* =Domain/Speciality Spell

## Duskblade Spells

LEVEL	0	1	2	3	4	5
PER DAY	6	7	6	—	—	—

### LEVEL 0 / Per Day:6 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□Acid Splash	Conjuration (Creation) [Acid, Conjuration Dom]	1 standard action	Instantaneous	Close (40 ft.)	PH:p.196
[V, S] TARGET: One missile of acid; <i>EFFECT</i> : Orb deals 1d3 acid damage. [SR:No]					
□□□□□Disrupt Undead	Necromancy [Fire Shugenja, Necromancy Dom]	1 standard action	Instantaneous	Close (40 ft.)	PH:p.223
[V, S] TARGET: Ray; <i>EFFECT</i> : Deals 1d6 damage to one undead. [SR:Yes]					
□□□□□Ray of Frost	Evocation [Cold, WuJenWater, Cold Domain, ]	1 standard action	Instantaneous	Close (40 ft.)	PH:p.269
[V, S] TARGET: Ray; <i>EFFECT</i> : Ray deals 1d3 cold damage. [SR:Yes]					
□□□□□Touch of Fatigue	Necromancy	1 standard action	7 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:7 / Caster Level:7

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; <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]					
□□□□□Burning Hands	Evocation [Fire, Fire Shugenja, Fire Domain]	1 standard action	Instantaneous	15 ft.	PH:p.207
[V, S] TARGET: Cone-shaped burst; <i>EFFECT</i> : 5d4 fire damage [SR:Yes; DC:14, Reflex half]					
□□□□□Kelgore's Fire Bolt	Conjuration, Evocation [Fire]	1 standard action	Instantaneous	Medium (170 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]					
□□□□□Ray of Enfeeblement	Necromancy [Necromancy Domain]	1 standard action	7 minutes	Close (40 ft.)	PH:p.269
[V, S] TARGET: Ray; <i>EFFECT</i> : Ray deals 1d6 +3 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; <i>EFFECT</i> : Touch delivers 5d6 electricity damage. [SR:Yes]					

### LEVEL 2 / Per Day:6 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□Darkvision	Transmutation	1 standard action	7 hours	Touch	PH:p.216
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : See 60 ft. in total darkness. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□□Scorching Ray	Evocation [Fire, Fire Domain]	1 standard action	Instantaneous	Close (40 ft.)	PH:p.274
[V, S] TARGET: 2 rays; <i>EFFECT</i> : 2 rays, ranged touch attack deals 4d6 fire damage. [SR:Yes]					
□□□□□Seeking Ray	Evocation	1 standard action	Instantaneous; see text	Medium (170 ft.)	PH2:p.124
[V,S] TARGET: Ray; <i>EFFECT</i> : 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

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