

Henry "ShockBlade/ShortStraw" Redsteel

Character Name	Player Name	Deity	Region	None	Lawful Good
Duskblade 10	Human / Humanoid	Medium / 5 ft.	7' 6" / 347 lbs.		Alignment
CLASS	RACE	SIZE / FACE	HEIGHT / WEIGHT		Normal
			Black, Spiked		VISION
			Short		

10 (10)	45000 / 55000	25	Male	Brown	
Character Level (CR)	EXP/NEXT LEVEL	AGE	GENDER	EYES	HAIR

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	23	+6			HP hit points	105											5/-					Walk 30 ft.																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
DEX Dexterity	16	+3	16	+3			AC armor class	25	22	:	14	=	10	+	8	+	0	+	3	+	0	+	3	+	1	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+

MELEE	+16/+11	=	+10/+5	+6	+0	+0	+0																		
RANGED	+13/+8	=	+10/+5	+3	+0	+0	+0																		
GRAPPLE	+16/+11	=	+10/+5	+6	+0	+0	+0																		

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+16/+11	1d3+6	20/x2	5 ft.

*Dragon's Breath Greatsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	17-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
2H	+19/+14	2d6+11	2W-OH	null	null

Special Properties: Adventurers recognize the greatsword as one of the best melee weapons available. It's reliable and powerful., (Greatsword +2 (Flaming/Keen/Corrosive/Illuminating)), threat range doubled, +1d6 fire damage, Activated/deactivated at will to do an extra 1d6 acid damage with each hit., When drawn, this weapon glows with a pure white light, illuminating a 20-ft-radius and illuminating a shadowy 20-ft beyond that.

Masterwork Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+17/+12	1d4+6	2W-P-(OH)	+11/+6	1d4+6
1H-O	+13/+8	1d4+3	2W-P-(OL)	+13/+8	1d4+6
2H	+17/+12	1d4+6	2W-OH	+9	1d4+3
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+14/+9	+12/+7	+10/+5	+8/+3	+6/+1
Dam	1d4+6	1d4+6	1d4+6	1d4+6	1d4+6

Warmace +1	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+17/+12	1d12+10				

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.

*: 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
*Elven Chain +3	Light	+8	+4	-2	20
This extremely light chainmail is made of very fine mithral links. Speed while wearing elven chain is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of -2. It is considered light armor and weighs 20 pounds. No aura (nonmagical), 30hp/inch and 15 hardness					
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.					
*Dragonbone Amulet of Natural Armor +3		+3		+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 +3. 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					

TOTAL SKILLPOINTS: 78		SKILLS		MAX RANKS: 13/6.5		
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	4	=	6	+ -2
✓	Concentration	CON	14	=	4 + 10	
✓	Concentration (Cast defensively)	CON	18	=	4 + 10 + 4	
✓	Concentration (Cast defensively)		0	=	0	
	Craft (Armorsmithing)	INT	8	=	3 + 5	
	Craft (Blacksmithing)	INT	5	=	3 + 2	
	Craft (Bowmaking)	INT	8	=	3 + 5	
✓	Craft (Untrained)	INT	3	=	3	
	Craft (Weaponsmithing)	INT	10	=	3 + 7	
✓	Diplomacy	CHA	0	=	0	
✓	Disguise	CHA	0	=	0	
✓	Escape Artist	DEX	1	=	3	+ -2
✓	Forgery	INT	3	=	3	
✓	Gather Information	CHA	0	=	0	
	Handle Animal	CHA	1	=	0 + 1	
✓	Heal	WIS	4	=	2	+ 2
✓	Hide	DEX	1	=	3	+ -2
✓	Intimidate	CHA	2	=	0 + 2	
✓	Jump	STR	4	=	6	+ -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 (Tactics)	INT	4	=	3 + 1	
✓	Knowledge (Untrained)	INT	3	=	3	
✓	Listen	WIS	6	=	2 + 4	
✓	Move Silently	DEX	1	=	3	+ -2
✓	Ride	DEX	6	=	3 + 3	
✓	Search	INT	3	=	3	
✓	Sense Motive	WIS	3	=	2 + 1	
	Spellcraft	INT	15	=	3 + 10 + 2	
✓	Spot	WIS	7	=	2 + 5	
✓	Survival	WIS	2	=	2	
✓	Swim	STR	2	=	6	+ -4
	Tumble	DEX	2	=	3 + 1 + -2	
✓	Use Rope	DEX	3	=	3	
				=	+	+
				=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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.					

Composite Dragonbone Longbow +3		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
(Flaming/Corrosive/+4)						
Range: 30 ft.		To Hit: +16/+11		Damage: 1d8+7		
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.	
TH	+16/+11	+14/+9	+12/+7	+10/+5	+8/+3	
Dam	1d8+7	1d8+7	1d8+7	1d8+7	1d8+7	
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.	
TH	+6/+1	+4/-1	+2/-3	+0/-5	-2/-7	
Dam	1d8+7	1d8+7	1d8+7	1d8+7	1d8+7	
Special Properties: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted., (Longbow, Composite +3 (Flaming/Corrosive/+4)), STR bonus to damage, +1d6 fire damage bestowed on ammunition, Activated/deactivated at will to do an extra 1d6 acid damage with each hit.						

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Dragonbone Amulet of Natural Armor +3	Equipped	1	0 / 18,000	
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 +3. Faint transmutation; CL 5th				
Dragonskin Armbands of Giant Strength +4	Equipped	1	0 / 0	
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	
Dragon's Breath Greatsword	Equipped	1	8 / 50,850	
Adventurers recognize the greatsword as one of the best melee weapons available. It's reliable and powerful., (Greatsword +2 (Flaming/Keen/Corrosive/Illuminating)), threat range doubled, +1d6 fire damage, Activated/deactivated at will to do an extra 1d6 acid damage with each hit., When drawn, this weapon glows with a pure white light, illuminating a 20-ft-radius and illuminating a shadowy 20-ft beyond that.				
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 = 4d8.				
Elven Chain +3	Equipped	1	20 / 13,150	
This extremely light chainmail is made of very fine mithral links. Speed while wearing elven chain is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of -2. It is considered light armor and weighs 20 pounds. No aura (nonmagical), 30hp/inch and 15 hardness				
Dragonskin 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, Fly as per Dragon Maneuverability for 10 minutes per day. Causes Fear (DC16) when hood is raised.				
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	2	0.5 (1) / 1 (2)	
1 lbs., 1 Chalk (1 piece), 2 Flint and Steel, 1 Whetstone, 1 Signal Whistle				
Pouch, Belt	Equipped	1	0.5 / 1	
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	
TOTAL WEIGHT CARRIED/VALUE		91.34 lbs.	171,596.4gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
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)	
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.				
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	
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 (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 Saddlebags, 1 Saddle, Military				
Saddlebags	Warhorse (Heavy)	1	8 / 4	
Saddle, Military	Warhorse (Heavy)	1	30 / 20	
A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).				
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				
TOTAL WEIGHT CARRIED/VALUE		91.34 lbs.	171,596.4gp	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
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 9th28 lbs., 1 Chain Shirt +3, 1 Refilling Mug, 1 Dragonskin Backpack			
Chain Shirt +3	Bag of Holding Type I	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.			
Refilling Mug	Bag of Holding Type I	1	1 / 500
When you recite the command word, this mug fills with 12 ounces of the last non-magical/non-alchemical liquid that was poured into it.			
Dragonskin Backpack	Bag of Holding Type I	1	2 / 2
Signal Arrow	Carried	10	0.2 (2) / 0.5 (5)
This arrow is specially designed to emulate a bird's call when fired. Eleven 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
Warmace +1	Carried	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.			
Composite Dragonbone Longbow +3 (Flaming/Corrosive/+4)	Carried	1	3 / 50,800
You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted., (Longbow, Composite +3 (Flaming/Corrosive/+4)), STR bonus to damage, +1d6 fire damage bestowed on ammunition, Activated/deactivated at will to do an extra 1d6 acid damage with each hit.			
TOTAL WEIGHT CARRIED/VALUE		91.34 lbs.	171,596.4gp

WEIGHT ALLOWANCE			
Light	200	Medium	400
Lift over head	600	Lift off ground	1200
		Heavy	600
		Push / Drag	3000

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	
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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 2/day	[Wizards of the Coast - Player's Handbook II, p.20]
You can cast 2 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.	
Obtain Familiar	[Wizards of the Coast - Complete Arcane, p.81]
You gain a familiar.	
You can obtain a familiar in the same manner as a sorcerer or wizard (see the sorcerer class description and the accompanying sidebar, page 52 of the Players Handbook). As with a sorcerer or wizard, obtaining a familiar takes 24 hours and uses up magic materials worth 100 gp.	
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 10 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	

Templates	
Dwarven Dragon Boon	

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 t1]	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, 1]	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 Dc1]	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	9	8	4	—	—

LEVEL 0 / Per Day:6 / Caster Level:10					
Name	School	Time	Duration	Range	Source
■■■■■Acid Splash	Conjuration (Creation) [Acid, Conjuration D1]	1 standard action	Instantaneous	Close (50 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 (200 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 t1]	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	PH:p.219
[V, S] TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No]					
■■■■■Disrupt Undead	Necromancy [Fire Shugenja, Necromancy D1]	1 standard action	Instantaneous	Close (50 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,1]	1 standard action	Instantaneous	Close (50 ft.)	PH:p.269
[V, S] TARGET: Ray; EFFECT: Ray deals 1d3 cold damage. [SR:Yes]					
■■■■■Touch of Fatigue	Necromancy	1 standard action	10 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:9 / Caster Level:10					
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,1]	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 (200 ft.)	PH2:p.116
[V,S,M] TARGET: One creature; EFFECT: This spell conjures a small orb of rock and sheathes it in arcane energy. This spell deals 1d6 points of fire damage per caster level [maximum 5d6]. If you fail to overcome the target's spell resistance, the spell still deals 1d6 points of fire damage from the heat and force of the conjured orb's impact. Material Component: A handful of ashes. [SR:See text; DC:14, Reflex half]					
■■■■■Ray of Enfeeblement	Necromancy [Necromancy Domain]	1 standard action	10 minutes	Close (50 ft.)	PH:p.269
[V, S] TARGET: Ray; EFFECT: Ray deals 1d6 +5 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:8 / Caster Level:10					
Name	School	Time	Duration	Range	Source
■■■■■Darkvision	Transmutation	1 standard action	10 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	4 rounds	Long (800 ft.)	PH:p.253
[V, S, M, F] TARGET: One arrow of acid; EFFECT: Ranged touch attack; 2d4 damage for 4 rounds. [SR:No]					
■■■■■Scorching Ray	Evocation [Fire, Fire Domain]	1 standard action	Instantaneous	Close (50 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 (200 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]					

LEVEL 3 / Per Day:4 / Caster Level:10					
Name	School	Time	Duration	Range	Source
■■■■■Doom Scarabs	Conjuration, Necromancy	1 standard action	Instantaneous	60 ft.	PH2:p.110
[V,S] TARGET: Cone-shaped burst; EFFECT: Deal 1d6/2 caster levels [max 10d6] plus any creature with Spell Resistance whom you overcome you gain 1d4 temp HP. [SR:See text; DC:16, Will half]					
■■■■■Vampiric Touch	Necromancy [Necromancy Domain]	1 standard action	Instantaneous/1 hour; see text	Touch	PH:p.298
[V, S] TARGET: Living creature touched; EFFECT: Touch deals 5d6 damage; caster gains damage as hp. [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 - 4
- Fiendish Boar - 1
- Redcaps - 2
- Ogre - 17
- Orc - 39
- Goblin - 22
- Worg - 2
- Undead Wizard - 1
- Dwarf Mage - 1
- Stone Dragon Construct - 1
- Dwarf Scouts - 3
- Dragons - 3

Adamantine Smithing Tools
Craft Magic Arms and Armor Feat
2x Mastercrafted Dragonbone Hilts
Barrell of Mithril Ingots

Brother Nico, Trevor - Dad Erik

Biography: