DUNGEONS & DRAGONS

CHARACTER NAME: Warblade
CLASS: 4
LEVEL
RACE: Human
TYPE: Humanoid(human)
PLAYER NAME: Medium
SIZE: 22
AGE
GENDER: Male
HEIGHT: 6' 2"
ALIGNMENT: CG
WEIGHT: 194 lbs
REGION
DEITY
EYES
HAIR

Abilities

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	19	+4		
DEX DEXTERITY	12	+1		
CON CONSTITUTION	12	+1		
INT INTELLIGENCE	14	+2		
WIS WISDOM	8	-1		
CHA CHARISMA	10	+0		

HP HIT POINTS TOTAL: 35

SPEED: 30 ft/x4

AC ARMOR CLASS

TOTAL	=	10	+	ARMOR BONUS	+	SHIELD BONUS	+	DEX MODIFIER	+	SIZE MODIFIER	+	NATURAL ARMOR	+	DEFLECT BONUS	+	MISC. BONUS	ARMOR CHECK PENALTY
19	=	10	+	5	+	3	+	1	+	0	0	0	0	0	-2

TOUCH ARMOR CLASS: 11
FLAT-FOOTED ARMOR CLASS: 19

DAMAGE REDUCTION

INITIATIVE

TOTAL	=	DEX MODIFIER	+	MISC. BONUS
+5	=	1	+	4

BASE ATTACK: +4

Saving Throws

SAVING THROWS	TOTAL	=	BASE SAVE	+	ABILITY MODIFIER	+	MISC. BONUS	+	TEMP. MODIFIER
FORTITUDE CONSTITUTION	+5	=	4	+	1	+	0	+	
REFLEX DEXTERITY	+4	=	1	+	1	+	2	+	
WILL WISDOM	+0	=	1	+	-1	+	0	+	

GRAPPLE MODIFIER	TOTAL	=	BASE ATTACK	+	STR MODIFIER	+	SIZE MODIFIER	+	MISC. BONUS
	+8	=	4	+	4	+	0	+	0

SPELL RESISTANCE: 0
ARCANE SPELL FAILURE
ACTION POINTS

	TOTAL	=	BASE ATTACK	+	ABILITY MODIFIER	+	SIZE MODIFIER	+	MISC. BONUS	+	TEMP. MODIFIER
MELEE ATTACK BONUS	+8	=	4	+	4	+	0	+	0	+	
RANGED ATTACK BONUS	+5	=	4	+	1	+	0	+	0	+	

ATTACK 1

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork scourge	+5	1d8+4	20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	2 lb	S	Medium	One-handed

AMMUNITION

ATTACK 2

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Heavy Spiked Shield	+8	1d6+4	20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	15 lb	P	Medium	One-handed

AMMUNITION

ATTACK 3

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

ATTACK 4

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

ATTACK 5

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

ATTACK 6

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

WOUNDS
NON-LETHAL DAMAGE
CONDITIONAL MODIFIERS

SKILLS

MAX RANKS:

	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC. BONUS
	Appraise[1]	INT	2	=	2	+	0	+	0
×	Balance[1]	DEX*	6	=	1	+	5	+	0
	Bluff[1]	CHA	0	=	0	+	0	+	0
×	Climb[1]	STR*	7	=	4	+	5	+	-2
×	Concentration[1]	CON	8	=	1	+	7	+	0
×	Craft skills…[1]	INT	2	=	2	+	0	+	0
×	Diplomacy[1]	CHA	0	=	0	+	0	+	0
	Disguise[1]	CHA	0	=	0	+	0	+	0
	Escape Artist[1]	DEX*	-1	=	1	+	0	+	-2
	Forgery[1]	INT	2	=	2	+	0	+	0
	Gather Information[1]	CHA	2	=	0	+	0	+	2
	Heal[1]	WIS	-1	=	-1	+	0	+	0
	Hide[1]	DEX*	-1	=	1	+	0	+	-2
×	Intimidate[1]	CHA	6	=	0	+	6	+	0
×	Jump[1]	STR*	11	=	4	+	7	+	0
×	Knowledge (history)	INT	4	=	2	+	2	+	0
×	Knowledge (local)	INT	7	=	2	+	5	+	0
	Listen[1]	WIS	-1	=	-1	+	0	+	0
	Move Silently[1]	DEX*	-1	=	1	+	0	+	-2
	Perform skills …[1]	CHA	0	=	0	+	0	+	0
	Ride[1]	DEX	1	=	1	+	0	+	0
	Search[1]	INT	2	=	2	+	0	+	0
	Sense Motive[1]	WIS	-1	=	-1	+	0	+	0
	Spot[1]	WIS	-1	=	-1	+	0	+	0
	Survival[1]	WIS	-1	=	-1	+	0	+	0
×	Swim[1]	STR**	5	=	4	+	5	+	-4
×	Tumble[1]	DEX*	8	=	1	+	7	+	0
	Use Rope[1]	DEX	1	=	1	+	0	+	0

CLASS SKILLS

[1] This skill can be used even if the character has zero skill ranks.
× This skill is a class skills for at least one of your classes.
* Armor check penalty, if any, applies.   ** Double the armor check penalty.

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	ARMOR BONUS	MAX DEX BONUS
+1 Chain shirt	Light	+5	+4

ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
−1	20%	30	25	

SHIELD/PROTECTIVE ITEM

	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
+1 Heavy steel shield	+3	15	-1	15%
SPECIAL PROPERTIES				

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
		Magic Items Equipped by Slot	
		Ring Slot (RH)	
		(none) (0 GP)	
		Ring Slot (LH)	
		(none) (0 GP)	
		Hand Slot	
		(none) (0 GP)	0
		Arm Slot	
		(none) (0 GP)	0
		Head Slot	
		(none) (0 GP)	0
		Face Slot	
		(none) (0 GP)	0
		Shoulder Slot	
		(none) (0 GP)	0
		Neck Slot	
		(none) (0 GP)	0
		Body Slot	
		(none) (0 GP)	0
		Torso Slot	
		(none) (0 GP)	0
		Waist Slot	
		(none) (0 GP)	0
		Feet Slot	
		(none) (0 GP)	0
		TOTAL WEIGHT CARRIED	40

NOTES

LANGUAGES

Common
Draconic
Goblin

SPECIAL ABILITIES

— RACIAL ABILITIES —
- × Base land speed of 30 feet.
- × Bonus Feat: 1st level bonus feat
- × Favored Class: Any

— CLASS ABILITIES —
- × Proficient in all armor, and all shields (except tower shields)
- × Proficient with all simple and martial weapons.
- × Uncanny Dodge(Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.
- × Battle Clarity(Ex): Unless flat-footed, you gain a +2 insight bonus to your Reflex saves.
- × Weapon Aptitude(Ex): You are considered a level 1 fighter for purposes of qualifying for feats. Further, each morning you may spend 1 hour in weapon training to change the designated weapon for any feat that applies to a single weapon (such as Weapon Focus).
- × Battle Ardor(Ex): You gain a +2 insight bonus on rolls made to confirm critical hits.

— FEATS —
- × Improved Initiative(PH 96) : +4 bonus on initiative checks.
- × Martial Study(ToB 31) (Iron Heart) : Gain the use of a martial maneuver.
- × Vital Recovery(ToB 33) : Heal 3+level points of damage when you recover a maneuver.

— MANEUVERS —
- × Warblade - Initiator Level: 3 Known: 5 Readied: 3 Stances: 1
  - × Steel Wind (Iron Heart) (Strike Level 1) (Pg 69) : Attack two opponents.
  - × Charging Minotaur (Stone Dragon) (Strike Level 1) (Pg 81) : Charging bull rush deals damage, ignores attacks of opportunity.
  - × Stone Bones (Stone Dragon) (Strike Level 1) (Pg 84) : Gain DR 5/adamantine.
  - × Mountain Hammer (Stone Dragon) (Strike Level 2) (Pg 84) : Deal +2d6 damage, overcome DR and hardness.
  - × Wolf Fang Strike (Tiger Claw) (Strike Level 1) (Pg 90) : Attack with two weapons.
  - × Punishing Stance (Iron Heart) (Stance Level 1) (Pg 69) : Attacks deal +1d6 damage, but you have -2 to AC.
- × Feats/Items/Other - Initiator Level: 1 Known: 1 Readied: 0 Stances: 0
  - × (Iron Heart) (Strike Level 2) (Pg 67) : With successful attack, attempt to disarm foe.

CARRYING INFO

LIGHT LOAD	MED LOAD	HEAVY LOAD
116	233	350

LIFT OVER HEAD	LIFT OFF GROUND	PUSH DRAG
350	700	1,750

MONEY

PP	
GP	
SP	
CP	
Art	
Gems	
Other (GP)	

TURN/REBUKE ATTEMPTS

Times/Day		Used		Turning/Rebuking Check Modifier	

Turning/Rebuking	Most Powerful Undead Affected(Max HD)
Up to 0	
1-3	
4-6	
7-9	
10-12	
13-15	
16-18	
19-21	
22+	

# of HD Turned/Rebuked

2d6

If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.

ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES

ADDITIONAL NOTES