

## Dungeons & Dragons 3<sup>rd</sup> Edition Character Record Sheet v1.1

Character Information							
Character Name				Player			
Dokhum of the Iron Heart							
Class		Race		Alignment		Deity	
Warblade/Bloodstorm Blade		Human		LG			
Level	Size	Age	Gender	Height	Weight	Eyes	Hair
7/10	M	57	M	6'1"	210 lbs		
Campaign				Experience Points			
Dark Blade Rising							
Game Statistics							
Ability Name	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier	Attribute	Total	Wounds/Current HP
STR	12	+1			HP	158	
DEX	22	+6	28	+9	Damage Reduction		Hit Die Type
CON	14	+2					<b>SPEED</b>
INT	14	+2					40 ft
WIS	10	+0			Attribute	Total	Base
CHA	8	-1			AC	27 =	10 +
							Armor Bonus
					Shield Bonus		DEX Modifier
Attribute	Total	DEX Modifier	Misc. Modifier		+3	+5	Size Modifier
Initiative	+4 =	+4					+0
Attribute		Score			Natural Armor		Misc. Modifier
Base Attack		+17			+		
Base Attack					Touch		Flat-Footed
Saving Throws					15		22
	Fortitude	Reflex	Will		Armor Check Penalty		Spell Resistance
Total	+18 =	+20 =	+9 =				
Base Save	+12	+5	+5				
Ability Mod	+2	+9	+0		Conditional Modifiers		
Magic Mod	+1+3	+1+3	+1+3		Stance Agility (+4 to Ref saves while in Iron Heart stance)		
Misc. Mod	+	+2 (INT)	+				
Temp. Mod							
Attribute	Total	Base Attack Bonus	STR Modifier	Size Modifier	Misc. Modifier	Temp. Modifier	
Melee	+18/+13/+8/+3 =	+17	+1	+0	+		
Attribute	Total	Base Attack Bonus	DEX Modifier	Size Modifier	Misc. Modifier	Temp. Modifier	
Ranged	+26/+21/+16/+11	+17	+9	+0	+		
Equipment							
Weapon	Total Attack Bonus	Damage	Critical	Range	Weight	Type	Size
Kamate	+24/+19/+14/+9 melee or +32/+27/+22/+17 ranged	1d10+9 plus 1d6 electricity	17-20/x2 (+2 [Int] on confirm)	20 ft	6 lbs	S	M
Special Properties							
+4 shocking burst bastard sword, Steel Wind 5/day, Shocking Grasp 1/day (CL 5 <sup>th</sup> , touch or melee attack, does not discharge on miss, swift action), Accurate Strike 3/day (swift action, ignore concealment and incorporeal miss chance, +4 to confirm criticals), Lightning Bolt 3/day (DC 14, CL 10 <sup>th</sup> , standard action), Chain Lightning 1/day (DC 16, CL 15 <sup>th</sup> , standard action)							
Weapon	Total Attack Bonus	Damage	Critical	Range	Weight	Type	Size
Special Properties							
Weapon	Total Attack Bonus	Damage	Critical	Range	Weight	Type	Size
Special Properties							
Armor/Protective Item	Type	Armor Bonus	Max DEX Bonus	Check Penalty	Spell Failure	Speed	Weight
+4 mithral breastplate	L	+9	+5	-1		30 ft	15 lbs
Special Properties							
Shield/Protective Item	Armor Bonus	Weight	Check Penalty	Spell Failure			
+1 moderate fortification mithral heavy shield	+3	7 ½ lbs	-0				
Special Properties							
Ammunition							

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**Maneuvers Known: 7    Maneuvers Readied: 4    Initiator Level: 12<sup>th</sup>**

**Iron Heart** – disarming strike, exorcism of steel, iron heart endurance, manticore parry, steel wind, steely strike, wall of blades

**Stances Known: 2**

**Iron Heart** – punishing stance

**Tiger Claw** – blood in the water

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## Absolute Steel

Iron Heart

Iron Heart (Stance)

**Level:** Warblade 3

**Prerequisite:** One Iron Heart maneuver

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*You shift your weight to the back of your feet and hold your blade carefully forward at the ready. Your muscles twitch slightly as you prepare to dodge the next attack you face.*

The absolute steel stance allows you to enhance your mobility and speed. You move quickly, keep a sharp eye on your enemies, and are ready to instantly sidestep any incoming attacks.

While you are in this stance, you gain a +10-foot enhancement bonus to your speed. If you move at least 10 feet during your turn, you gain a +2 dodge bonus to AC until the beginning of your next turn.

## Adamantine Hurricane

Iron Heart

Iron Heart (Strike)

**Level:** Warblade 8

**Prerequisite:** Three Iron Heart maneuvers

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Targets:** One or more adjacent creatures you threaten

*In a blur of motion, you make a short, twisting leap in the air. As you turn, your weapon flashes through the enemies around you like a blazing comet. As you drop back to the ground in your fighting stance, your enemies crumple to the ground around you.*

You sweep your weapon in a circle around you, striking out at nearby enemies. You strike with the speed and ferocity of a lightning bolt, forcing your enemies to rely on their reflexes for protection rather than their armor and shields.

You make two melee attacks against each adjacent opponent you threaten when you initiate this maneuver. You receive a +4 bonus on each of these attacks, which are otherwise made with your highest attack bonus.

## Dazing Strike

Iron Heart

Iron Heart (Strike)

**Level:** Warblade 5

**Prerequisite:** Two Iron Heart maneuvers

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

**Duration:** 1 round

**Saving Throw:** Fortitude partial

*Through focus, raw power, and expert aim, you make a mighty attack against your foe, leaving him temporarily knocked senseless by your attack.*

The proper application of force to just the right part of a foe's anatomy allows you to disrupt his actions. While he stumbles back, senseless, you press the advantage.

You make a single melee attack as part of this strike. If this attack hits, the target takes melee damage normally and must make a Fortitude save (DC 15 + your Str modifier) or be dazed for 1 round.

## Disarming Strike

Iron Heart

Iron Heart (Strike)

**Level:** Warblade 2

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

*You chop at your foe's hand, causing a grievous injury and forcing him to drop his weapon.*

This maneuver allows you to combine a disarm attempt with a normal attack. You make a single melee attack as part of this strike. If this attack hits and deals damage, you can also attempt to disarm your opponent (*PHB* pg. 155). This disarm attempt does not provoke attacks of opportunity, nor is there any risk that your foe can disarm you.

## Iron Heart Endurance

Iron Heart

Iron Heart (Boost)

**Level:** Warblade 6

**Prerequisite:** Two Iron Heart maneuvers

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

*You push aside the pain of your injuries to fight on past mortal limits.*

If you have half or fewer of your full normal hit points remaining, you can initiate this maneuver to heal hit points equal to 2 × your level.

## Iron Heart Focus

Iron Heart

Iron Heart (Counter)

**Level:** Warblade 5

**Prerequisite:** Two Iron Heart maneuvers

**Initiation Action:** 1 immediate action

**Range:** Personal

**Target:** You

*With a last-second burst of speed, you summon reserves of mental and physical will and throw off the effects of your enemy's attack.*

Your training in the Iron Heart discipline grants you excellent reflexes, mental toughness, and stamina. You can draw upon your training and focus to overcome a variety of deadly effects.

As an immediate action, you can reroll a saving throw you have just made. You must accept the result of this second roll, even if the new result is lower than your initial roll.

## Iron Heart Surge

Iron Heart

Iron Heart

**Level:** Warblade 3

**Prerequisite:** One Iron Heart maneuver

**Initiation Action:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** See text

*By drawing on your mental strength and physical fortitude, you break free of a debilitating state that might otherwise defeat you.*

Your fighting spirit, dedication, and training allow you to overcome almost anything to defeat your enemies. When you use this maneuver, select one spell, effect, or other condition currently affecting you and with a duration of 1 or more rounds. That effect ends immediately. You also surge with confidence and vengeance against your enemies, gaining a +2 morale bonus on attack rolls until the end of your next turn.

## Lightning Recovery

Iron Heart

Iron Heart (Counter)

**Level:** Warblade 4

**Prerequisite:** Two Iron Heart maneuvers

**Initiation Action:** 1 immediate action

**Range:** Personal

**Target:** You

*Your foe twists out of the way of your initial attack, but your weapon becomes a blur as you reverse direction and strike at him again with lightning speed. In the blink of an eye, you complete your attack and resume your defensive posture.*

This maneuver embodies the ethos of speed and energy that the Iron Heart tradition teaches. If one of your melee attacks misses, you can initiate this maneuver to reroll that attack roll with a +2 bonus.

## Mithral Tornado

Iron Heart

Iron Heart (Strike)

**Level:** Warblade 4

**Prerequisite:** Two Iron Heart maneuvers

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** All adjacent opponents

*Your weapon becomes a blur of motion as you swing it in a tight arc over your head. Once you build up enough speed, you explode into a sweeping attack that chops into the enemies around you.*

When you initiate this strike, you make a melee attack against every opponent adjacent to you. Resolve each attack separately. You gain a +2 bonus on each of these attacks, which are otherwise made at your highest attack bonus.

## Punishing Stance

Iron Heart

Iron Heart (Stance)

**Level:** Warblade 1

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*You chop down violently with your weapon, lending extra force to your blows. These attacks come at a cost, as your enemies slash at your undefended legs and flanks.*

You hold your weapon overhead, allowing you to chop down with superior force. However, this fighting stance leaves you vulnerable to an opponent's attacks. Only an initiate of the Iron Heart tradition can manage the perilous balance between trading attack power for defense. A lesser warrior would leave himself nearly helpless to resist an opponent's attacks.

While you are in this stance, you deal an extra 1d6 points of damage with all melee attacks. You also take a -2 penalty to AC, because this fighting stance emphasizes power over a defensive posture.

## Scything Blade

Iron Heart

Iron Heart (Boost)

**Level:** Warblade 7

**Prerequisite:** Three Iron Heart maneuvers

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

*You strike at one foe with a long, high backhand cut, then make a quick turn to continue the stroke against another nearby enemy.*

You swing your weapon in a wide, deadly arc. With your supreme skill and martial training, you aim your attack so that as you strike one opponent, you set yourself up perfectly to make a second attack against a different foe. As your weapon strikes one opponent, it cuts into him, then ricochets to your second target.

If the first melee attack you make during your turn hits, you can immediately make a free attack at your highest attack bonus against a different enemy that you threaten. You can only gain one free attack each time you initiate this maneuver, regardless of how many successful attacks you make in this round.

## Steel Wind

Iron Heart

Iron Heart (Strike)

**Level:** Warblade 1

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** Two creatures

*You swing your weapon in a broad, deadly arc, striking two foes with a single, mighty blow.*

Through a combination of sheer power and unmatched talent, you make an attack that injures multiple opponents. As you initiate this strike, you make two melee attacks, each against a different foe that you threaten. Resolve each attack separately.

## Steely Strike

Iron Heart

Iron Heart (Strike)

**Level:** Warblade 1

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

**Duration:** 1 round; see text

*You focus yourself for a single, accurate attack, shrugging off your opponent's blows and ignoring the need for defense as you make your assault.*

The Iron Heart discipline teaches focus, allowing you to engage and defeat one opponent at a time. Your other enemies mean nothing to you as you press your attack.

You make a single melee attack as part of this strike. You gain a +4 bonus on the attack roll. All opponents other than the one you attacked gain a +4 bonus on attack rolls against you for 1 round.

## Strike of Perfect Clarity

Iron Heart

Iron Heart (Strike)

**Level:** Warblade 9

**Prerequisite:** Four Iron Heart maneuvers

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

*Your supreme focus and perfect fighting form allow you to make a single, devastating attack. You execute a flawless strike to drop your foe with a single attack.*

The ultimate Iron Heart maneuver teaches the precise, perfect cut necessary to slay almost any creature. Only the mightiest foes can withstand this attack. Adepts of the Iron Heart tradition seek to use this attack to end fights as quickly as possible. You might open a fight with a quick flurry of attacks, but once a foe is injured, you seek to end the battle with this decisive strike. You make a single melee attack as part of this strike. If your attack hits, it deals an extra 100 points of damage (in addition to your normal melee damage).

## Wall of Blades

Iron Heart

Iron Heart (Counter)

**Level:** Warblade 2

**Initiation Action:** 1 immediate action

**Range:** Personal

**Target:** You

*Your weapon sways back and forth in your hand, ready to block incoming blows. With the speed of a thunderbolt, you clash your weapon against your foe's blade as he attempts to attack.*

Your weapon mastery transforms your blade into an extension of your arm, allowing you to wield it with the speed and timing needed to make a precise block.

When an enemy makes a melee or ranged attack against you, you can initiate this counter to oppose that attack by making an attack roll with any melee weapon you are holding. Use the higher of your AC or your attack roll as your effective AC against the incoming attack. You can't use this maneuver if you are denied your Dexterity bonus to AC against your attacker. You can decide to use this ability after you learn the result of your opponent's attack.

## Dancing Blade Form

### Iron Heart

Iron Heart (Stance)

**Level:** Warblade 5

**Prerequisite:** Two Iron Heart maneuvers

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*You strike forward like a slithering snake, extending yourself almost beyond your ability to maintain your balance. Your foe stumbles backward, surprised that you could reach him from such a great distance.*

By carefully distributing your weight and establishing a steady, rugged posture, you can reach out and strike opponents with your melee attacks at a greater than normal distance. A warrior with less training and expertise would fall flat on his face attempting this maneuver. You, on the other hand, have the grace, focus, and skill needed to complete this complex move.

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While you are in this stance, you gain a bonus to your reach during your turn. When you make a melee attack, your reach increases by 5 feet. Your reach is not improved when it is not your turn, such as when you make an attack of opportunity. You cannot improve your reach by more than 5 feet by using this ability in conjunction with other maneuvers.

## Exorcism of Steel

### Iron Heart

Iron Heart (Strike)

**Level:** Warblade 3

**Prerequisite:** One Iron Heart maneuver

**Initiation Action:** Standard action

**Range:** Melee attack

**Target:** One creature

**Duration:** 1 minute

**Saving Throw:** Will half

*You attack, striking not your foe, but his weapon, sending a shockwave up his arm that leaves him unable to strike with full force.*

Your mastery of the Iron Heart style has taught you much about the power within a blade, and you can use this knowledge to not only enhance your own ability but also to deprive others of that power.

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When you initiate this maneuver, you attack your opponent's weapon (*PHB* pg. 158). This attack does not provoke attacks of opportunity. If you succeed, your foe takes a –4 penalty on melee damage rolls for 1 minute. The wielder of the weapon can attempt a Will save (DC 13 + your Str modifier) to halve this penalty. You can use this maneuver only against manufactured weapons. You cannot use it against natural weapons.

## Finishing Move

### Iron Heart

Iron Heart (Strike)

**Level:** Warblade 7

**Prerequisite:** Three Iron Heart maneuvers

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

*You deliver a devastating strike against a wounded foe, aiming to finish him off once and for all.*

Iron Heart teaches that it is best to finish off a foe with as little effort as possible, the better to save your strength for your remaining enemies. When you use this maneuver, you throw yourself on the offensive with little thought to your defenses. If this attack strikes home, it might end a fight several crucial seconds early.

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As part of this maneuver, you make a melee attack against a creature. This attack deals an extra 4d6 points of damage. If the target's current hit points are less than its full normal hit points, the attack instead deals an extra 6d6 points of damage. If its hit points are equal to or less than one-half its full normal hit points, the attack instead deals an extra 14d6 points of damage.

## Lightning Throw

### Iron Heart

Iron Heart (Strike)

**Level:** Warblade 8

**Prerequisite:** Two Iron Heart maneuvers

**Initiation Action:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft. line

**Duration:** Instantaneous

**Saving Throw:** Reflex half

*You throw your weapon through the air, sending it flying end over end to strike with uncanny accuracy and terrible force. It leaves in its wake a trail of battered enemies.*

The Iron Heart tradition's more esoteric teachings allow a student to transform any melee weapon into a thrown projectile. By focusing your concentration and attuning your senses to your weapon's balance, you can throw almost anything.

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When you use this strike, you make a single melee attack (even though you are throwing your weapon). You deal damage to each creature in the maneuver's area equal to your normal melee damage (including damage from your Strength modifier, feats, magical abilities on your weapon, and so forth), plus an extra 12d6 points of damage. Each creature in the attack's area can make a Reflex save with a DC equal to the result of your attack roll. A successful save halves the damage dealt. Your weapon automatically returns to your hand at the end of the round.

## Supreme Blade Parry

### Iron Heart

Iron Heart (Stance)

**Level:** Warblade 8

**Prerequisite:** Three Iron Heart maneuvers

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*You drop into a relaxed pose, allowing your defenses to flow naturally and easily. Your blade lashes out to absorb or deflect each attack you face, blunting the force of your enemies' blows.*

As a student of the Iron Heart discipline, you learn that a simple flick of the wrist or turn of the blade can transform a deadly strike into a wild miss. In battle, you enter a steady rhythm that makes you frustratingly difficult to fight. You disrupt each attack with a perfectly timed counter, leaving your foes' strikes weak and ineffectual.

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While you are in this stance, you gain damage reduction 5/— against any opponent that does not catch you flat-footed. To gain this benefit, you must be proficient with the weapon you carry. You gain this benefit while unarmed only if you have the Improved Unarmed Strike feat.

## Manticore Parry

### Iron Heart

Iron Heart (Counter)

**Level:** Warblade 6

**Prerequisite:** Two Iron Heart maneuvers

**Initiation Action:** 1 immediate action

**Range:** Personal

**Target:** You

*You block an enemy's attack with a lightning-quick parry, then deflect it toward a different target. Your foe can barely control its momentum as its attack now slams into an ally.*

When you initiate this maneuver, you can attempt to block an enemy's melee attack that targets you and redirect it to another target adjacent to you. Make a melee attack roll. If your result is greater than your foe's attack roll, you bat aside the strike and direct it against a target of your choice that stands adjacent to you.

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You must decide whether to initiate this maneuver after the enemy attacks, but before you know whether or not the attack you are attempting to deflect actually hits. If the attack misses, you can still attempt to deflect it.

If you succeed in deflecting the attack, use the result of your opponent's attack roll to determine if it strikes the new target.

This maneuver functions only against armed melee attacks. You cannot use it against unarmed attacks, natural weapons, or touch spells.