

Sheet1

Character name		Class				Race		Alignment				
Saitō Hajime		Warblade 8 / Master of Nine 5				Human		LN				
Gender	Size	Level	Experience	Eyes	Hair	Height	Weight	Age	Deity			
Male	0	13	78000	Brown	Grey	1.75m	70 kg	50	None			
Ability	Total	Mod	Max		Wounds		Subdual		DR	SR		
STR	18	4	HP	139					0	0		
DEX	16	3		Total	Flat	Touch	Armor	Shield	Ability Natural	Size	Misc	
CON	20	5	AC	21	X	13	8	0	3	0	0	
INT	20	5		Total	Ability	Misc	BAB		Land	Fly	Swim	Burrow
WIS	12	1	Init	7	3	4	11	Speed	30'	0'	0'	0'
CHA	14	2	Total	Base	Ability	Misc			Total	BAB	Ability	Misc
Fortitude			15	7	5	3	Melee		15	11	4	0
Reflex			14	3	3	8	Ranged		12	11	3	-2
Will			10	6	1	3	Grapple		15	11	4	0

Weapon	Attack		Damage	Critical	Range	Weight	Type	Size
Greatsword	19	14	9	2d6+8	17-20	-	8 lb	S M

Skill	Ability	Total	Ability Ranks	Misc	Racial abilities	
Balance	DEX	13	3	10	0	1 extra feat at 1 st level
Concentration	CON	26	5	16	5	4 extra skill points at 1 st level
Diplomacy	CHA	20	2	16	2	1 extra skill point at every level after 1 st
Hide	DEX	15	3	10	2	Class abilities
Intimidate	CHA	18	2	16	0	Battle Clarity (+int to reflex saves)
Jump	STR	14	4	10	0	Weapon Aptitude
Listen	WIS	15	1	14	0	Uncanny Dodge
Martial Lore	INT	21	5	16	0	Battle Ardor (+int to crit confirmation)
Sense Motive	WIS	17	1	16	0	Bonus Feat (blind fight)
Spot	WIS	15	1	14	0	Improved Uncanny Dodge
Duel of Wills	CON	30	5	16	9	Battle Cunning (+int damage ff/flank)
Languages	Common, Elvish, Dwarvish, Gnomish				Dual Stance	
DoW: Submit						Perfect Form (DC+1)
Ignore						Counter Stance
Participate						Mastery of Nine (+2 att, +#dis dam)
						Feats
						Adaptive style (human)
						Dodge (1st)
						Improved Unarmed Strike (vs Shaky)
						Improved Initiative (3rd)
						Martial Study (6th)
						Unnerving Calm (9th)
						Clarion Commander (12th)

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Items:	Cost
Healing belt of Giant Strength +2	4750
Gloves of Dexterity +3	9000
Amulet of Health +4	16000
Headband of Intellectual (+4) Concentration (+5)	18500
Lightning Tunic of Resistance +3	17000
Mithral Breastplate +3, blueshine, restful crystal	15200
Adamantine Greatsword +2, keen, crystal of return (lesser)	22050
Cloak of Weaponry	2300
Ring of Sustenance	2500
Money	2700

Stances:

Stance of Clarity (Diam 1)	+2 AC vs one foe, -2 AC vs others
Leading the Charge (White 1)	Allies deal +1/IL on charge attacks
Tactics of the Wolf (White 3)	You and allies deal +1/IL/2 against flanked opponent
Hearing the Air (Diam 5)	Blindsense 30', +5 listen

Boosts:

Clarion Call (White 7)	Drop a foe; allies in 60' can make free attack or move action
Iron Heart Endurance (Iron 3)	If <50% hp: heal self for 2xlevel
Order Forged from Chaos (White 6)	Allies within 30' can make a move action
Shadow Jaunt (Shadow 2)	50' teleport through shadows as a standard action
Sudden Leap (Tiger 1)	Jump as a swift action

Counters:

Rapid Counter (Diam 5)	Strike opponent who provokes an attack of opportunity
Iron Heart Focus (Iron 5)	Reroll save
Lightning Recovery (Iron 4)	Reroll attack with +2 bonus

Strikes:

Finishing Move (Iron 7)	+4d6, +6d6 if not full, +14d6 if < 50%
Greater Insightful Strike (Diam 6)	Damage = 2xConcentration check
War Leader's Charge (White 6)	Charge deals +35 damage, provokes no attacks of opportunity
Flanking Manouver (White 5)	Strike a flanked opponent, all flanking members get a free att
Disrupting Blow (Diam 5)	Will DC 15+str vs not take any actions for 1 round
Stone Dragon's Fury (Stone 3)	+4d6 against constructs and objects
Bonecrusher (Stone 3)	+4d6, +10 bonus to confirm crit