

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

Character Information															
Character Name										Player					
Lachet of the Desert Wind															
Class				Race				Alignment				Deity			
Wizard/Swordsage/Jade Phoenix Mage				Human				Lawful Good							
Level		Size		Age		Gender		Height		Weight		Eyes		Hair	
5/2/10		M		27		F		5' 4"		106 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		10		+0						HP		117			
DEX		14		+2		20		+5		Damage Reduction		Hit Die Type		SPEED	
CON		14		+2										40 ft	
INT		18		+4						Attribute		Total		Base	
WIS		12		+1		18		+4		AC		29 =		10 +	
CHA		8		-1						Shield Bonus		DEX Modifier		Size Modifier	
Attribute		Total		DEX Modifier		Misc. Modifier		+0		+5				+0	
Initiative		+10 =		+5		+5				Natural Armor		Misc. Modifier			
Attribute				Score				+0				+4 (Wis) +5 deflection			
Base Attack				+13				Touch		Flat-Footed					
Saving Throws								25		25					
		Fortitude		Reflex		Will		Armor Check Penalty		Spell Resistance					
Total		+14 =		+16 =		+18 =						18			
Base Save		+8		+7		+10		Conditional Modifiers							
Ability Mod		+2		+5		+4		+2 on saves vs. death effects and fear							
Magic Mod		+4		+4		+4									
Misc. Mod		+		+		+									
Temp. Mod															
Attribute		Total		Base Attack Bonus		STR Modifier		Size Modifier		Misc. Modifier		Temp. Modifier			
Melee		+13/+8/+3 =		+13		+0		+0		+					
Attribute		Total		Base Attack Bonus		DEX Modifier		Size Modifier		Misc. Modifier		Temp. Modifier			
Ranged		+18/+13/+8 =		+13		+5		+0		+					
Equipment															
Weapon		Total Attack Bonus		Damage		Critical		Range		Weight		Type		Size	
Desert Wind		+16/+11/+6		1d6+2 plus 1d6 fire		18-20/x2 plus 1d10 fire				4 lbs		S		M	
Special Properties															
+2 flaming burst scimitar, dance of flame and wind +6 Dex, fan the flames (at will), fiery blade, desert draw (may draw Desert Wind as if you had the Quick Draw feat), fiery slash 3/day (5 <sup>th</sup> level burning hands), desert child (constant endure elements)															
Weapon		Total Attack Bonus		Damage		Critical		Range		Weight		Type		Size	
+2 frost light crossbow		+20		1d8 plus 1d6 cold		19-20/x2		80 ft		4 lbs		P		M	
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	
Robe of the Archmagi		NA		+5		NA		NA		NA		30 ft		1 lb	
Special Properties															
SR 18, +4 resistance bonus to all saves, +2 caster level on checks to overcome spell resistance															
Shield/Protective Item		Armor Bonus		Weight		Check Penalty		Spell Failure							
Special Properties															
Ammunition															

Gear										
Item	Weight	Item	Weight	Item	Weight					
Ring of spell storing (mass cure light wounds)										
Ring of protection +5										
Periapt of wisdom +6										
Boots of striding and springing										
						Total Weight Carried				

Money			
Copper Pieces	Silver Pieces	Gold Pieces	Platinum Pieces

Skills					Max Ranks	/
Cross-Class	Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc. Modifier
	Balance	Dex	+7	+5	0	+2
	Concentration	Con	+21	+2	19	
	Decipher Script	Int	+14	+4	10	
	Diplomacy	Cha	+1	-1	0	+2
	Jump	Str	+27	+0	16	+2+4+5
	Knowledge (arcana)	Int	+10	+4	4	+2
	Knowledge (history)	Int	+10	+4	4	+2
	Knowledge (religion)	Int	+10	+4	4	+2
	Knowledge (all others)	Int	+6	+4	0	+2
	Martial Lore	Int	+23	+4	19	
	(Desert Wind)		+25			+2
	Sense Motive	Wis	+20	+1	19	
	Spellcraft	Int	+14	+4	10	
	Tumble	Dex	+26	+5	19	+2

Special Abilities / Feats
<b>Feats:</b> Dodge, Improved Initiative, Improved Toughness, Maximize Spell, Mobility, Quicken Spell, Scribe Scroll, Silent Spell, Spring Attack, Weapon Focus (scimitar)
Arcane wrath (sacrifice a prepared spell as a swift action to gain +4 and an extra 1d10 damage per spell level sacrificed on a single attack or martial strike)
Rite of waking (+2 on all Knowledge checks and can use any Knowledge skill as if trained, +2 on saves vs. death effects and fear)
Mystic phoenix stance (forgo benefits of current stance as a swift action to gain +1 caster level, +2 dodge bonus to AC and you may sacrifice a prepared spell when entering the stance to gain DR/evil of a value equal to 2 times the sacrificed spell level to a maximum of 10/evil)
Firebird Stance (forgo benefits of current stance as a swift action to gain resistance to fire 10 and +3 caster level with any fire spell. In addition you may sacrifice a prepared spell to create a 10-foot aura of fire around you that deals 1d6 points of damage per spell level sacrificed to anyone within it at the beginning of your turn (Ref DC 18 save for ½ damage). Half of the damage is fire, the remainder is raw arcane energy. The aura lasts for one minute.)
Empowering strike (When you successfully hit an opponent with a martial strike, a spell that you cast before the end of your next turn is Empowered without increasing the effective level of the spell. This ability may be used once per encounter.)
Quickening strike (When you successfully hit an opponent with a martial strike, a spell that you cast before the end of your next turn is Quickened without increasing the effective level of the spell. This ability may be used once per encounter.)
Emerald immolation (once per week as a standard action you can explode in a 20-foot radius searing blast of green flame that deals 20d6 damage (Ref DC 23 save for half). Half the damage is fire, the remainder is raw arcane energy. An extraplanar creature that fails its save must make a DC 23 Will save or be dismissed to their native plane. The blast utterly destroys you, but you reform 1d6 rounds later fully healed of damage and physical conditions. You are dazed for 1 round after returning. All items you carried reform with you.)

Languages
Common, Draconic, Ignan

Spell Save										
									Caster Level	
									13 <sup>th</sup>	
Level	Zero	First	Second	Third	Fourth	Fifth	Sixth	Seventh	Eighth	Ninth
Spell Save DC	14	15	16	17	18	19	20	21		
Spells Per Day	4	4	4	4	4	3	2	1		
Bonus Spells		1	1	1	1					
Number of Spells Known										
Zero	First	Second	Third	Fourth	Fifth	Sixth	Seventh	Eighth	Ninth	
All	14	10	9	8	7	6	3			

## **Spellbook**

1<sup>st</sup> – burning hands, chill touch, color spray, disguise self, enlarge person, expeditious retreat, grease, hold portal, hypnotism, mage armor, magic missile, ray of enfeeblement, shield, true strike.

2<sup>nd</sup> – bear's endurance, bull's strength, detect thoughts, false life, flaming sphere, glitterdust, invisibility, resist energy, scorching ray, tasha's hideous laughter.

3<sup>rd</sup> – dispel magic, fireball, fly, heroism, invisibility sphere, lightning bolt, sleet storm, tongues, vampiric touch.

4<sup>th</sup> – arcane eye, confusion, dimension door, enervation, fire shield, greater invisibility, lesser globe of invulnerability, rary's mnemonic enhancer.

5<sup>th</sup> – break enchantment, cloudkill, cone of cold, hold monster, overland flight, rary's telepathic bond, waves of fatigue.

6<sup>th</sup> – chain lightning, disintegrate, eyebite, greater dispel magic, greater heroism, true seeing.

7<sup>th</sup> – delayed blast fireball, summon monster VII, waves of exhaustion.

## **Maneuvers Known: 12    Maneuvers Readied: 7    Initiator Level: 14<sup>th</sup>**

Desert Wind – burning brand, death mark, desert tempest, fire riposte, flashing sun, hatchling's flame, inferno blade, lingering inferno, searing charge.

Diamond Mind – action before thought, emerald razor.

Stone Dragon – mountain hammer.

## **Stances Known: 3**

Desert Wind – flame's blessing.

Diamond Mind – hearing the air.

Shadow Hand – island of blades.

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## Blistering Flourish

Desert Wind

Desert Wind (Strike)

**Level:** Swordsage 1

**Initiation Action:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft.-radius burst centered on you

**Duration:** 1 minute

**Saving Throw:** Fortitude negates

*Your weapon bursts into flames as you twirl it over your head. With a flourish, you cause the fire to explode with a blinding flash.*

When you use this strike, you generate a burst of brilliant light. Any creature other than you caught in this maneuver's area must make a Fortitude save (DC 11 + your Wis modifier) or be dazzled for 1 minute. This maneuver is a supernatural ability.

## Burning Blade

Desert Wind

Desert Wind (Boost) [Fire]

**Level:** Swordsage 1

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** End of turn

*Your blade bursts into flame as it sweeps toward your foe in an elegant arc.*

A subtle yet precise twisting of your blade unlocks the power of flame. When you initiate this maneuver, fire trails from your melee weapon. For the rest of your turn, your melee attacks deal an extra 1d6 points of fire damage + 1 point per initiator level. This maneuver is a supernatural ability.

## Burning Brand

Desert Wind

Desert Wind (Boost) [Fire]

**Level:** Swordsage 2

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** End of turn

*Your weapon transforms into a roaring gout of flame. As you swing your burning blade, it stretches out beyond your normal reach to scorch your foes.*

When you initiate this maneuver, your weapon turns into a burning brand for the rest of your turn. The brand increases your reach by 5 feet, and your melee attacks made with the brand deal fire damage equal to your normal melee damage. You still gain all the normal benefits from a high Strength score, feats, and other effects that increase your melee damage. For example, an attack with a longsword that normally deals 1d8+4 points of slashing damage would instead deal 1d8+4 points of fire damage. You otherwise attack with your weapon as normal. This maneuver is a supernatural ability.

## Desert Tempest

Desert Wind

Desert Wind (Strike)

**Level:** Swordsage 6

**Prerequisite:** Two Desert Wind maneuvers

**Initiation Action:** 1 full-round action

**Range:** Personal

**Target:** You

*You move in a blur, leaving scorch marks in your wake as you twirl around the battlefield, slicing into your foes as you move.*

As part of this maneuver, you move up to your speed. Each time you exit a square adjacent to an enemy, you can first make a single melee attack against that foe. You cannot attack a single enemy more than once with this maneuver. Your movement provokes attacks of opportunity, as normal.

## Distracting Ember

Desert Wind

Desert Wind (Boost)

**Level:** Swordsage 1

**Initiation Action:** 1 swift action

**Range:** 30 ft.

**Effect:** One summoned fire elemental

**Duration:** End of turn

*A wave of heat sweeps over the area, forms a small dust funnel, and ignites into flame next to your foe.*

This boost allows you to conjure a Small fire elemental (MM 99) to threaten your enemy, providing you or an ally with the benefit of a flanking position. You can use this ability to place the elemental in any space within range. The elemental remains until the end of your current turn. It threatens all creatures within its reach. It takes no actions or attacks of opportunity during your turn. This maneuver is a supernatural ability.

## Dragon's Flame

Desert Wind

Desert Wind (Strike) [Fire]

**Level:** Swordsage 5

**Prerequisite:** Two Desert Wind maneuvers

**Initiation Action:** 1 standard action

**Range:** 30 ft.

**Area:** Cone

**Duration:** Instantaneous

**Saving Throw:** Reflex half

*With a defiant roar, you summon your ki and unleash it, igniting it with a combination of your meditative focus and seething fury.*

As a master of the Desert Wind advances in his studies, he learns to stoke raging fires with his ki. This maneuver allows you to generate a gout of fire similar to a dragon's burning breath. With this maneuver, you blast forth a cone of fire that deals 6d6 points of fire damage to everything in the area. Creatures in the area can attempt Reflex saves (DC 15 + your Wis modifier) for half damage. This maneuver is a supernatural ability.

## Fan the Flames

Desert Wind

Desert Wind (Strike) [Fire]

**Level:** Swordsage 3

**Prerequisite:** One Desert Wind maneuver

**Initiation Action:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

*Flickering flame dances across your blade, then springs toward your target as you sweep your sword through the air.*

A skilled Desert Wind adept can gather flame within his weapon and hurl it through the air. When you initiate this maneuver, you launch a fist-sized ball of white-hot fire at a single opponent. If you make a successful ranged touch attack, your target takes 6d6 points of fire damage. This maneuver is a supernatural ability.

## Fiery Assault

Desert Wind

Desert Wind (Stance) [Fire]

**Level:** Swordsage 6

**Prerequisite:** Two Desert Wind maneuvers

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*Fire dances along your arms and across your weapon, lending burning energy to every attack you make.*

While you are in this stance, every melee attack you make deals an extra 1d6 points of fire damage.

This stance is a supernatural ability.

## Fire Riposte

Desert Wind

Desert Wind (Counter) [Fire]

**Level:** Swordsage 2

**Prerequisite:** One Desert Wind maneuver

**Initiation Action:** 1 immediate action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

*You focus the pain from a wound you have just suffered into a fiery manifestation of revenge.*

When a creature successfully strikes you with a melee or natural weapon, you can use this maneuver to give yourself the ability to make an immediate melee touch attack. If your attack hits, your target takes 4d6 points of fire damage.

This maneuver is a supernatural ability.

## Flashing Sun

Desert Wind

Desert Wind (Strike)

**Level:** Swordsage 2

**Prerequisite:** One Desert Wind maneuver

**Initiation Action:** 1 full-round action

**Range:** Personal

**Target:** You

*Almost a blur of acceleration, your shining blade flashes as you attack with impossible speed.*

Flashing sun allows you to make an additional melee attack during this round. As part of this maneuver, you take a full attack action and make your normal melee attacks. However, you can make one additional attack this round at your highest attack bonus. All the attacks you make this round, including the extra attack granted by this maneuver, are made with a –2 penalty.

## Flame's Blessing

Desert Wind

Desert Wind (Stance) [Fire]

**Level:** Swordsage 1

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*Fire is not your enemy, and it does not harm you.*

You gain some resistance to fire as long as you remain in this stance. The amount of resistance is determined by your ranks in Tumble. If you have 19 or more ranks in Tumble, you gain immunity to fire while you are in this stance.

This stance is a supernatural ability.

Tumble Ranks	Fire Resistance
4–8:	5
9–13:	10
14–18:	20
19+:	Immunity

## Hatchling's Flame

Desert Wind

Desert Wind (Strike) [Fire]

**Level:** Swordsage 2

**Prerequisite:** One Desert Wind maneuver

**Initiation Action:** 1 standard action

**Range:** 30 ft.

**Area:** Cone

**Duration:** Instantaneous

**Saving Throw:** Reflex half

*You focus a burning aura of energy at the end of your blade. It forms a seething sphere that, after a moment, bursts into a torrent of energy.*

The Desert Wind discipline teaches its students how to unleash their ki as burning energy. This maneuver allows you to create a wave of fire that sweeps over your enemies. When you initiate this maneuver, you blast forth a cone of flame that deals 2d6 points of fire damage.

This maneuver is a supernatural ability.

## Holocaust Cloak

Desert Wind

Desert Wind (Stance) [Fire]

**Level:** Swordsage 3

**Prerequisite:** One Desert Wind maneuver

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*Fire trails from your blade as you spin it about, cloaking you in flames that leap out to burn those who attack you.*

The flame from your weapon hangs in midair, providing you with a fiery defense against your attackers. An adjacent opponent that hits you with a melee attack while you are in this stance takes 5 points of fire damage. Your holocaust cloak does not harm a creature using a reach weapon to attack you.

This stance is a supernatural ability.

## Inferno Blade

Desert Wind

Desert Wind (Boost) [Fire]

**Level:** Swordsage 7

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** End of turn

*A blinding light flashes from your weapon, and for a split second, it transforms into burning magma.*

You convert your ki into fiery energy, allowing it to flow down your arms and across your weapon. Until the end of your turn, your melee attacks deal an extra 3d6 points of fire damage + 1 point per initiator level.

This maneuver is a supernatural ability.

## Inferno Blast

Desert Wind

Desert Wind (Strike) [Fire]

**Level:** Swordsage 9

**Prerequisite:** Five Desert Wind maneuvers

**Initiation Action:** 1 full-round action

**Range:** 60 ft.

**Area:** 60-ft.-radius burst centered on you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

*Hot winds swirl about you, and a faint aroma of brimstone sweeps over the area. A flickering yellow aura surrounds you and grows in intensity, shedding tremendous heat and light. Creatures around you stumble back from the heat. With a howling roar, you unleash a hellish blast of fire that melts steel and warps stone.*

Only true masters of the Desert Wind school are capable of unleashing an inferno blast. You focus your internal ki into a blinding hot burst of fire that deals 100 points of fire damage to all creatures in the area. You are not harmed by your own inferno blast.

This maneuver is a supernatural ability.

## Leaping Flame

Desert Wind

Desert Wind (Counter) [Teleport]

**Level:** Swordsage 5

**Prerequisite:** Two Desert Wind maneuvers

**Initiation Action:** 1 immediate action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

*As your foe attacks you, you disappear in a burst of flame and smoke, only to reappear as if out of thin air next to him.*

You instantly appear in a square adjacent to a creature that attacks you with a melee or ranged attack, after resolving the enemy's attack. You cannot move into a space that is occupied by a creature or object. You can move up to 100 feet in this manner. If you cannot move adjacent to the target, this maneuver fails to function but is still considered used.

This maneuver is a supernatural ability.

## Lingering Inferno

Desert Wind

Desert Wind (Strike) [Fire]

**Level:** Swordsage 5

**Prerequisite:** Two Desert Wind maneuvers

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

**Duration:** 3 rounds; see text

*A blue, dancing flame appears on your weapon. As you strike your foe, this flame slides off your weapon and covers your enemy in raging fire.*

You make a single melee attack that deals an extra 2d6 points of fire damage. In addition, if your strike hits, the flames upon your weapon bind to the target, which takes an extra 2d6 points of fire damage each round at the start of its turn for 3 rounds.

This maneuver is a supernatural ability.

## Searing Blade

Desert Wind

Desert Wind (Boost) [Fire]

**Level:** Swordsage 4

**Prerequisite:** Two Desert Wind maneuvers

**Initiation Action:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** End of turn

*Your weapon transforms into a raging torrent of flame, causing those around you to recoil slightly from the tremendous heat.*

You convert your ki into fiery energy, allowing it to flow down your arms and across your weapon. Until the end of your turn, your melee attacks deal an extra 2d6 points of fire damage + 1 point per initiator level.

This maneuver is a supernatural ability.

## Searing Charge

Desert Wind

Desert Wind (Strike) [Fire]

**Level:** Swordsage 4

**Prerequisite:** One Desert Wind maneuver

**Initiation Action:** 1 full round

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

*You rush through the air toward your foe, fire streaming in your wake.*

As part of this maneuver, you must charge an opponent. You gain the ability to fly at your base land speed with perfect maneuverability while charging. Resolve your charge attack normally. On a successful hit, you deal an extra 5d6 points of fire damage to the target of your charge.

This maneuver is a supernatural ability.

## Wind Stride

Desert Wind

Desert Wind (Boost)

**Level:** Swordsage 1

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** End of turn

*A warm breeze swirls about you as you move speedily away.*

The desert wind envelops you and carries you across the battlefield, giving you a burst of speed to move around and through your enemies. Until the end of your turn, you gain a +10-foot enhancement bonus to your land speed.

## Wurm's Flame

Desert Wind

Desert Wind (Strike) [Fire]

**Level:** Swordsage 8

**Prerequisite:** Three Desert Wind maneuvers

**Initiation Action:** 1 standard action

**Range:** 30 ft.

**Area:** Cone

**Duration:** Instantaneous

**Saving Throw:** Reflex half

*You spin your blade in a whirling arc. With each revolution, seething flames build upon its length. With a flourish, you bring your blade to a halt, point it at your foe, and unleash a roaring wall of flame.*

Masters of the Desert Wind can twirl and spin their blades with such power that they can evoke a great burst of fire. When you execute this maneuver, you blast forth a cone of fire that deals 10d6 points of fire damage to all in its area. Creatures in the area can attempt a Reflex save (DC 18 + your Wis modifier) for half damage.

This maneuver is a supernatural ability.

## Zephyr Dance

Desert Wind

Desert Wind (Counter)

**Level:** Swordsage 3

**Prerequisite:** One Desert Wind maneuver

**Initiation Action:** 1 immediate action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous; see text

*You spin gracefully away from a foe's attack, whirling like the desert zephyr racing across the sands. Your enemy's blade barely touches your cloak as you nimbly dodge aside.*

You gain a +4 dodge bonus to AC against a single attack. You can choose to use this maneuver after an opponent resolves his attack but before he determines damage.

## Ring of Fire

Desert Wind

Desert Wind (Strike) [Fire]

**Level:** Swordsage 6

**Prerequisite:** Two Desert Wind maneuvers

**Initiation Action:** 1 full-round action

**Range:** Special; see text

**Area:** Special; see text

**Saving Throw:** Reflex half

*You move in a blur, your feet wreathed in flaming energy. As you run, you leave a trail of fire behind you. You encircle a foe, and the ring of fire you leave behind bursts into an inferno that engulfs your enemy and everything else in the area.*

As part of this maneuver, you can move up to two times your speed along the ground. All of your movement must be along continuous, solid ground. You leave a trail of flames in your wake. These flames have no effect unless they form a closed area. In this case, a raging inferno erupts within that area. All creatures within the area take 12d6 points of fire damage, with a Reflex save (DC 16 + your Wis modifier) for half damage.

The inferno erupts the first time you form a closed area. You cannot create multiple areas in one move.

This maneuver is a supernatural ability.



## Firesnake

### Desert Wind

Desert Wind (Strike) [Fire]

**Level:** Swordsage 4

**Prerequisite:** Two Desert Wind maneuvers

**Initiation Action:** 1 standard action

**Range:** 60 ft.

**Area:** Special

**Duration:** Instantaneous

**Saving Throw:** Reflex half

*You drive your weapon into the ground, causing a gout of fire to jet into the air. The fire flows back to the ground and creeps ahead like a serpent, sweeping over your enemies and roasting them where they stand.*

(Continued on Back)

When you initiate this maneuver, you cause a line of fire to twist across an area to burn your enemies. This line is 60 feet long. Unlike a standard line, a firesnake can bend and twist to hit your foes. A firesnake starts in an adjacent square. It can move up to 60 feet each round. It can move out of your line of sight or line of effect, but you gain no special knowledge of the areas it moves into.

If a firesnake moves into a creature's space, that creature takes 6d6 points of fire damage, with a Reflex save (DC 14 + your Wis modifier) for half damage. A creature can only take damage from the firesnake once in a single round. It makes the saving throw and takes damage the first time that the firesnake touches it. After that, a firesnake has no effect on that creature.

A firesnake must move along the ground. It cannot fly, and it pays the standard movement penalties for difficult terrain and other effects. This maneuver is a supernatural ability.

## Death Mark

### Desert Wind

Desert Wind (Strike) [Fire]

**Level:** Swordsage 3

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

**Area:** Variable spread; see text

**Duration:** Instantaneous

**Saving Throw:** Reflex half; see text

*As your weapon strikes your foe, his body convulses as waves of flame run down your blade into his body. The fire causes him to briefly glow with a brilliant internal fire before the flames erupt from his body in a terrible explosion.*

(Continued on Back)

When you use the strike, you channel overwhelming fiery energy into the body of your foe. In addition to dealing normal melee damage with your attack, you cause fire to erupt from your enemy's body in a spread. The radius of the spread is determined by the size of the target creature, as indicated on the table below. All creatures in the area, including your enemy, take 6d6 points of fire damage, with a Reflex save (DC 13 + your Wis modifier) for half. This radius is centered on the creature's position.

You have immunity to the fire damage from your own death mark. This maneuver is a supernatural ability.

Size	Spread Radius
Small or smaller	5 feet
Medium	10 feet
Large	20 feet
Huge	30 feet
Gargantuan	40 feet
Colossal	50 feet

## Rising Phoenix

### Desert Wind

Desert Wind 8 (Stance) [Fire]

**Level:** Swordsage 8

**Prerequisite:** Three Desert Wind maneuvers

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*Hot wind swirls about your feet, lifting you skyward as flames begin to flicker below.*

A column of superheated air lifts you into the air. While you are in this stance, you can hover up to 10 feet above any solid or liquid surface. You gain a fly speed equal to your land speed, with perfect maneuverability, but you must remain within 10 feet of the ground when you fly.

(Continued on Back)

If you hover in place and make a full attack, the column of air becomes superheated, dealing 3d6 points of fire damage to creatures adjacent to or within the column, including creatures adjacent to your square. You are not harmed by this effect.

You can move across shallow pits or other such variations in terrain without losing altitude, so long as your movement wouldn't take you more than 10 feet above a solid or liquid surface. If you are ever more than 10 feet above the ground (such as if the floor drops out from under you or you move over the edge of a tall cliff), the rising phoenix stance immediately ends and you fall to the ground.

This stance is a supernatural ability.

## Salamander Charge

### Desert Wind

Desert Wind (Strike) [Fire]

**Level:** Swordsage 7

**Prerequisite:** Three Desert Wind maneuvers

**Initiation Action:** 1 full-round action

**Range:** Special

**Area:** One 5-ft square per 5 ft. of movement

**Duration:** Instantaneous; 5 rounds; see text (D)

*You spin and tumble about the battlefield, a wall of raging flame marking your steps.*

You initiate this maneuver as part of a charge attack. As with a charge, you can move up to double your speed and make a single attack, gaining a +2 bonus on the attack roll and a -2 penalty to your Armor Class while you move and until your next turn. Unlike a normal charge, however, your salamander charge does not need to be in a straight line and is not impeded by difficult terrain, or even other creatures.

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You can change direction as much as you want during your movement, and you can also use your Tumble skill to avoid attacks of opportunity or to move through opponents' squares during the charge.

When you initiate a salamander charge, a wall of shimmering, spectral fire appears in each of the squares along the path you take. A creature standing in the wall takes 6d6 points of fire damage at the beginning of that creature's turn. A creature occupying a square adjacent to the wall takes 3d6 points of fire damage at the start of its turn. Creatures that move into or through the wall also take 6d6 points of fire damage. The wall lasts up to 5 rounds. You can automatically dispel the wall with a wave of your hand (a swift action), and the wall is automatically dispelled if you initiate another salamander charge. The wall does not block line of sight or line of effect.

This maneuver is a supernatural ability.

## Action Before Thought

### Diamond Mind

Diamond Mind (Counter)

**Level:** Swordsage 2, warblade 2

**Initiation Action:** 1 immediate action

**Range:** Personal

**Target:** You

*Your supreme sense of the battlefield, unmatched martial training, and simple, intuitive sense of danger allow you to act faster than the speed of thought. When a spell or other attack strikes you, you move a split second before you are even aware of the threat.*

Your mind is a keenly honed weapon. Other warriors rely on their physical talents. You know that a mix of mental acuity and martial training, along with a strong sword arm, is an unbeatable combination. This maneuver epitomizes your approach. Your mind, rather than your raw reflexes, dictates your defenses.

You can use this maneuver any time you would be required to make a Reflex save. Roll a Concentration check instead of the Reflex save and use the result of that check to determine the save's success. You must use this maneuver before you roll the Reflex save. A result of a natural 1 on your Concentration check is not an automatic failure.

## Bounding Assault

### Diamond Mind

Diamond Mind (Strike)

**Level:** Swordsage 4, warblade 4

**Prerequisite:** Two Diamond Mind maneuvers

**Initiation Action:** 1 full-round action

**Range:** Melee attack

**Target:** One creature

*You spring across the battlefield, using your focus and ability to act quickly to make an attack while moving.*

You combine speed and power into a deadly combination. With this maneuver, you move across the battlefield in a blur, pausing only to deliver a ferocious attack.

As part of this maneuver, make a double move. After you move, you can also make a melee attack. You gain a +2 bonus on this attack. This maneuver is considered a charge attack when determining if feats and other abilities apply to your attack.

## Diamond Nightmare Blade

### Diamond Mind

Diamond Mind (Strike)

**Level:** Swordsage 8, warblade 8

**Prerequisite:** Three Diamond Mind maneuvers

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

*You spot a single fatal flaw in your opponent's defenses. With a single attack, you put all the force of your supreme focus into a single, crippling blow.*

You must make a Concentration check as part of this maneuver. The DC of this check is the target creature's AC. You then make a single melee attack against your target, also as part of the maneuver. If your Concentration check succeeds, this attack deals four times your normal melee damage. If your check fails, your attack is made with a –2 penalty and doesn't deal any additional damage.

If your strike is a critical hit, you stack the multipliers as normal (*PHB* pg. 304).

## Emerald Razor

### Diamond Mind

Diamond Mind (Strike)

**Level:** Swordsage 2, warblade 2

**Prerequisite:** One Diamond Mind maneuver

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

*You stare at your enemy, studying his every move. You mentally probe his defenses in search of a weakness. A lesser warrior could spend long minutes pondering this problem, but you see an opening and seize upon it in an instant.*

Your understanding of combat, your keenly honed mind, and your capability to read your opponents make you a deadly combatant. When you focus your mind, even the most elusive opponent becomes an easy target.

As part of this maneuver, make a single melee attack against an opponent. This is a touch attack rather than a standard melee attack. If you hit, you deal normal melee damage.

## Avalanche of Blades

### Diamond Mind

Diamond Mind (Strike)

**Level:** Swordsage 7, warblade 7

**Prerequisite:** Three Diamond Mind maneuvers

**Initiation Action:** 1 full-round action

**Range:** Melee attack

**Target:** One creature

*In a flashing blur of steel, you unleash a devastating volley of deadly attacks against your enemy, striking it again and again.*

You lash at an opponent. If your attack hits, you repeat the same attack again and again at nearly superhuman speed, allowing you to score multiple hits in a blur of activity. Unfortunately, as soon as an attack misses, your tempo breaks, and this delicate maneuver crumbles into a flurry of wasted motion.

As part of this maneuver, you make a single melee attack against an opponent. If that attack hits, resolve your damage as normal. You can then make another attack against that foe with a –4 penalty on your attack roll. If that attack hits, you can make another attack against that opponent with a –8 penalty. You continue to make additional attacks, each one with an additional –4 penalty, until you miss or your opponent is reduced to –1 hit points or fewer. You must direct all these attacks at a single foe.

## Diamond Defense

### Diamond Mind

Diamond Mind (Counter)

**Level:** Swordsage 8, warblade 8

**Initiation Action:** 1 immediate action

**Range:** Personal

**Target:** You

*You steel yourself against an opponent's spell, drawing on your focus and training to overcome its effect.*

You can initiate this maneuver any time you would be required to make a saving throw. You gain a bonus on that save equal to your initiator level. You must use this maneuver before you roll the saving throw.

## Disrupting Blow

### Diamond Mind

Diamond Mind (Strike)

**Level:** Swordsage 5, warblade 5

**Prerequisite:** Two Diamond Mind maneuvers

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

**Saving Throw:** Will negates

**Duration:** 1 round

*With a combination of brute force, keen timing, and exacting aim, you force your opponent into an awkward position that ruins his next action.*

As part of this maneuver, you make a melee attack. If this attack hits, your target takes normal melee damage and must make a Will save (DC 15 + your Str modifier) or be unable to take any actions for 1 round. The target does not suffer any other drawbacks or penalties. He can still make attacks of opportunity but is unable to take immediate actions until his next turn.

## Hearing the Air

### Diamond Mind

Diamond Mind (Stance)

**Level:** Swordsage 5, warblade 5

**Prerequisite:** Two Diamond Mind maneuvers

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*Your perception becomes so fine that you can hear the tiniest flutter of air moving past you. Invisible foes and other hidden threats become as plain as day in the area of your heightened senses.*

Drawing on your combat training, sharpened senses, and capability to predict your enemy's moves, you become a faultless sentinel on the battlefield. Even the smallest detail or stealthiest enemy cannot hope to evade your notice.

While you are in this stance, you gain blindsense out to 30 feet and a +5 insight bonus on Listen checks.



## Ghost Blade

### Shadow Hand

Shadow Hand (Strike)

**Level:** Swordsage 6

**Prerequisite:** Three Shadow Hand maneuvers

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

*A smile brightens your foe's eyes; he has dodged your blow. But that was merely the ghost blade. The real blade is cutting swiftly from underneath, and yet he still smiles....*

As part of this maneuver, you make a melee attack. As you strike at your opponent, you create an illusory double of your weapon. This double slashes at your opponent, tricking him into mistaking it for your attack. In truth, the illusion cloaks your real attack. Your opponent is caught flat-footed against this strike, as the hidden attack from a new direction ruins his defenses.

This maneuver is a supernatural ability.

## Hand of Death

### Shadow Hand

Shadow Hand (Strike)

**Level:** Swordsage 4

**Initiation Action:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1d3 rounds

**Saving Throw:** Fortitude negates

*You reach out and tap your foe with a single finger. Her look of puzzlement turns to fear as black energy spreads across her body, rendering her helpless.*

You draw upon the power of shadow to render a single foe helpless. By touching a specific nerve center and channeling your ki, you leave your enemy's muscles cold, locked, and useless.

This maneuver functions only against flat-footed opponents. As part of this maneuver, you make a melee touch attack against your opponent. If this attack hits, your opponent must make a successful Fortitude save (DC 14 + your Wis modifier) or be paralyzed for 1d3 rounds.

## Island of Blades

### Shadow Hand

Shadow Hand (Stance)

**Level:** Swordsage 1

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*You cloak yourself in a swirling nimbus of shadow energy. These shadows spin and flow around you, preventing any creature near you from being able to anticipate your attacks.*

Your turn your enemies' strengths against them, improving your combat ability as well as that of an ally. When you and a comrade move to attack an opponent, you time your attacks and position yourself to frustrate your opponent's defenses.

If both you and an ally are adjacent to the same creature, the two of you gain the benefit for flanking that opponent. You can gain this benefit against multiple opponents at the same time, as can your allies. If both you and an ally are adjacent to the same two creatures, the two of you gain the benefit of flanking against both creatures.

## Obscuring Shadow Veil

### Shadow Hand

Shadow Hand (Strike)

**Level:** Swordsage 4

**Prerequisite:** Two Shadow Hand maneuvers

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

**Duration:** 1 round

**Saving Throw:** Fortitude partial

*As you strike your opponent, you summon the fell energies of the Shadow Hand school to rob your foe of her sight. Inky, black energy burrows into her eyes, rendering her blind for a few critical moments.*

As a standard action, you can make a single melee attack. If it hits, your opponent takes normal melee damage plus an extra 5d6 points of damage. She must also make a successful Fortitude save (DC 14 + your Wis modifier) or suffer a 50% miss chance on all melee and ranged attacks for 1 round. A successful save negates the miss chance, but not the extra damage.

This maneuver is a supernatural ability.

## One with Shadow

### Shadow Hand

Shadow Hand (Counter)

**Level:** Swordsage 8

**Prerequisite:** Three Shadow Hand maneuvers

**Initiation Action:** 1 immediate action

**Range:** Personal

**Target:** You

**Duration:** See text

*You fade into the raw essence of shadow, turning transparent, then insubstantial.*

As an immediate action, you become incorporeal. You gain all the benefits of the incorporeal subtype, along with the drawbacks, as outlined in the Incorporeal Subtype sidebar. All of your gear becomes incorporeal, although you cannot grant this state to a living creature that you touch or carry. You remain incorporeal until the beginning of your next turn.

## Shadow Blink

### Shadow Hand

Shadow Hand [Teleportation]

**Level:** Swordsage 7

**Initiation Action:** 1 swift action

**Range:** 50 ft.

**Target:** You

*In the blink of an eye, you disappear and emerge from a mote of shadow energy across the battlefield.*

This maneuver functions as the shadow jaunt maneuver, except that it can be initiated as a swift action.

## Shadow Jaunt

### Shadow Hand

Shadow Hand (Teleportation)

**Level:** Swordsage 2

**Initiation Action:** 1 standard action

**Range:** 50 ft.

**Target:** You

*A cloud of shadow energy engulfs you, spins into a tiny mote, and disappears. A moment later, this shadowy cloud appears across the battlefield and expels you f*

As part of this maneuver, you disappear in a cloud of darkness and teleport up to 50 feet away. You must have line of sight and line of effect to your destination. If you attempt to use this maneuver to move into an occupied space, you do not move, and the maneuver is expended but has no effect.

## Shadow Stride

### Shadow Hand

Shadow Hand [Teleportation]

**Level:** Swordsage 5

**Initiation Action:** 1 move action

**Range:** 50 ft.

**Target:** You

*You dissipate into a puff of black shadow. A moment later, the shadow coalesces, and you appear fifty feet away.*

This maneuver functions as the shadow jaunt maneuver, except that it can be initiated as a move action.

## Iron Bones

### Stone Dragon

Stone Dragon (Strike)

**Level:** Crusader 6, swordmage 6, warblade 6

**Prerequisite:** Two Stone Dragon maneuvers

**Initiation Action:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round

*As you make a successful attack, you enter a meditative state that leaves you almost invulnerable to harm. For a few brief moments, arrows bounce off your skin, and sword blows barely draw any blood.* This maneuver is an evolution of the techniques and abilities covered by the stone bones maneuver. Your meditative focus, ki, and training allow your mind to overcome matter. Weapons bounce from you skin and barely injure you. When you use this maneuver, you make a single melee attack. If this attack hits, you gain damage reduction 10/adamantine for 1 round.

## Mountain Hammer

### Stone Dragon

Stone Dragon (Strike)

**Level:** Crusader 2, swordmage 2, warblade 2

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature or unattended object

*Like a falling avalanche, you strike with the weight and fury of the mountain.*

As part of this maneuver, you make a single melee attack. This attack deals an extra 2d6 points of damage and automatically overcomes damage reduction and hardness.

## Mountain Tombstone Strike

### Stone Dragon

Stone Dragon (Strike)

**Level:** Crusader 9, swordmage 9, warblade 9

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

*You slam into your foe, turning bones into dust and muscle into bloody pulp. Your foe's body is left a crippled, twisted mockery.*

Your attack causes damage to the structure of your foe's body. As part of this maneuver, you make a single melee attack. If this attack hits, you deal 2d6 points of Constitution damage in addition to your normal damage.

## Stone Bones

### Stone Dragon

Stone Dragon (Strike)

**Level:** Crusader 1, swordmage 1, warblade 1

**Initiation Action:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round

*You focus your energy to enhance your defenses, drawing on the power of your weapon's impact with a foe to toughen yourself against a counterattack.*

The Stone Dragon tradition teaches its disciples to shrug off attacks through a combination of mental focus, pure toughness, and resilience. When you make a successful melee attack, you attune your mind and body to such an incredible extent that only the sharpest weapons can injure you. Lesser armaments cause mere bruises and minor cuts. When you use this maneuver, you make a single melee attack. If this attack hits, you gain damage reduction 5/adamantine for 1 round.

## Stone Dragon's Fury

### Stone Dragon

Stone Dragon (Strike)

**Level:** Crusader 3, swordmage 3, warblade 3

**Prerequisite:** One Stone Dragon maneuver

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** Creature or object struck

*With a mighty war cry, you slam your weapon into a slight crack or other fault in an object. The object shudders for a moment before it collapses into broken shards.*

Your attunement to Stone Dragon's earth nature allows you to spot flaws in objects with uncanny precision. You use this knowledge to your advantage, allowing you to make devastating attacks against objects and constructs. As part of this maneuver, you make a single melee attack. If your attack hits a construct or an object, you deal an extra 4d6 points of damage. You can use this strike in conjunction with the sunder special attack (*PHB* pg. 158) and attempt to damage held or carried objects. Against other targets, you gain no special benefit from this maneuver.

## Stonefoot Stance

### Stone Dragon

Stone Dragon (Stance)

**Level:** Crusader 1, swordmage 1, warblade 1

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*You crouch and set your feet flat on the ground, drawing the resilience of the earth into your body.*

The students of the Stone Dragon discipline model their defenses after the earth itself. The wind might batter the mountain, the river might cut through the plains, but in the end the stone and rock shrug off such assaults.

While you are in this stance, you gain a +2 bonus on Strength checks and a +2 bonus to AC against creatures of a size category larger than yours.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a telekinesis spell, and so forth.

## Strength of Stone

### Stone Dragon

Stone Dragon (Stance)

**Level:** Crusader 8, swordmage 8, warblade 8

**Prerequisite:** Three Stone Dragon maneuvers

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*You enter an impenetrable defensive stance, making it almost impossible for an attack to strike you in a vulnerable area.*

While you are in this stance, you focus your efforts on preventing any devastating attacks from penetrating your defenses. You are immune to critical hits while you are in this stance.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a telekinesis spell, and so forth.