

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

Character Information															
Character Name										Player					
Medid, Devoted of Wee Jas															
Class				Race				Alignment				Deity			
Cleric/Crusader/Ruby Knight Vindicator				Human				LG				Wee Jas			
Level		Size		Age		Gender		Height		Weight		Eyes		Hair	
6/1/10		M		55		M		5' 8"		181 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		14		+2						HP		157			
DEX		10		+0						Damage Reduction		Hit Die Type		SPEED	
CON		14		+2		18		+4						30 ft	
INT		12		+1						Attribute		Total		Base	
WIS		18		+4		24		+7		AC		23 =		10 +	
CHA		8		-1						Shield Bonus		DEX Modifier		Size Modifier	
Attribute		Total		DEX Modifier		Misc. Modifier		+0		+0		+0		+0	
Initiative		+4 =		+0		+4				Natural Armor		Misc. Modifier			
Attribute		Score		+0		+1				Touch		Flat-Footed			
Base Attack		+15								Armor Check Penalty		Spell Resistance			
Saving Throws										11		23			
		Fortitude		Reflex		Will				Armor Check Penalty		Spell Resistance			
Total		+17 =		+10 =		+24 =									
Base Save		+10		+5		+12				Conditional Modifiers					
Ability Mod		+2		+0		+7									
Magic Mod		+5		+5		+5									
Misc. Mod		+		+		+									
Temp. Mod															
Attribute		Total		Base Attack Bonus		STR Modifier		Size Modifier		Misc. Modifier		Temp. Modifier			
Melee		+17/+12/+7 =		+15		+2		+0		+					
Attribute		Total		Base Attack Bonus		DEX Modifier		Size Modifier		Misc. Modifier		Temp. Modifier			
Ranged		+15/+10/+5 =		+15		+0		+0		+					
Equipment															
Weapon		Total Attack Bonus		Damage		Critical		Range		Weight		Type		Size	
Faithful Avenger		+20/+15/+10		2d4+6 plus 2d6 vs. evil		18-20/x2				4 lbs		S		M	
Special Properties															
+2 holy cold iron falchion, faithful strike (+5 attack and damage vs. CE opponents or +2 attack and damage vs. CG, CN, LE or NE opponents), blessing of faith (+4 Con), detect evil at will, lesser restoration 3/day, boundless determination (ability to assume the immortal fortitude stance), restoration self only 1/day as a swift action.															
Weapon		Total Attack Bonus		Damage		Critical		Range		Weight		Type		Size	
+3 holy light crossbow		+18		1d8+3 plus 2d6 vs. evil		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	
+4 full plate		H		+12		+1		-5				20 ft		50 lbs	
Special Properties															
Improved Acid Resistance 20															
Shield/Protective Item		Armor Bonus		Weight		Check Penalty		Spell Failure							
Special Properties															
Ammunition															

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## Gear

Item	Weight	Item	Weight	Item	Weight
Periapt of Wisdom +6					
Pearl of power, 7 <sup>th</sup> -level spell					
Cloak of resistance +5					
Boots of striding and springing					
Ring of protection +1					
				Total Weight Carried	

## Skills

[illegible]

## Special Abilities / Feats

**Feats:** Blade Meditation (Devoted Spirit) [+1 DC for Devoted Spirit maneuvers], Diehard, Endurance, Extra Granted Maneuver, Extra Turning, Improved Initiative, Weapon Focus (falchion)

Death Domain – Death Touch 1/day: Melee touch, if 6d6 equals or exceeds target's current hp, target dies.

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**Magic Domain** – Use spell trigger items as a 3<sup>rd</sup>-level wizard

### Spontaneously cast cure spells

Steele Resolve 5 (You do not suffer up to 5 points of damage per round, instead putting it into a Delayed Damage Pool, at the end of each turn take any damage remaining in your Delayed Damage Pool)

**Furious Counterstrike** (If you have 1 or more points of damage in your Delayed Damage Pool you receive a +1 bonus to attack and damage)

**Divine Recovery** (You may spend a turn attempt as a swift action to recover one expended maneuver. The maneuver becomes immediately granted.)

Divine Impetus (You may spend a turn attempt as a free action to gain an additional swift action)

Divine Fury (You may spend a turn attempt as a free action to gain a +4 sacred bonus to attack with a martial strike. If the strike hits, you deal an additional 1d10 damage.)

## Languages

Common, Celestial, Dwarf

## Spell Save

Caster Level

14<sup>th</sup>[illegible]

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**Maneuvers Known: 10   Maneuvers Readied: 7   Granted Maneuvers: 3**

Devoted Spirit – castigating strike, crusader’s strike, divine surge, foehammer, law bearer, rallying strike, revitalizing strike, vanguard strike

Stone Dragon – mountain hammer, stone vise

**Stances Known:** iron guard’s glare, martial spirit, thicket of blades

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## Aura of Chaos

### Devoted Spirit

Devoted Spirit (Stance) [Chaos]

**Level:** Crusader 6

**Prerequisite:** Two Devoted Spirit maneuvers

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*A coruscating aura of purple energy surrounds you as chaos runs rampant in the area immediately around you.*

While you are in this stance, your attacks have the potential to be utterly devastating. When rolling damage for a melee attack, you gain a special benefit from any damage die that rolls its maximum amount (such as a result of 6 on a d6). When one or more of your damage dice show a maximum possible result, reroll each such die and add its result to the original damage total. You can continue to reroll as long as a die shows its maximum possible result, adding each new number to the damage total until each die has shown less than a maximum result.

## Aura of Perfect Order

### Devoted Spirit

Devoted Spirit (Stance) [Law]

**Level:** Crusader 6

**Prerequisite:** Two Devoted Spirit maneuvers

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*A perfect, hazy square of golden energy surrounds you as you enter this stance. Order reigns supreme, driving away the whims of chaos.*

This stance allows you to treat a potential d20 result as an 11. You must decide to use this ability immediately before rolling the d20. You can use this ability once per round. Using this ability does not take an action. You simply decide to invoke it before rolling a d20 for any reason, such as for an attack, save, or check.

## Aura of Triumph

### Devoted Spirit

Devoted Spirit (Stance) [Good]

**Level:** Crusader 6

**Prerequisite:** Two Devoted Spirit maneuvers

**Initiation Action:** 1 swift action

**Range:** Personal

**Targets:** You and one ally within 10 ft.

**Duration:** Stance

*You channel the power of good through your body and soul, infusing the area around you with a soft, golden radiance. With each blow you strike against evil, you feel invigorated and driven onward.*

While you are in this stance, you and any ally within 10 feet of you both heal 4 points of damage with each successful melee attack either of you makes against an evil target.

## Aura of Tyranny

### Devoted Spirit

Devoted Spirit (Stance) [Evil]

**Level:** Crusader 6

**Prerequisite:** Two Devoted Spirit maneuvers

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*A sickly gray radiance surrounds you, sapping the strength of your allies and funneling it to you.*

While you are in this stance, you drain hit points from your allies. At the end of your turn, you can choose to deal 2 points of damage to each willing ally within 10 feet. For each ally who takes this damage, you heal 1 point of damage.

## Crusader's Strike

### Devoted Spirit

Devoted Spirit (Strike)

**Level:** Crusader 1

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

*Divine energy surrounds your weapon as you strike. This power washes over you as your weapon finds its mark, mending your wounds and giving you the strength to fight on.*

As part of initiating this strike, you must make a successful melee attack against an enemy whose alignment has at least one component different from yours. This foe must pose a threat to you or your allies in some direct, immediate way. If your attack hits, you or an ally within 10 feet of you heals 1d6 points of damage + 1 point per initiator level (maximum +5).

## Daunting Strike

### Devoted Spirit

Devoted Spirit (Strike)

**Level:** Crusader 5

**Prerequisite:** One Devoted Spirit maneuver

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

**Saving Throw:** Will negates

**Duration:** 1 minute

*You attack your foe with an overwhelming strike, hammering through his shield and armor to cleave into his flesh. This display of raw power causes him to stumble backward, fear in his eyes.*

As part of this maneuver, you make a melee attack against an opponent you threaten. If this attack hits, your foe must make a Will save with a DC equal to the damage you deal or become shaken for 1 minute.

## Divine Surge

### Devoted Spirit

Devoted Spirit (Strike)

**Level:** Crusader 4

**Prerequisite:** One Devoted Spirit maneuver

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

*Your body shakes and spasms as unfettered divine energy courses through it. This power sparks off your weapon and courses into your foe, devastating your enemy but leaving you drained.*

As part of this maneuver, you make a single melee attack that deals an extra 8d8 points of damage.

## Divine Surge, Greater

### Devoted Spirit

Devoted Spirit (Strike)

**Level:** Crusader 8

**Prerequisite:** Two Devoted Spirit maneuvers

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

**Range:** Melee attack

**Target:** One creature

**Duration:** 1 round; see text

*A torrent of divine energy courses through you. With supreme force of will, you channel the energy into a devastating attack even as it saps your mortal form.*

As part of this maneuver, you make a single melee attack that deals an extra 6d8 points of damage. In addition, before making this melee attack, you can also decide to take a number of points of Constitution damage equal to your initiator level or lower. For each point of Constitution damage you take, you gain a +1 bonus on your attack roll and deal an extra 2d8 points of damage. After using this maneuver, you are considered flat-footed until the beginning of your next turn.

## Doom Charge

### Devoted Spirit

Devoted Spirit (Strike) [Evil]

**Class:** Crusader 5

**Prerequisite:** One Devoted Spirit maneuver, evil alignment

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

**Range:** Melee attack

**Target:** One creature

**Duration:** 1 round

*You cloak yourself in a black, terrible aura of contempt and spite.*

You must make a charge attack as part of this maneuver. If your target is good-aligned, your attack deals an extra 6d6 points of damage. In addition, if your charge attack hits and the target is good-aligned, you become wreathed in unholy energy. You gain damage reduction 10/— until the beginning of your next turn.

## Entangling Blade

### Devoted Spirit

Devoted Spirit (Strike)

**Level:** Crusader 4

**Prerequisite:** One Devoted Spirit maneuver

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

**Duration:** See text

*You hack into your foe's legs, forcing his movement to slow and his resolution to falter.*

As part of this maneuver, you make a melee attack against an opponent. Your attack deals an extra 2d6 points of damage. In addition, if your attack hits, your target's speed is reduced by 20 feet until the end of its next turn, which might prevent it from moving entirely. This penalty applies to all movement modes. A flying creature with a fly speed of 0 feet falls to the ground (and takes falling damage appropriately) if it is subject to this effect while in the air.

## Foehammer

### Devoted Spirit

Devoted Spirit (Strike)

**Level:** Crusader 2

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

*Your throw yourself behind your attack, lending your blow such great weight and force that you leave injuries that even magical defenses cannot mend.*

Your devotion to your cause gives you boundless energy that allows you to smash through supernatural defenses. When you land an attack, you hit with such force that damage reduction offers little resistance against you.

When you use this maneuver, you make a melee attack against a single foe. This attack automatically overcomes the opponent's damage reduction and deals an extra 2d6 points of damage.

## Iron Guard's Glare

### Devoted Spirit

Devoted Spirit (Stance)

**Level:** Crusader 1

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*With a quick snarl and a glare that would stop a charging barbarian in his tracks, you spoil an opponent's attack. Rather than strike his original target, your enemy turns his attention toward you.*

While you are in this stance, any opponent that you threaten takes a –4 penalty on attack rolls against your allies. This penalty does not apply to attacks made against you. Enemies you threaten become aware of the consequences of the stance.

## Law Bearer

### Devoted Spirit

Devoted Spirit (Strike) [Law]

**Class:** Crusader 5

**Prerequisite:** One Devoted Spirit maneuver, lawful alignment

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

**Range:** Melee attack

**Target:** One creature

**Duration:** 1 round

*The air around you hums with cosmic energy as the power of pure law surges through you. For a moment, you take on the aspect of a perfect being as you charge forward to smite your foes.*

You must make a charge attack as part of this maneuver. If the target is chaotic-aligned, you gain a +8 bonus on your attack (in addition to the charge bonus) and your attack deals an extra 4d6 points of damage. In addition, if your charge attack hits and the target is chaotic-aligned, you become wreathed in axiomatic energy. You gain a +5 bonus on saves and to AC until the beginning of your next turn.

## Martial Spirit

### Devoted Spirit

Devoted Spirit (Stance)

**Level:** Crusader 1

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*As you cleave through your foes, each ferocious attack you make lends vigor and strength to you and your allies.*

While you are in this stance, you or an ally within 30 feet heals 2 points of damage each time you make a successful melee attack. This healing represents the vigor, drive, and toughness you inspire in others. Your connection to the divine causes such inspiration to have a real, tangible effect on your allies' health.

Each time you hit an opponent in melee, you can choose a different recipient within range to receive this healing.

## Radiant Charge

### Devoted Spirit

Devoted Spirit (Strike) [Good]

**Class:** Crusader 5

**Prerequisite:** One Devoted Spirit maneuver, good alignment

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

**Range:** Melee attack

**Target:** One creature

**Duration:** 1 round

*You gather the power of your faith and discipline, surrounding yourself in an aura of blinding glory.*

You must make a charge attack as part of this maneuver. If the target is evil-aligned, your attack deals an extra 6d6 points of damage. In addition, if your charge attack hits and the target is evil-aligned, you become wreathed in holy energy. You gain damage reduction 10/— until the beginning of your next turn.

## Rallying Strike

### Devoted Spirit

Devoted Spirit (Strike)

**Level:** Crusader 6

**Prerequisite:** Two Devoted Spirit maneuvers

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

*Your weapon blazes with divine energy as you smite your enemy. The energy discharges in a great pulse, sweeping over your allies and mending their wounds.*

As part of initiating this strike, you must make a successful melee attack against an enemy whose alignment has at least one component different from yours. This foe must pose a threat to you or your allies in some direct, immediate way. If your attack hits, you and all allies within 30 feet of you heal 3d6 points of damage + 1 point per initiator level (maximum +15).

## Revitalizing Strike

### Devoted Spirit

Devoted Spirit (Strike)

**Level:** Crusader 3

**Prerequisite:** One Devoted Spirit maneuver

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

*As you rear back to strike your foe, an aura of divine energy surrounds you. As your attack slams home, this aura dissipates in a flash, knitting your wounds as it discharges.*

As part of initiating this strike, you must make a successful melee attack against an enemy creature whose alignment has at least one component different from yours. This foe must pose a threat to you or your allies in some direct, immediate way. If your attack hits, you or an ally within 10 feet of you heals 3d6 points of damage + 1 point per initiator level (maximum +10).

## Shield Block

### Devoted Spirit

Devoted Spirit (Counter)

**Level:** Crusader 2

**Initiation Action:** 1 immediate action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

*With a heroic burst of effort, you thrust your shield between your defenseless ally and your enemy.*

As an immediate action, you can grant an AC bonus to an adjacent ally equal to your shield's AC bonus + 4. You apply this bonus in response to a single melee or ranged attack that targets your ally. You can initiate this maneuver after an opponent makes his attack roll, but you must do so before you know whether the attack was a success or a failure.

## Shield Counter

### Devoted Spirit

Devoted Spirit (Counter)

**Level:** Crusader 7

**Prerequisite:** Two Devoted Spirit maneuvers

**Initiation Action:** 1 immediate action

**Range:** Melee attack

**Target:** One creature

*As your opponent prepares to make his attack, you bash him with your shield and disrupt his attempt.*

As an immediate action, you can attempt a shield bash against an opponent you threaten. This attack is made with a –2 penalty. If your shield attack hits, your target's next attack automatically misses.

You can use this maneuver immediately after an opponent declares an attack, but you must do so before the attack's result has been determined.

## Strike of Righteous Vitality

### Devoted Spirit

Devoted Spirit (Strike)

**Level:** Crusader 9

**Prerequisite:** Three Devoted Spirit maneuvers

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

*As your enemy reels from your mighty blow, an ally nearby is simultaneously healed and cleansed of its wounds by the power of your faith.*

When you make this strike, you or one ally within 10 feet of you gains the benefit of a heal spell cast as a cleric of your character level. To gain the benefit of this maneuver, you must strike an enemy creature whose alignment has at least one component different from yours. This foe must pose a threat to you or your allies in some direct, immediate way.

## Thicket of Blades

### Devoted Spirit

Devoted Spirit (Stance)

**Level:** Crusader 3

**Prerequisite:** One Devoted Spirit maneuver

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*You maintain a careful guard as you search for any gaps in your opponent's awareness. Even the slightest move provokes a stinging counter from you.*

While you are in this stance, any opponent you threaten that takes any sort of movement, including a 5-foot step, provokes an attack of opportunity from you. Your foes provoke this attack before leaving the area you threaten. Your opponents also cannot use the withdraw action (PHB pg. 143) to treat the square they start in as no longer threatened by you.

## Tide of Chaos

### Devoted Spirit

Devoted Spirit (Strike) [Chaos]

**Class:** Crusader 5

**Prerequisite:** One Devoted Spirit maneuver, chaotic alignment

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

**Range:** Melee attack

**Target:** One creature

**Duration:** 1 round

*The power of chaos swirls around you, lending strength to your attacks as you cast your fate to the whims of luck.*

You must make a charge attack as part of this maneuver. If the target is lawful-aligned, you gain a +8 bonus on your attack (in addition to the charge bonus) and your attack deals an extra 4d6 points of damage. In addition, if your charge attack hits and the target is lawful-aligned, you become wreathed in anarchic energy. You gain total concealment against all attacks that target you until the beginning of your next turn.

## Vanguard Strike

### Devoted Spirit

Devoted Spirit (Strike)

**Level:** Crusader 1

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

*You batter aside your foes defenses with a vicious, overwhelming attack, leaving him vulnerable to your allies' blows.*

As part of this maneuver, you make a melee attack against an opponent you threaten. If this attack hits, all your allies gain a +4 bonus on ranged and melee attacks against that target until the start of your next turn.



## Castigating Strike

### Devoted Spirit

Devoted Spirit (Strike)

**Level:** Crusader 7

**Prerequisite:** Two Devoted Spirit maneuvers

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

**Area:** 30-ft.-radius burst; see text

**Duration:** 1 minute

**Saving Throw:** Fortitude partial; see text

*With a howling battle cry, your weapon crackles with energy. As you strike your foe, that energy detonates in a burst that scythes through those who stand against your cause.*

When you use this strike, make a single melee attack. If you hit your opponent and his alignment has at least one component different from yours, a blast of divine energy originates from your attack's point of impact. The target of this strike takes an extra 8d6 points of damage and must succeed on a Fortitude save (DC 17 + your Cha modifier) or take a –2 penalty on attack rolls for 1 minute.

All of your opponents within a 30-foot-radius burst of the target creature must also succeed on a Fortitude save. Those who fail take 5d6 points of damage and take a –2 penalty on attack rolls for 1 minute. A successful save results in half damage and negates the attack penalty.

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## Defensive Rebuke

### Devoted Spirit

Devoted Spirit (Boost)

**Level:** Crusader 3

**Prerequisite:** One Devoted Spirit maneuver

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round

*You sweep your weapon in a wide, deadly arc. When your blows strike home, you send your foe tumbling back on the defensive. He must deal with you first, or leave himself open to your deadly counter.*

Defensive rebuke allows you to excel at controlling the battlefield around you. Your enemies must pay heed to the threat you pose. If they ignore you in favor of attacking other targets, you take advantage of their lapses with a punishing counterattack.

Each enemy you strike after you initiate this maneuver becomes vulnerable to your further attacks. If such an opponent attacks anyone other than you in melee for the duration of the maneuver, that attack provokes an attack of opportunity from you (each separate attack a target makes provokes an attack of opportunity, making this boost especially lethal if you have Combat Reflexes). Enemies you strike become aware of the consequences of the maneuver.

(Continued on Back)

## Immortal Fortitude

### Devoted Spirit

Devoted Spirit (Stance)

**Level:** Crusader 8

**Prerequisite:** Three Devoted Spirit maneuvers

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*Despite the horrific wounds you suffer, the flash of searing spells, and the crash of a foe's mighty attacks, you stand resolute on the field. So long as the potential for victory exists, you fight on.*

Death has little meaning to you in light of the cause you fight for. So long as the mission stands before you uncompleted, or a battle remains in doubt, you fight on. Stories abound of crusaders who, while in the grips of this stance, fought for days on end to hold a mountain pass against orcs, trolls, and other fiends.

So long as you remain in this stance, you cannot be killed or incapacitated by effects or attacks that reduce you to 0 or fewer hit points. If you take such damage, you can make a Fortitude save with a DC equal to your negative hit point total. If you fail this save, you die or fall unconscious (as appropriate). If this save is successful, you are still alive and conscious, with 1 hit point remaining.

This stance provides no protection against effects that slay you without dealing hit point damage, or other effects that petrify, paralyze, and so forth. You can still be slain by a coup de grace if a spell or effect renders you helpless.

After you attempt three saving throws to avoid death or unconsciousness, this stance automatically ends. You can activate it again on your turn as normal. Even the toughest crusader can endure only so much punishment.

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## 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.