

Dungeons & Dragons 3rd Edition Character Record Sheet v1.1

Character Information																	
Character Name										Player							
Nequill of the Tiger Claw																	
Class				Race				Alignment				Deity					
Swordmage/Bloodclaw Master				Human				LG									
Level		Size		Age		Gender		Height		Weight		Eyes		Hair			
12/5		M		40		F		5'7"		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		Subdual Damage	
STR		14		+2						HP		115					
DEX		18		+4		24		+7		Damage Reduction				Hit Die Type		SPEED	
CON		12		+1												30 ft	
INT		10		+0						Attribute		Total		Base		Armor Bonus	
WIS		14		+2		18		+4		AC		35 =		10 +		+8	
CHA		8		-1						Shield Bonus				DEX Modifier		Size Modifier	
Attribute		Total		DEX Modifier		Misc. Modifier		+1		+7		+0					
Initiative		+10 =		+7		+3				Natural Armor				Misc. Modifier			
Attribute		Score								+				+4 (Wis) +5 deflection			
Base Attack				+12						Touch				Flat-Footed			
Saving Throws										26				28			
		Fortitude		Reflex		Will				Armor Check Penalty				Spell Resistance			
Total		+9 =		+19 =		+13 =											
Base Save		+8		+12		+9				Conditional Modifiers							
Ability Mod		+1		+7		+4				+2 to saves when in a Tiger Claw stance							
Magic Mod		+		+		+											
Misc. Mod		+		+		+											
Temp. Mod																	
Attribute		Total		Base Attack Bonus		STR Modifier		Size Modifier		Misc. Modifier		Temp. Modifier					
Melee		+14/+9/+4 =		+12		+2		+0		+							
Attribute		Total		Base Attack Bonus		DEX Modifier		Size Modifier		Misc. Modifier		Temp. Modifier					
Ranged		+19/+14/+9 =		+12		+7		+0		+							
Equipment																	
Weapon		Total Attack Bonus		Damage		Critical		Range		Weight		Type		Size			
Tiger Fang		+21/+16/+11		1d4+3		15-20/x3				2 lbs		S		M			
Special Properties																	
+1 keen kukri, frenzied charge 1/day (you may make one additional attack at the end of a charge at your highest attack bonus), claw of the tiger (as long as you're conscious, cannot be disarmed of Tiger Fang unless you wish to release it, will not drop Tiger Fang if panicked or stunned), battle fever 5/day (if you have made an attack against a living opponent this round, you may use a swift action to heal 2d8 damage), sharp claw (you deal 1 extra point of damage when in a Tiger Claw stance), haste 5/day (swift action, duration 1 round), power critical (+4 on confirmation rolls with Tiger Fang)																	
Weapon		Total Attack Bonus		Damage		Critical		Range		Weight		Type		Size			
+3 kukri		+23/+18		1d4+5		18-20/x2				2 lbs		S		M			
Special Properties																	
Weapon		Total Attack Bonus		Damage		Critical		Range		Weight		Type		Size			
+4 shock light crossbow		+23		1d8 plus 1d6 electricity		19-20/x2		80 ft		4 lbs		P		M			
Special Properties																	
Armor/Protective Item		Type		Armor Bonus		Max DEX Bonus		Check Penalty		Spell Failure		Speed		Weight			
Celestial armor		L		+8		+8		-2				30 ft		20 lbs			
Special Properties																	
Fly 1/day, CL 5 th																	
Shield/Protective Item		Armor Bonus		Weight		Check Penalty		Spell Failure									
Special Properties																	
Ammunition																	

Gear					
Item	Weight	Item	Weight	Item	Weight
Ring of protection +5					
Goggles of night					
Ring of x-ray vision					
Gloves of Dexterity +6					
Periapt of Wisdom +4					
				Total Weight Carried	

Money			
Copper Pieces	Silver Pieces	Gold Pieces	Platinum Pieces

Carrying Capacities					
Light Load	Medium Load	Heavy Load	Lift Over Head [Equals Max Load]	Lift Off Ground [2 x Max Load]	Push or Drag [3 x Max Load]

[illegible]

Special Abilities / Feats
Feats: Adaptive Style, Dodge, Improved Two-Weapon Fighting, Mobility, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)
Insightful strike (+4 damage when performing a Tiger Claw or ??????? strike)
Evasion
Shifting 3/day (Duration 6 rounds; +2 Str)
Tiger claw synergy (When in a Tiger Claw stance you gain either a +1 dodge bonus to AC or +10 ft enhancement bonus to land speed. The choice is made when you enter the stance. You also gain a +1 bonus to attack with Tiger Claw strikes)
Pouncing strike (As a standard action you may attack once with each kukri. You lose the use of one Tiger Claw strike you have readied.)
Low-light vision and Scent
Rending claws (When shifting, if you hit with both weapons you may, as a swift action, lose the use of one Tiger Claw boost to deal an additional 2d6 damage with the second weapon)

Languages
Common

[illegible]

Maneuvers Known: 20 Maneuvers Readied: 9 Initiator Level: 17th

Desert Wind – inferno blade

Diamond Mind – action before thought, diamond defense, mind over body

Stone Dragon – mountain tombstone strike

Tiger Claw – claw at the moon, dancing mongoose, death from above, feral death blow, flesh ripper, girallon windmill flesh rip, hamstring attack, rabid bear strike, rabid wolf strike, raging mongoose, soaring raptor strike, sudden leap, swooping dragon strike, wolf climbs the mountain, wolf fang strike

Stances Known: 4

Diamond Mind – hearing the air

Shadow Hand – island of blades

Tiger Claw – blood in the water, leaping dragon stance

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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.

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.

Insightful Strike

Diamond Mind

Diamond Mind (Strike)

Level: Swordsage 3, warblade 3

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You study your opponent and spot a weak point in her armor. With a quick, decisive strike, you take advantage of this weakness with a devastating attack.

Your mind rather than your physical power allows you to deal grievous injuries to your foes. When you attack, your training and mental focus allow you to score a telling blow.

As part of this maneuver, make a melee attack. If this attack hits, you do not deal normal damage. Instead, you make a Concentration check and deal damage equal to the check result. Your Strength modifier, your weapon's magical properties (if any), and any other extra damage you normally deal do not modify this check (including extra damage from class abilities, feats, or spells).

Insightful Strike, Greater

Diamond Mind

Diamond Mind (Strike)

Level: Swordsage 6, warblade 6

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your keen eye picks out the slightest imperfection in your opponent's defenses. Your weapon becomes a tool of your mind.

This maneuver functions like insightful strike, except that you deal damage equal to 2 × your Concentration check result.

Mind over Body

Diamond Mind

Diamond Mind (Counter)

Level: Swordsage 3, warblade 3

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your training and mental toughness allow you to use your focus to overcome physical threats. By focusing your mind, you ignore the effect of a deadly poison or debilitating sickness.

Your diligent training and intense mental focus combine to allow you to overcome physical threats with the raw power of your mind.

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

Mind Strike

Diamond Mind

Diamond Mind (Strike)

Level: Swordsage 4, warblade 4

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Will negates

You strike your opponent's head, rattling his senses and causing him to lose focus.

As a warrior who fights with your mind as well as your brawn, you know that attacking a foe's senses is just as valuable as sapping his strength. With this attack, you leave an opponent befuddled and vulnerable.

As part of this maneuver, make a melee attack. If this attack hits, your target must make a Will save (DC 14 + your Str modifier) or take 1d4 points of Wisdom damage. The target ignores the Wisdom damage on a successful save but still takes weapon damage normally.

Moment of Alacrity

Diamond Mind

Diamond Mind (Boost)

Class: Swordsage 6, warblade 6

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

You step into a space between heartbeats and act again while your enemies are still reacting to your last strike.

You can improve your initiative count for the next round and all subsequent rounds of the current encounter. When you initiate this maneuver, your initiative count improves by 20, and your place in the initiative order changes accordingly. This modifier applies at the end of the round. Your place in the initiative order changes to reflect moment of alacrity's effect starting with the next round.

Moment of Perfect Mind

Diamond Mind

Diamond Mind (Counter)

Level: Swordsage 1, warblade 1

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your mental focus and martial study have rendered your will into an unbreakable iron wall. When someone targets you with a spell that seeks to erode your willpower, you steel yourself against the attack.

Between your devoted study, iron will, and supreme focus, you have learned to resist attempts to subvert your willpower. When you feel such an effect try to cloud your mind, you can draw on untapped reserves of energy to counter the attempt.

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

Pearl of Black Doubt

Diamond Mind

Diamond Mind (Stance)

Level: Swordsage 3, warblade 3

Prerequisite: One Diamond Mind maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

With every miss, your opponents become more uncertain, their doubt growing like an irritating pearl in the mouth of a helpless oyster.

You prey on your opponents' fear and lack of confidence. Each failed attack against you reminds them that their skill cannot hope to match yours.

When you enter this stance, you become more difficult to hit with each successive attack that misses you. Each time an opponent misses you with a melee attack, you gain a +2 dodge bonus to AC. This bonus lasts until the start of your next turn and is cumulative for the round. The bonus applies to any attacks made by all opponents until the beginning of your next turn.

Quicksilver Motion

Diamond Mind

Diamond Mind (Boost)

Level: Swordsage 7, warblade 7

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

In the blink of an eye, you make your move. Your speed, reflexes, and boundless confidence combine to allow you to make a fast, bold move that catches your foes off guard.

With a burst of energy, you move forward to press an attack, draw an item from your backpack, or take some other move action. Your training, mental acuity, and drive allow you to move with greater speed and confidence than other warriors.

This maneuver requires a swift action to initiate. You can take a free move action after you initiate this maneuver. You can use any of the options available for a move action. You can then use the rest of your actions as normal. For example, you could use this maneuver to move next to a foe, then take a full attack action. You could move, then make a charge attack, and so forth. The move action you gain from this maneuver provokes attacks of opportunity as normal.

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.

Blood in the Water

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 1, warblade 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The smell of blood drives you into a fury. As you slash into your foe, each fresh wound you inflict spurs you onward.

While you are in this stance, you whip yourself into a terrible rage. When you score a critical hit against an opponent, you enter a near frenzied state from the sight and smell of blood. You gain a +1 bonus on attack rolls and damage rolls. Because this is an untyped bonus, it stacks with each successful critical hit you score.

If you go more than 1 minute without achieving a critical hit, you no longer gain the benefit of the stance.

Claw at the Moon

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You leap into the air, catching your foe off guard as you slice down into him.

You learn to leap into the air and slice at a foe's vulnerable points. Like a great cat, you spring into the air and attack your foe from an unexpected direction.

As part of this maneuver, you attempt a Jump check to leap into the air and make a melee attack that targets your foe's upper body, face, and neck. The Jump check's DC is equal to your target's AC. If this check succeeds, your attack deals an extra 2d6 points of damage. If this attack threatens a critical hit, you gain a +4 bonus on your roll to confirm the critical hit.

If your check fails, you can still attack, but you do not deal extra damage or gain a bonus on a roll to confirm a critical hit. The maneuver is still considered expended.

Dancing Mongoose

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 5, warblade 5

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

You swing your weapons about you in a blur of speed, making a series of devastating attacks in the space of a single breath.

You make a flurry of deadly attacks. After initiating this boost, you can make one additional attack with each weapon you wield (to a maximum of two extra attacks if you wield two or more weapons). These extra attacks are made at your highest attack bonus for each of your respective weapons. All of these attacks must be directed against the same opponent.

Flesh Ripper

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 3, warblade 3

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round or more; see text

Saving Throw: Fortitude negates

With a mixture of careful precision and animal savagery, you tear into a foe to produce jagged wounds that overwhelm him with pain.

As part of this maneuver, you make a melee attack against a single opponent. If this attack hits, the target must make a successful Fortitude save (DC 13 + your Str modifier) or take a –4 penalty on attacks and to AC for 1 round. If your attack is a critical hit, these penalties last for a number of rounds equal to your weapon's critical multiplier. Your target takes normal damage from your attack regardless of the result of the save.

This maneuver functions only against creatures that are vulnerable to critical hits.

Fountain of Blood

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 4, warblade 4

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: 30 ft.

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

Duration: 1 minute

Saving Throw: Will partial; see text

As your foe dies on your blade, you twist and turn your weapon to send blood spraying across the battlefield. Your enemies shriek in fear at their ally's grisly demise.

If you reduce a living opponent to –1 or fewer hit points during your turn, you can initiate this maneuver. Your weapon rips into your foe as she drops, dealing an extra 1d6 points of damage and forcing all your enemies within a 30-foot radius to make successful Will saves (DC 14 + your Str modifier) or be shaken for 1 minute. The foe you drop must be within your threatened area when you initiate this maneuver. For each foe you drop during your turn prior to initiating this maneuver, the save DC increases by 1.

Hamstring Attack

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 7, warblade 7

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude half

Duration: 1 minute

You slice into your opponent's legs, leaving him hobbled and stumbling about.

As part of this maneuver, you make a single melee attack. If this attack hits, it deals damage as normal. In addition, the target takes 1d8 points of Dexterity damage and a –10-foot penalty to speed for 1 minute. A successful Fortitude save (DC 17 + your Str modifier) halves both the Dexterity damage and the speed penalty.

Hunter's Sense

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 1, warblade 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You sniff at the air like a hunting animal. After you focus your mind, an array of scents that normally eludes your awareness becomes clear to you.

Your mastery of the Tiger Claw discipline allows you to become attuned to the feral side of your personality. On a fundamental level, you begin to think more like a wild beast and less like a civilized creature. Your enemies are prey to be hunted down and slain. Your allies are packmates. This shift in view spreads to your physical senses. As long as you are in this stance, you gain the scent special ability (MM 314).

Leaping Dragon Stance

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 3, warblade 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Even when you are trapped in tight quarters and seemingly unable to move, a leap can send you flying gracefully through the air.

The Tiger Claw discipline teaches you to assume a stance that allows you to sail through the air when jumping. You spring from the ground with an unmatched burst of speed and strength.

While you are in this stance, you gain a +10-foot enhancement bonus on Jump checks. In addition, any jumps you make while in this stance are considered running jumps.

Pouncing Charge

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 5, warblade 5

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

With the roar of a wild beast, you throw yourself into the fray. Your weapons are little more than a blur as you hack at your foe with feral speed.

With a ferocious howl, you throw yourself into combat. You move with such speed and ferocity that when you reach your enemy, you unleash a blistering flurry of slashes, cuts, and hacks.

As part of initiating this maneuver, you make a charge attack. Instead of making a single attack at the end of your charge, you can make a full attack. The bonus on your attack roll for making a charge attack applies to all your attack rolls.

Prey on the Weak

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 7, warblade 7

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You scythe through weaker foes like a mighty predator turned loose among a herd of prey.

With each foe you strike, your bloodlust and battle fury rises ever higher. After a brief moment of explosive rage, the foes around you are left bloodied, torn, and moaning.

Whenever an opponent within 10 feet of you drops to –1 or fewer hit points, whether from your attack, an ally's strike, or some other cause, you can immediately make an attack of opportunity against any opponent within your threatened area.

Rabid Bear Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 6, warblade 6

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

With a ferocious roar, you leap upon your enemy like a wild beast, slamming your weapon into her with a madman's fury.

You focus your primal fury into a single attack, laying an opponent low with a mighty blow that splinters bones and shatters steel. As part of this maneuver, you make a single melee attack. You gain a +4 bonus on this attack roll and deal an extra 10d6 points of damage. After completing this maneuver, you take a –4 penalty to AC until the start of your next turn.

Rabid Wolf Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You foam at the mouth and scream in rage as you make a powerful attack against your enemy. You set aside all thoughts of defense as you lunge forward.

For a split-second, you unleash the barely controlled, primal rage that surges within you. As part of this maneuver, you make a single melee attack. You gain a +4 bonus on this attack roll and deal an extra 2d6 points of damage. You take a –4 penalty to AC until the start of your next turn, as this wild strike sends you off balance and hinders your defenses.

Raging Mongoose

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 8, warblade 8

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

You unleash a ferocious volley of attacks, setting aside all thoughts of caution and self-control.

You make a flurry of deadly attacks. After initiating this boost, you can make two additional attacks with each weapon you wield (to a maximum of four extra attacks if you wield two or more weapons). These extra attacks are made at your highest attack bonus for each of your respective weapons. You can spread these attacks out among as many foes as you wish.

Soaring Raptor Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 3, warblade 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You leap into the air, catching a larger opponent by surprise as you jump over its defenses to plunge your weapon into the crown of its head.

With a carefully timed leap, you jump over the target's defenses and attack it from an unexpected angle. You can use this maneuver only against a foe of a larger size category than yours. As part of this maneuver, you make a Jump check with a DC equal to your foe's AC. If this check succeeds, you also make a melee attack as part of this maneuver. If the check fails, you cannot make this attack and the maneuver is still considered expended. You gain a +4 bonus on the attack roll and deal an extra 6d6 points of damage if your attack hits.

Sudden Leap

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 1, warblade 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

You leap to a new position in the blink of an eye, leaving your opponents baffled.

You can make a Jump check as a swift action and move the distance determined by your check result. You provoke attacks of opportunity with this movement, and you must move in a straight line. As with any movement, you can attempt a Tumble check to avoid any attacks you provoke with this sudden leap. You can't move through enemies, unless you succeed on the appropriate Tumble check.

Wolf Climbs the Mountain

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 6, warblade 6

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You slip between a larger foe's legs and strike its exposed side. You then find cover in the shadow of your enemy's bulk.

You can use this maneuver only against an opponent of a size category larger than yours. As part of this maneuver, you enter your target's square without provoking an attack of opportunity. You can then attack your target as part of this maneuver. Your attack deals an extra 5d6 points of damage. You remain within your opponent's space after you complete this maneuver. You gain cover against all attacks as long as you remain in his space, including those made by the target. If the target moves, it leaves you behind but provokes an attack of opportunity from you for leaving your space.

Wolf Fang Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You lash out in a blur of movement with two weapons, hacking into your foe with a combination of feral strength and speed.

You tap into the speed and strength embodied within your feral spirit.

You must fight with two weapons to use this maneuver. If you carry only one weapon, you can choose to make an unarmed strike with your off hand (as an unarmed attack) if you so wish. As part of this maneuver, you make an attack with both weapons you wield against one opponent. Both attacks must target the same creature, and you take a –2 penalty on each attack roll. If your first attack drops your foe to –1 hit points or fewer, you cannot make a second attack.

Death from Above

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 4, warblade 4

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

With a war cry, you leap into the air and lift your weapon high overhead. As you arc downward, your weight and momentum lend bone-crushing force to your attack.

Like a thunderbolt, you slam into your foe from above. You leap upon your enemy and drive him into the ground. The impact of your attack gives you extra force, allowing you to score a deadly hit.

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To use this maneuver, you must be adjacent to a foe. As part of this maneuver, you attempt a DC 20 Jump check. If this check succeeds, you can make a single melee attack against an opponent that you were adjacent to when you began this maneuver. This attack occurs in the air as you soar over your opponent, also as part of the maneuver.

Your attack deals an extra 4d6 points of damage, and your opponent is considered flat-footed against this attack. You then land in any square adjacent to the target of this attack, though no more than 20 feet away from your starting position.

If your Jump check fails, you remain in the last square you occupied before the Jump check and can make a single attack normally. The maneuver is still considered expended.

Wolverine Stance

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 3, warblade 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Like a cornered wolverine, you fight with unmatched ferocity and rage when your opponents force you into close quarters.

When an opponent has you in his grasp, you transform into a snarling, frothing, raging beast. You hack with your weapon at your foe's arms or tentacles, your wild frenzy allowing you to fight even with a large, awkward weapon. When you are in the grasp of a larger foe, your frenzy ignites into an inferno as you desperately attempt to break free.

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While you are in this stance, you can attack a foe grappling you with any one-handed weapon. You do not take the –4 penalty for fighting while grappled. If your foe is of a larger size category than yours, your feral rage ignites and grants you a +4 bonus on damage rolls against that creature while it continues to grapple you.

Wolf Pack Tactics

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 8, warblade 8

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

With each stinging attack that connects against a foe, you slip around him, using the distraction provided by your attacks to prevent him from hindering your movement.

You prowl the battlefield like a mighty hunter. You pick your spots to attack, striking foes when they are most vulnerable before moving on to attack elsewhere. Each attack allows you to move forward and press your advantage.

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While you are in this stance, each successful strike allows you to slowly work your way around an opponent. Each time you make a successful melee attack, you can move 5 feet. This movement does not provoke attacks of opportunity from the creature you struck. You cannot use this stance to move more than your current speed in a single round.

Swooping Dragon Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 7, warblade 7

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Like a dragon, you swoop down upon your foe and let loose with a devastating attack. You leap over her and, as you soar through the air, unleash a devastating volley of attacks.

You leap over an opponent and chop down at her, ruining her defenses and striking with a critical blow.

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As part of this maneuver, you attempt a Jump check to leap over your target. The result of this Jump check must be sufficient to allow you to move through an opponent's space and over her. If you fail the Jump check needed to jump over your foe, you provoke attacks of opportunity for the distance you jump, if applicable. If your jump was too short to clear your opponent but far enough that you would land in a space she occupies, you land adjacent to your opponent in the square closest to your starting square.

If your check is insufficient to jump over your target, you can also make a single attack against your foe with no special benefits or penalties, as long as your target is within reach.

If the check succeeds, you do not provoke attacks of opportunity for leaving threatened squares during your jump. Your foe loses her Dexterity bonus to AC against your melee attack. This attack deals an extra 10d6 points of damage, and the target must succeed on a Fortitude save (DC equal to your Jump check result) or be stunned for 1 round.

Girallon Windmill Flesh Rip

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 8, warblade 8

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Melee attack

Target: One or more creatures

Duration: End of turn

Windmilling your arms in a furious blur, you strike your perplexed enemy from two directions at once, rending his flesh with each strike.

Each of your attacks is precisely timed to maximize the carnage it inflicts. You must be wielding two or more weapons to initiate this maneuver. As you hack into your opponent, you use your weapons together to murderous effect. With a cruel twist of your blade, you widen the wounds you cause with each successive strike.

(Continued on Back)

You must initiate this maneuver before making any attacks in the current round. If you strike an opponent multiple times during your turn, you also deal rend damage. This damage is based on the number of times you strike your opponent during your turn (see the table below). Determine the rend damage dealt immediately after you make your last attack for your turn.

If you attack multiple opponents during your turn, you gain this extra damage against each of them. A creature takes rend damage based on the number of attacks that hit it, not the number of successful attacks you make. For example, if you hit a fire giant three times and an evil cleric twice during your turn, the fire giant takes rend damage for three attacks and the cleric takes rend damage for two attacks.

Successful Attacks	Rend Damage
2	8d6
3	10d6
4	12d6
5	14d6
6	16d6
7	18d6
8+	20d6

Feral Death Blow

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 9, warblade 9

Prerequisite: Four Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

With a primal howl, you leap into the air and land on your opponent, hacking and clawing at his neck.

You leap upon your opponent, rending and tearing with your weapons in an attempt to kill him with a brutally overwhelming assault. You grab onto your foe as you slash and hack at his neck, face, and other vulnerable areas.

(Continued on Back)

To use this maneuver, you must be adjacent to your intended target. As part of this maneuver, make a Jump check with a DC equal to your opponent's AC. If the check succeeds, you can then make a single melee attack against your foe, also as part of this maneuver. The target is considered flat-footed against this attack. If your attack deals damage, your target must attempt a Fortitude save (DC 19 + your Str modifier). If this save fails, your target is instantly slain (his hit points drop to -10). If the save is successful, you deal an extra 20d6 points of damage to the target in addition to your normal weapon damage. Creatures immune to critical hits are immune to the death effect of this strike.

If your Jump check fails, you can make a single attack normally. The maneuver is still considered expended.