

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

Character Information															
Character Name										Player					
Raphek of the Stone Dragon															
Class				Race				Alignment				Deity			
Crusader/Deepstone Sentinel				Dwarf				LG							
Level		Size		Age		Gender		Height		Weight		Eyes		Hair	
12/5		M		131		M		4'1"		158 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		16		+4		22		+6		HP		211			
DEX		12		+1						Damage Reduction		Hit Die Type		SPEED	
CON		16		+3		22		+6						20 ft	
INT		10		+0						Attribute		Total		Base	
WIS		8		-1						AC		24 =		10 +	
CHA		16		+3		22		+6		Shield Bonus		DEX Modifier		Size Modifier	
Attribute		Total		DEX Modifier		Misc. Modifier		+0		+1		+0			
Initiative		+1 =		+1						Natural Armor		Misc. Modifier			
Attribute		Score								+0		+2 deflection			
Base Attack		+15								Touch		Flat-Footed			
Saving Throws										11		21			
		Fortitude		Reflex		Will				Armor Check Penalty		Spell Resistance			
Total		+15 =		+6 =		+10 =									
Base Save		+12		+5		+5				Conditional Modifiers					
Ability Mod		+3		+1		-1									
Magic Mod		+		+		+									
Misc. Mod		+		+		+6 (Cha)									
Temp. Mod															
Attribute		Total		Base Attack Bonus		STR Modifier		Size Modifier		Misc. Modifier		Temp. Modifier			
Melee		+21/+16/+11 =		+15		+6		+0		+					
Attribute		Total		Base Attack Bonus		DEX Modifier		Size Modifier		Misc. Modifier		Temp. Modifier			
Ranged		+16/+11/+6 =		+15		+1		+0		+					
Equipment															
Weapon		Total Attack Bonus		Damage		Critical		Range		Weight		Type		Size	
Unfettered		+26/+21/+16		2d6+13		19-20/x2				8 lbs		S		M	
Special Properties															
+4 greatsword, light fortification, meld into stone 1/day (standard action, CL 10 th , on the first round after stepping out of the stone you gain +2 on attack rolls made as part of a stone dragon strike), enlarge self 1/day (standard action, CL 5 th), charging minotaur maneuver															
Weapon		Total Attack Bonus		Damage		Critical		Range		Weight		Type		Size	
Dwarven Thrower		+19 ranged		2d8+9 plus 1d8 vs. giants		x3		30 ft		5		B		M	
Special Properties															
Returning															
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	
+3 full plate		H		+11		+1		-5				20 ft		50 lbs	
Special Properties															
Shield/Protective Item		Armor Bonus		Weight		Check Penalty		Spell Failure							
Special Properties															
Ammunition															

Gear						
Item	Weight	Item	Weight	Item	Weight	
Bag of holding, type IV						
Cloak of Charisma +6						
Amulet of health +6						
Manual of gainful exercise +2	(read)					
Ring of protection +2						
Wand of cure moderate wounds (37 charges – loaned to Madid)						
				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]

Skills					Max Ranks	/
Cross-Class	Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc. Modifier
	Balance	Dex	+16	+1	20	-5
	Concentration	Con	+23	+3	20	
	Jump	Str	+9	+5	15	-6-5
	Knowledge (dungeoneering)	Int	+5	+0	5	
	Martial Lore	Int	+22	+0	20	
	Survival	Wis	-1	-1	0	
	Underground	Wis	+1	-1		+2

Special Abilities / Feats
Feats: Cleave, Diehard, Extra Granted Maneuver, Extra Smiting, Power Attack, Stone Power (take up to a -5 penalty to attack [on an attack, full attack or stone dragon strike] to gain penalty x2 temporary hit points that last until the beginning of your next turn), Weapon Focus (greatsword) Steely resolve 20 (you may defer up to 20 point s of damage to a Delayed Damage Pool until the end of your next turn) Furious counterstrike (gain a bonus to attack and damage based on the amount in your Delayed Damage Pool [1-9 = +1; 10-14 = +2; 15-19 = +3; 20 = +4]) Zealous surge 1/day (reroll save after roll but before result, must take second roll) Smite 3/day (next attack is made at +6 to hit and +12 to damage) Passwall 5/day (standard action, CL 5 th) Crashing mountain juggernaut (When you start your turn in mountain fortress stance you may take a full-round action to end the stance. If you do the pillar crashes down, all enemies in the difficult terrain area must make a DC 15 Balance check or fall prone. The bonus for stability or extra legs does not apply. You may also make a charge attack as part of this activation, if your charge attack is successful you deal an extra 2d6 damage). Indomitable redoubt (While in the mountain fortress stance you may initiate a stone dragon stance and benefit from both) Stone curse (After successfully striking an opponent, as an immediate action you may force the target to make a Will save DC 23. If the target fails, they are unable to move for 1 round) Dragon's tooth (Standard action, range 60 ft, cause a 5 or 10 foot pillar to erupt from natural unworked earth or stone. A creature standing in the erupting square must make a Ref save DC 23 or fall prone. Dismiss as a standard action.) Awaken the stone dragon 1/encounter (Swift action. All enemies within 60 feet of you must make a DC 23 Ref save or fall prone. Opponents also take 12d6 [half if the Ref save was made].)

Languages
Common, Dwarf

Maneuvers Known: 13 Maneuvers Readied: 7 Maneuvers Granted: 4 Initiator Level: 17th

Devoted Spirit – foehammer

Stone Dragon – adamantine bones, ancient mountain hammer, bonecrusher, bonsplitting strike, earthstrike quake, elder mountain hammer, iron bones, mountain avalanche, mountain hammer, mountain tombstone strike, overwhelming mountain strike, stone vise

Stances Known: 4

Devoted Spirit – martial spirit

Stone Dragon – roots of the mountain, stonefoot stance

Special – mountain fortress stance (When in a stone dragon stance you may forgo the benefits of the stance to enter the mountain fortress stance. When standing on stone or earth you may create a 5-foot tall stone pillar under yourself. Squares adjacent to you are steeply sloped and considered difficult terrain. Any creature attempting to enter or leave one of these squares must make a DC 10 Balance check or fall prone. Creatures that ignore difficult terrain and flyers are immune to this. Creatures with four or more legs or with the stability special quality receive a +4 bonus to the Balance check. You retain the benefit of mountain fortress stance until you end your stone dragon stance or move more than 5 feet. If you only move 5 feet, the pillar moves with you. Creatures in the newly formed difficult terrain area do not need to make the Balance check immediately.

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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).

Adamantine Bones

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 8, swordmage 8, warblade 8

Prerequisite: Three Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: 1 round

You are an impenetrable tower of defiance on the battlefield. Attacking you is as fruitless as striking a mountain with a walking stick.

The supreme focus, mental toughness, and physical durability taught by the Stone Dragon discipline culminate in this powerful combat maneuver. When you make a successful attack, your mind focuses your body into the equivalent of a living shard of rock. Even the most ferocious attacks bounce off you without harm.

As part of this maneuver, you make a single melee attack. If this attack hits, you gain damage reduction 20/adamantine for 1 round.

Ancient Mountain Hammer

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 7, swordmage 7, warblade 7

Prerequisite: Three Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature or unattended object

You put the weight of a great mountain behind your attack, pounding through armor and bone.

As part of this maneuver, you make a single melee attack. This attack deals an extra 12d6 points of damage and automatically overcomes damage reduction and hardness.

Bonesplitting Strike

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 4, swordmage 4, warblade 4

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your attack slams home with a ferocious crack of shattered bones and pulped flesh. Your target reels backward, still alive but severely crippled. A Stone Dragon adept is an implacable foe. Your attacks smash through armor and turn bone into dust. By focusing your strength into a single, devastating attack, you smash an opponent to the core. His very health and endurance are left wrecked by your attack.

As part of this maneuver, you make a single melee attack. If your attack hits, the target takes normal damage as well as 2 points of Constitution damage.

Boulder Roll

Stone Dragon

Stone Dragon (Boost)

Level: Crusader 4, swordmage 4, warblade 4

Initiation Action: 1 full-round action

Range: Personal

Target: You

Duration: Instantaneous

Like a boulder tumbling down a mountainside, you slam through your enemies.

You are an implacable foe once you gain enough momentum. As you move across the battlefield, your foes must stand aside or be crushed beneath your feet.

If you make an overrun attack (*PHB* pg. 157), you can initiate this boost.

You gain a +4 bonus on your Strength check made to overrun, and if you fail your check, your target can't knock you prone. You simply stop moving in the last legal space you occupied. You do not provoke attacks of opportunity for the movement or the overrun attempts.

Charging Minotaur

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 1, swordmage 1, warblade 1

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You charge at your foe, blasting him with such power that he stumbles back. As you roar across the battlefield, your position yourself to deliver a devastating charge attack. When you slam into an opponent, you crush him with concussive force and send him stumbling backward.

As part of this maneuver, you make a bull rush attack (*PHB* pg. 154) as part of a charge. Neither the movement nor the bull rush attack provokes attacks of opportunity. Resolve the bull rush attempt normally. If your Strength check exceeds the opponent's result, you deal bludgeoning damage equal to 2d6 + your Str modifier in addition to pushing the target back as normal. Assuming your Strength check is high enough, you can push your target back more than 5 feet (as normal for a bull rush, but without having to follow).

Colossus Strike

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 7, swordmage 7, warblade 7

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Focusing your strength with a deep, rumbling shout, you execute an attack that sends your opponent flying through the air.

As part of this maneuver, you make a melee attack against your foe. This attack deals an extra 6d6 points of damage, and the creature struck must succeed on a Fortitude save (DC 17 + your Str modifier) or be hurled 1d4 squares away from you, falling prone in that square. A creature of a smaller size category than yours gets a –2 penalty on this save; a creature of a larger size category than yours gets a +2 bonus on the save. The enemy's movement doesn't provoke attacks of opportunity. If an obstacle blocks the creature's movement, it instead stops in the first unoccupied square.

Crushing Weight of the Mountain

Stone Dragon

Stone Dragon (Stance)

Level: Crusader 3, swordmage 3, warblade 3

Prerequisite: One Stone Dragon maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You crush your opponent beneath you, squeezing the life out of him as you pin him to the ground.

Engaging in close combat against you is, at best, a foolish prospect.

Drawing on your understanding of the Stone Dragon discipline, you squeeze a foe within your grasp and force the life from him.

While you are in this stance, you gain the ability to constrict for 2d6 points of damage + 1-1/2 times your Str bonus (if any). You can constrict an opponent that you grapple by making a successful grapple check.

Elder Mountain Hammer

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 5, swordmage 5, warblade 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature or unattended object

You draw strength from the earth beneath your feet and transfer it into ruinous power. Your next attack drops like an avalanche upon your foe, hammering him into submission.

The students of the Stone Dragon discipline learn to tap into the power of the earth, channel its endless strength, and use it to grant their attacks tremendous force. A strike delivered by a Stone Dragon adept can shatter a warrior's shield, turn a wooden door into splinters, or slay an ogre with a single blow.

When you use this maneuver, you make a single melee attack. That attack deals an extra 6d6 points of damage and automatically overcomes damage reduction and hardness.

Iron Bones

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 6, swordsage 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, swordsage 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, swordsage 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, swordsage 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, swordsage 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, swordsage 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, swordsage 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.

Roots of the Mountain

Stone Dragon

Stone Dragon (Stance)

Level: Crusader 3, swordmage 3, warblade 3

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You crouch and set your feet flat on the ground, rooting yourself to the spot you stand. Nothing can move you from this place.

Like a living mountain, you choose your position on the battlefield and sink your roots into the earth. With your spot chosen on the field, you cannot be shifted from your position.

(Continued on Back)

While you are in this stance, you gain a +10 bonus on checks to resist bull rush, overrun, and trip attacks, as well as on grapple checks made to resist an opponent's grapple attempt. Any creature that attempts to move through your threatened area or the space you occupy takes a –10 penalty on any Tumble checks it makes. This stance also grants you damage reduction 2/—.

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.

Overwhelming Mountain Strike

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 4, swordmage 4, warblade 4

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

Saving Throw: Fortitude partial

Your mighty strike temporarily disorients your opponent, costing him precious seconds as he shakes off the attack.

You slam your foe with a mighty strike, almost knocking him from his feet and forcing him to find his footing and steady himself before he can react.

(Continued on Back)

As part of this maneuver, you make a melee attack. This attack deals an extra 2d6 points of damage. If the creature you hit is standing on the ground, your attack also causes the target to lose its ability to take a move action for 1 round. It can otherwise act normally. A successful Fortitude save (DC 14 + your Str modifier) by the creature struck negates the loss of its move action, but not the extra damage.

This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target need not save against the action loss effect, but still takes the extra damage.

Mountain Avalanche

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 5, swordmage 5, warblade 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

Saving Throw: Reflex half; see text

You wade through your enemies like a stone giant rampaging through a mob of orcs. You crush them underfoot and drive them before you, leaving a trail of the dead in your wake.

As part of this maneuver, you can move up to double your speed and trample your opponents. You can enter the space of any creature of your size category or smaller. If you enter and occupy all of the space occupied by such a creature, it takes damage equal to 2d6 + 1-1/2 times your Str bonus (if any).

(Continued on Back)

You can deal trampling damage to a creature only once per round, no matter how many times you move into or through its space. You must move into every square a creature occupies to trample it. If you move over only part of the space a creature occupies (for example, you are a Large creature moving over half the space of a Large opponent), it can either attempt an attack of opportunity against you or it can attempt a Reflex save (DC 15 + your Str modifier) to avoid half of your trampling damage.

Irresistible Mountain Strike

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 6, swordmage 6, warblade 6

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

Saving Throw: Fortitude partial

You slam your weapon into your foe with irresistible force. He can barely move as he struggles to marshal his defenses against you.

Your mighty attack causes your opponent to stagger aimlessly for a few key moments, leaving him unable to act fully on his next turn.

(Continued on Back)

As part of this maneuver, you make a single melee attack. This attack deals an extra 4d6 points of damage. A creature hit by this strike must also make a successful Fortitude save (DC 16 + your Str modifier) or be unable to take a standard action for 1 round. It can otherwise act as normal. A creature that successfully saves still takes the extra damage. This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target need not save against the action loss effect, but still takes the extra damage.

Giant's Stance

Stone Dragon

Stone Dragon (Stance)

Level: Crusader 5, swordsage 5, warblade 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You swing your weapon in a wide, deadly arc that slams into your foe with incredible force. Only your mastery of the Stone Dragon techniques allows you to make such reckless blows without losing your footing.

Tapping into the power of the Stone Dragon, you strike with resolute, irresistible force. You learn to set the full weight of your body into each of your attacks. A warrior with less skill would lose his balance and fall to the ground when using this fighting style.

(Continued on Back)

While you are in this stance, you deal damage as if you were one size larger than normal, to a maximum of Large. This benefit improves your weapon and unarmed strike damage. It does not confer any of the other benefits or drawbacks of a change in size, such as a modifier to ability scores or AC, or an improved reach.

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.

Earthstrike Quake

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 8, swordsage 8, warblade 8

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius burst, centered on you

Duration: Instantaneous

Saving Throw: Reflex negates

You swing your weapon in a wild arc, slamming it into the ground at your feet. Energy surges out from you, causing the ground to shudder with a sharp tremor.

(Continued on Back)

You channel ki into the earth with your mighty strike, causing the ground to rumble and shake briefly. Anyone standing on the ground in this maneuver's area must make a successful Reflex save (DC 18 + your Str modifier) or be knocked prone. Any creature standing on the ground in this area that is currently casting a spell must succeed on a Concentration check (DC 20 + spell level) or lose the spell.

You are immune to the effect of the earthstrike quake maneuver. Your allies must still save as normal against its effect.

Walls and similar barriers don't block the line of effect of an earthstrike quake.

Crushing Vise

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 6, swordsage 6, warblade 6

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

The overwhelming power behind your attack leaves your opponent unable to move. The punishing strike forces it to waste a few moments shrugging off the effects of your attack.

By making a powerful, focused blow, you leave your opponent unable to move. The crushing weight of your attack forces it to waste a precious moment regaining its footing.

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As part of this maneuver, you make a melee attack. This attack deals an extra 4d6 points of damage. If the creature you hit is standing on the ground, your attack also drops the target's speed to 0 feet (for all movement types) for 1 round. It can act normally in all other ways.

This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target is immune to the speed reducing effect, but not to the extra damage.

Bonecrusher

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 3, swordsage 3, warblade 3

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: See text

Save: Fortitude partial; see text

You deliver your attack, and your enemy's eyes jerk wide open in panic as his skeleton begins to fracture in hundreds of places.

As part of this maneuver, you make a melee attack. If your attack hits, it deals an extra 4d6 points of damage. The creature struck must succeed on a Fortitude save (DC 13 + your Str modifier) or its skeletal structure becomes massively weakened, and all rolls made to confirm a critical hit against the target gain a +10 bonus. A successful save does not negate the extra damage.

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This effect lasts until the target's hit points are restored to their full normal total, whether by magical or normal healing.

Creatures without a discernible anatomy or that are immune to critical hits are immune to this maneuver's special effect. The extra damage still applies against such targets.