

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

Character Information									
Character Name					Player				
Sihol of the Diamond Mind									
Class		Race		Alignment		Deity			
Warblade/Eternal Blade		Elf		LG					
Level	Size	Age	Gender	Height	Weight	Eyes	Hair		
10/7	M	178	M	5'2"	130 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	152			
DEX	18	+4	20	+5	Damage Reduction		Hit Die Type		<b>SPEED</b>
CON	14	+2							30 ft
INT	12	+1	18	+4	Attribute	Total	Base	Armor Bonus	
WIS	8	-1			AC	38 =	10 +	+10	
CHA	10	+0			Shield Bonus		DEX Modifier		Size Modifier
Attribute	Total	DEX Modifier		Misc. Modifier	+6		+5		+0
Initiative	+8 =		+4		Natural Armor		Misc. Modifier		
Attribute		Score			+5		+2 deflection		
Base Attack		+17			Touch		Flat-Footed		
Saving Throws					17		33		
	Fortitude	Reflex	Will		Armor Check Penalty		Spell Resistance		
Total	+15 =	+15 =	+7 =						
Base Save	+12	+5	+5		Conditional Modifiers				
Ability Mod	+2	+5	-1						
Magic Mod	+1	+1	+1						
Misc. Mod	+	+4 (INT)	+2						
Temp. Mod									
Attribute	Total	Base Attack Bonus		STR Modifier	Size Modifier		Misc. Modifier		Temp. Modifier
Melee	+19/+14/+9/+4 =	+17		+2	+0		+		
Attribute	Total	Base Attack Bonus		DEX Modifier	Size Modifier		Misc. Modifier		Temp. Modifier
Ranged	+22/+17/+12/+7=	+17		+5	+0		+		
Equipment									
Weapon	Total Attack Bonus	Damage	Critical	Range	Weight	Type	Size		
Supernal Clarity	+29/+24/+19/+14	1d6+11	15-20/x2 (+4 [INT] on confirm)		1 lb	P	M		
Special Properties									
+4 keen rapier, Intimidating Strike (use Sapphire Nightmare Blade 5/day), Diamond Strike (+1 insight bonus to attack when using a Diamond Mind strike), Psychic Poise (you may choose to make a Concentration check in place of a Balance check 3/day, Haste 5/day (duration 1 round, swift action), Freedom of Movement 1/day (duration 1 minute, immediate action)									
Weapon	Total Attack Bonus	Damage	Critical	Range	Weight	Type	Size		
+1 flaming burst trident	+23 ranged	1d8+2 plus 1d6 fire	x2 (+4 [INT] on confirm) plus 1d10 fire	10 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		
+5 mithral breastplate	L	+10	+5	-1		30 ft	15 lbs		
Special Properties									
Shield/Protective Item	Armor Bonus		Weight		Check Penalty		Spell Failure		
+4 mithral heavy shield	+6		7 ½ lbs		-0				
Special Properties									

Gear										
Item	Weight	Item	Weight	Item	Weight					
Winged boots										
Pale green prism ioun stone										
Amulet of natural armor +5										
Headband of intellect +6										
Major ring of electricity resistance 20										
Gloves of Dexterity +2										
Ring of protection +2										
					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	+7	+5	0	+2-1+1
	Concentration	Con	+25	+2	20	+2+1
	Diplomacy	Cha	+21	+0	20	+1
	Intimidate	Cha	+21	+0	20	+1
	Jump	Str	+24	+2	20	+2-1+1
	Tumble	Dex	+27	+5	20	+2-1+1
Blade Guide Skill	Knowledge (arcana)	Int	+11	+4	7	
Blade Guide Skill	Knowledge (religion)	Int	+11	+4	7	
Blade Guide Skill	Knowledge (the planes)	Int	+11	+4	7	
						+1
	All skill and ability checks (ioun stone)					

Special Abilities / Feats	
<b>Feats:</b> Blade Meditation (Diamond Mind) [+1 DC on Diamond Mind maneuvers], Greater Weapon Focus (rapier), Greater Weapon Specialization (rapier), Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)	
Improved uncanny dodge	
Battle cunning (gain insight bonus to damage against flat-footed or flanked opponents equal to your Int bonus)	
Blade guide (see Tome of Battle for details)	
Eternal training 4/day (1/encounter gain either an insight bonus to attack and damage vs. a single creature type OR gain the use of a Diamond Mind or Devoted Spirit maneuver for which you meet the prerequisites)	
Guided strike (as a swift action you may overcome an enemy's damage reduction for the remainder of your turn)	
Defensive insight (as a swift action you gain an insight bonus to your AC equal to your INT bonus against a single opponent until the beginning of your next turn)	

Languages										

Spell Save									DC Modifier	
Level	Zero	First	Second	Third	Fourth	Fifth	Sixth	Seventh	Eighth	Ninth
Spell Save DC										
Spells Per Day										
Bonus Spells										
Number of Spells Known										
Zero	First	Second	Third	Fourth	Fifth	Sixth	Seventh	Eighth	Ninth	

**Maneuvers Known: 12    Maneuvers Readied: 7**

**Diamond Mind** – action before thought, avalanche of blades, bounding assault, diamond defense, disrupting blow, emerald razor, greater insightful strike, insightful strike, mind over body, mind strike, rapid counter, time stands still

**Stances Known: 4**

**Diamond Mind** – hearing the air, stance of alacrity, stance of clarity

**Iron Heart** – punishing stance

**pdfMachine** - is a pdf writer that produces quality PDF files with ease!

**Get yours now!**

"Thank you very much! I can use Acrobat Distiller or the Acrobat PDFWriter but I consider your product a lot easier to use and much preferable to Adobe's" A.Sarras - USA

## 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.

## Rapid Counter

Diamond Mind

Diamond Mind (Counter)

**Level:** Swordsage 5, warblade 5

**Initiation Action:** 1 immediate action

**Range:** Personal

**Target:** You

*You lash out, your weapon a blur, hammering at the slightest gap that appears in your foe's defenses.*

This maneuver allows you to make a free attack against a reckless enemy. When a foe provokes an attack of opportunity from you, you can initiate this maneuver. As part of this maneuver, you make an immediate melee attack against the foe that provoked the attack of opportunity. This attack does not replace the normal attack of opportunity you receive. You can also use this maneuver before making your normal attack of opportunity when an opponent provokes (or vice versa).

The attack granted by the maneuver is not an extra attack of opportunity. You can initiate this maneuver before, after, in addition to, or instead of making an attack of opportunity against an opponent (thus possibly saving your attack of opportunity to use against another enemy later in the round).

## Ruby Nightmare Blade

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

*With a moment's thought, you instantly perceive the deadliest place to strike your enemy as you study her defenses, note gaps in her armor, and read subtle but important clues in how she carries herself or maintains her fighting stance.*

The ruby nightmare blade is a favored finishing move of warriors who study the Diamond Mind discipline. By intently analyzing your foe's stance and moves, you find the precise spot that you must strike to end the fight with a decisive blow. You attempt a Concentration check as part of this maneuver, using the target creature's AC as the DC of the check. You then make a single melee attack against your target. This attack is also made as part of this maneuver. If your Concentration check succeeds, this melee attack deals double normal melee damage. If your check fails, your attack is made with a –2 penalty and deals only normal melee damage.

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

## Sapphire Nightmare Blade

Diamond Mind

Diamond Mind (Strike)

**Level:** Swordsage 1, warblade 1

**Initiation Action:** 1 standard action

**Range:** Melee attack

**Target:** One creature

*You study your enemy for a brief moment, watching his defensive maneuvers and making a strike timed to take advantage of a lull in his vigilance.*

The sapphire nightmare blade is one of the most basic, but important, maneuvers that a Diamond Mind adept studies. It illustrates that a keen mind can pierce even the toughest defenses.

You attempt a Concentration check as part of this maneuver, using the target creature's AC as the DC of the check. You then make a single melee attack against your target. The attack is also part of this maneuver. If your Concentration check succeeds, the target is flat-footed against your attack, and you deal an extra 1d6 points of damage. If your check fails, your attack is made with a –2 penalty and deals normal damage.

## Stance of Alacrity

Diamond Mind

Diamond Mind (Stance)

**Level:** Swordsage 8, warblade 8

**Prerequisite:** Three Diamond Mind maneuvers

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*Your mind and body meld, granting you an edge in combat. You move slightly faster than normal due to a combination of confidence, training, and clarity of mind. This slight edge adds up with each action.*

Your mental swiftness translates to physical action on the battlefield. You are constantly on edge, allowing you to react to multiple attacks and threats. Most warriors can only manage a single counter move each round.

While you are in this stance, you can use one counter per round without taking an immediate action. You cannot use the same maneuver two times in a round. In essence, one counter you use during the round does not require an immediate action. If you have already taken an immediate action within the past round, such as casting a feather fall spell, you can still use this stance to initiate a counter.

## Stance of Clarity

Diamond Mind

Diamond Mind (Stance)

**Level:** Swordsage 1, warblade 1

**Initiation Action:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** Stance

*You focus your efforts on a single opponent, studying his moves and preparing an attack. Your other opponents fade from sight as your mind locks onto your target.*

This stance allows you to focus on a single opponent to the exclusion of all others. You read your foe's fighting stance, his favored attacks, and the methods he used to train. By combining these factors into a single analysis of his abilities, you see how to foil his attacks.

While you are in this stance, you must choose a single opponent as your target at the start of your turn. You gain a +2 insight bonus to AC against that foe until you change the target of this stance. You take a –2 penalty to AC against all other opponents while using stance of clarity.

## Time Stands Still

Diamond Mind

Diamond Mind (Strike)

**Level:** Swordsage 9, warblade 9

**Prerequisite:** Four Diamond Mind maneuvers

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

**Range:** Personal

**Target:** You

*The raindrops themselves stand still as you act at the speed of thought. You move like a blur, catching your enemies by surprise with a complex action carried out in a tiny fraction of the time normally needed to complete it.*

In an unmatched burst of speed, agility, and decisive action, you move more quickly than the eye can follow. You can lash out with your blade, striking your opponent so rapidly that observers can't keep track of your moves.

As part of this maneuver, you can use a full attack action two times in succession. Take your first full attack as normal. Once you have resolved those attacks, you can then take another full attack action. You must resolve these actions separately. You cannot combine the attacks provided by both actions as you wish. Instead, you must take them separately and in order as normal for a full attack.