

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

Character Information									
Character Name					Player				
Tulan Seine									
Class		Race		Alignment		Deity			
Monk/Swordsage/Shadow Sun Ninja		Human		LG					
Level	Size	Age	Gender	Height	Weight	Eyes	Hair		
6/1/10	M	50	M	5'8"	151 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	122			
DEX	14	+2	20	+5	Damage Reduction		Hit Die Type		SPEED
CON	12	+1	14	+2					80 ft
INT	10	+0			Attribute	Total	Base		Armor Bonus
WIS	20	+5	22	+6	AC	31 =	10 +		+7
CHA	8	-1			Shield Bonus		DEX Modifier		Size Modifier
Attribute	Total		DEX Modifier		Misc. Modifier		+0		+5
Initiative	+3 =		+2		+1		Natural Armor		Misc. Modifier
Attribute			Score				+0		+6 (Wis) +3 (Class)
Base Attack			+11		Touch		Flat-Footed		
Saving Throws					24		26		
	Fortitude	Reflex	Will		Armor Check Penalty		Spell Resistance		
Total	+15 =	+20 =	+21 =						
Base Save	+13	+14	+14		Conditional Modifiers				
Ability Mod	+1	+5	+6		+2 vs. enchantments				
Magic Mod	+1	+1	+1		Immunity to non-supernatural and non-magical disease				
Misc. Mod	+	+	+						
Temp. Mod									
Attribute	Total		Base Attack Bonus		STR Modifier		Size Modifier		Misc. Modifier
Melee	+13/+8/+3 =		+11		+2		+0		+
Attribute	Total		Base Attack Bonus		DEX Modifier		Size Modifier		Misc. Modifier
Ranged	+16/+11/+6 =		+11		+5		+0		+
Equipment									
Weapon	Total Attack Bonus	Damage	Critical	Range	Weight	Type	Size		
Unarmed strike	+19/+19/+19/+14/+9	2d10+7	x2			B			
Special Properties									
Ki strike (magic)									
Weapon	Total Attack Bonus	Damage	Critical	Range	Weight	Type	Size		
+4 shuriken	+20/+20/+20/+15/+10	1d2+6	x2	10 ft	½ lb per 5	P	M		
Special Properties									
Weapon	Total Attack Bonus	Damage	Critical	Range	Weight	Type	Size		
Touch of the shadow sun	+19 touch	2d8+6	x2			Special			
Special Properties									
Deals negative energy damage. The following round a positive energy charge builds that can be used to heal (this is a swift action if the target does nothing to prevent you from touching them). The two aspects cannot be used together on the same round and you cannot use the negative energy touch until the positive energy is discharged. The two effects have an opposite effect on undead.									
Armor/Protective Item	Type	Armor Bonus	Max DEX Bonus	Check Penalty	Spell Failure	Speed	Weight		
Special Properties									
Shield/Protective Item	Armor Bonus		Weight		Check Penalty		Spell Failure		
Special Properties									
Ammunition									

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Gear						
Item	Weight	Item	Weight	Item	Weight	
Amulet of mighty fists +5						
Bracers of armor +7						
Gloves of dexterity +6						
Tome of understanding +2	(read)					
Incandescent blue sphere ioun stone						
Pink rhomboid ioun stone						
Cloak of resistance +1						
				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	+9	+5	2	+2
	Diploacy	Cha	+1	-1	0	+2
	Hide	Dex	+25	+5	20	
	Jump	Str	+44	+2	20	+2+20
	Move Silently	Dex	+25	+5	20	
	Sense Motive	Wis	+26	+6	20	
	Tumble	Dex	+27	+5	20	+2

Special Abilities / Feats
Feats: Adaptive Style, Deflect Arrows, Dodge, Extra Readied Maneuver, Fallen Sun Attack (make setting sun strike a stunning attack, +1 DC to stunning attack and setting sun strikes), Improved Trip, Improved Unarmed Strike, Mobility, Snatch Arrows, Stunning Fist, Superior Unarmed Strike, Weapon Focus (unarmed strike)
Evasion
Slow fall 30 ft
Flame of the shadow sun (immediate action to shroud self in dark energy that provides resistance to cold 10. If this resistance reduces damage against an attack or effect, you can use a swift action on your next turn to hurl a bolt of fire up to 60 ft as a ranged touch attack that deals 2d6 fire damage)
Light within darkness (If you make a melee attack the round following a successful Hide check, you burst into a searing corona of light. All opponents who failed to Spot you must make a Fort save DC 24 or be blinded for 1 round) Darkness within light (You may close your eyes, effectively blinding yourself, willfully ignoring other senses that may help you pinpoint a creature. You gain a bonus against other blinded opponents. You ignore the normal penalties for fighting blind against such opponents and instead gain +4 to attack and damage and the opponent suffers -2 to saves vs. your stunning fist attacks. You gain this benefit whether you willfully suffer blindness or are robbed of your senses.)
Void of the shadow sun (As a swift action you wreath yourself in a halo of bright flaming light. You gain a +2 deflection bonus to AC until the start of your next turn. If an opponent successfully hits you, you lose the deflection bonus to AC and cannot use this ability on your next turn. Instead, you can project a pulse of frigid black energy in a 30-foot radius around you as a standard action that deals 8d6 cold damage (Fort save DC 24 halves))
Child of shadow and light (While in a setting sun or shadow hand stance you may end the effects of the stance as a swift action. You begin to alternate a 60-foot aura of light and darkness [you choose which to start], switching from one to the other each round. The light aura dazzles all enemies, the darkness aura creates an area of total darkness). Both are considered to be 9 th -level spells for how they interact with magical light or darkness. You cannot start this effect the same round you stop. Resuming the normal effect of your stance is a swift action.
Balance of light and dark 1/day (As a swift action transform into a shadow figure for 1 minute. Gain immunity to critical hits, mind-affecting abilities, death attacks, energy drain and poison. +8 bonus on Hide checks. Negative energy effects heal you. Gain a +4 to attack against opponents in areas of darkness or shadowy illumination. You may choose to bestow one negative level for each successful unarmed strike. You heal 5 hit points per negative level bestowed. These negative levels disappear in 1 hour. At the end of the transformation take 1 point of Con damage per negative level you bestowed.)

Languages
Common

Maneuvers Known: 10 Maneuvers Readied: 7 Initiator Level: 14th

Desert Wind – burning brand

Setting Sun – baffling defense, ballista throw, clever positioning

Shadow Hand – bloodletting strike, cloak of deception, drain vitality, shadow jaunt, strength draining strike

Stone Dragon – mountain hammer

Stances Known: 2

Shadow Hand – assassin's stance, island of blades

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Blistering Flourish

Desert Wind

Desert Wind (Strike)

Level: Swordsage 1

Initiation Action: 1 standard action

Range: 30 ft.

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

Duration: 1 minute

Saving Throw: Fortitude negates

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

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

Burning Blade

Desert Wind

Desert Wind (Boost) [Fire]

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

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

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

Burning Brand

Desert Wind

Desert Wind (Boost) [Fire]

Level: Swordsage 2

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

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

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

Desert Tempest

Desert Wind

Desert Wind (Strike)

Level: Swordsage 6

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

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

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

Distracting Ember

Desert Wind

Desert Wind (Boost)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: 30 ft.

Effect: One summoned fire elemental

Duration: End of turn

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

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

This maneuver is a supernatural ability.

Dragon's Flame

Desert Wind

Desert Wind (Strike) [Fire]

Level: Swordsage 5

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 standard action

Range: 30 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

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

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

This maneuver is a supernatural ability.

Fan the Flames

Desert Wind

Desert Wind (Strike) [Fire]

Level: Swordsage 3

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 standard action

Range: 30 ft.

Target: One creature

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

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

This maneuver is a supernatural ability.

Fiery Assault

Desert Wind

Desert Wind (Stance) [Fire]

Level: Swordsage 6

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

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

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

This stance is a supernatural ability.

Baffling Defense

Setting Sun

Setting Sun (Counter)

Level: Swordsage 2

Prerequisite: One Setting Sun maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: You

You crouch balanced on one foot, hands held high over your head. Your foe hesitates, unsure of how to attack you in this unlikely stance.

If your opponent strikes you on his turn, you can replace your AC with the result of a Sense Motive check as an immediate action. You must decide whether to initiate this maneuver before you know the result of your opponent's attack (but after the attack is declared). Your Sense Motive check applies to only one attack. You must be aware of the attack to which you will apply the effect of this maneuver. If you are flat-footed against the incoming attack, you cannot use this maneuver.

Hydra Slaying Strike

Setting Sun

Setting Sun (Strike)

Level: Swordsage 7

Prerequisite: Three Setting Sun maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You take stock of an opponent's fighting style and make a single, carefully aimed attack that leaves the creature unable to make all of its attacks.

You take careful aim at an enemy creature, striking it with the precise amount of force needed to push it off guard and leave it unable to bring all of its attacks to bear. Your opponent must spend critical seconds adjusting its guard and reevaluating its surroundings.

As part of this maneuver, make a single melee attack. If this attack hits, your target takes normal damage and cannot make a full attack on its next turn. Otherwise, it can act normally.

Scorpion Parry

Setting Sun

Setting Sun (Counter)

Level: Swordsage 6

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

You knock your opponent's attack aside, guiding his weapon into one of his allies.

Your keen eye and ability to discern a foe's motives and intentions allow you to deflect an incoming attack into a different target.

If an opponent attacks you, you can initiate this maneuver to make an opposed attack roll as an immediate action. If your foe's result is higher, he attacks you as normal. If your result is higher, you can choose a creature adjacent to you and within your opponent's threatened area.

The chosen creature is the new target of your foe's attack. Use your enemy's original attack roll result to determine if he strikes the new target.

Stalking Shadow

Setting Sun

Setting Sun (Counter)

Level: Swordsage 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

When the creature you are battling tries to back away, you step next to it in the blink of an eye, forcing it to stand and fight or suffer the consequences of withdrawal.

Using your watchful eye and your ability to judge an opponent's actions, you move at precisely the same time your enemy begins to move.

If an opponent in a square adjacent to you moves, you can initiate this maneuver to make a 5-foot step into the space (or one of the squares) it occupied. This movement does not provoke attacks of opportunity.

Fool's Strike

Setting Sun

Setting Sun (Counter)

Level: Swordsage 8

Prerequisite: Three Setting Sun maneuvers

Initiation Action: 1 immediate action

Range: Melee attack

Target: One creature

A creature strikes, but you turn the blow straight back at it.

When an enemy attacks you on its turn, you can attempt to block the blow and send it back at that creature. You step into the attack and redirect it. This maneuver pits your skill against that of your foe.

If an opponent attacks you, you can initiate this maneuver to make an opposed attack roll as an immediate action. If your foe's result is higher, he attacks you as normal. If your result is higher, your foe rolls damage as normal for the attack and takes that much damage.

Mirrored Pursuit

Setting Sun

Setting Sun (Counter)

Level: Swordsage 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your movements perfectly match your foe's, allowing you to move as she does. Try as she might to escape, you remain at her side.

Your ability to study a foe and match her motions allows you to remain within arm's reach at all times. Your opponent cannot hope to escape you.

When an opponent adjacent to you moves, you can initiate this maneuver to immediately move to any square adjacent to her as soon as she stops moving, as long as the distance you cover is less than or equal to your speed. This movement does not provoke attacks of opportunity.

Shifting Defense

Setting Sun

Setting Sun (Stance)

Level: Swordsage 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You duck and move as you dodge your opponent's attacks. Slowly but surely, each attack gives you the opportunity to move across the battlefield.

Your ability to read your opponents' moves and use their strength against them allows you to shift your position during a battle. Each failed attack gives you the split-second you need to move without drawing attacks.

While you are in this stance, you can make an immediate 5-foot step each time an opponent attacks you. Moving in this manner consumes one of your attacks of opportunity in the current round. You cannot move in this manner if you have no attacks of opportunity remaining. This movement does not provoke attacks of opportunity.

Strike of the Broken Shield

Setting Sun

Setting Sun (Strike)

Level: Swordsage 4

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Reflex partial

You study your opponent and deliver an attack precisely aimed to ruin his defenses and force him to scramble for his balance. While he struggles to ready himself, he becomes more vulnerable to your attacks.

As part of this maneuver, make a single melee attack. This attack deals an extra 4d6 points of damage. In addition, the target must make a Reflex save (DC 14 + your Str modifier) or become flat-footed until the start of his next turn. The target takes damage (normal melee damage plus the extra damage) even if his save succeeds. If the target cannot be caught flat-footed (he has uncanny dodge, for example), he still takes the extra damage from the strike but otherwise suffers no ill effect.

Counter Charge

Setting Sun

Setting Sun (Counter)

Level: Swordsage 1

Initiation Action: 1 immediate action

Range: Melee attack

Target: One creature

With a quick sidestep, you send a charging opponent sprawling.

With this counter, you can attempt to redirect a creature that intends to make a charge attack against you. Immediately before the creature makes its charge attack, make your choice of an opposed Strength or Dexterity check against it. The target makes its check using the same ability you chose for your check.

(Continued on Back)

If you are of a larger size category than the attacking creature, you use your superior bulk to redirect your foe and gain a +4 bonus on your Strength check (if you opt for a Strength check). If you are of a smaller size category, you use leverage, misdirection, and trickery to gain a +4 bonus on your Dexterity check (if you use that option).

If you succeed on the Strength or Dexterity check, the creature does not get to attack you. You can then move it up to 2 squares in a direction of your choice away from you.

If you fail the Strength or Dexterity check, the creature gains a +2 bonus on its charge attack, in addition to the normal +2 bonus from taking the charge attack action.

Comet Throw

Setting Sun

Setting Sun (Strike)

Level: Swordsage 4

Prerequisite: One Setting Sun maneuver

Initiation Action: 1 standard action

Range: Touch

Target: Creature touched; see text

Saving Throw: Reflex partial; see text

You use your foe's momentum against him, throwing him through the air to crash into a second enemy.

This maneuver functions like mighty throw (*ToB* pg. 73), except as noted here.

As part of this maneuver, you must succeed on a melee touch attack against your foe. You can then make a trip attempt against your enemy. You gain a +4 bonus on the ability check.

(Continued on Back)

If you succeed in tripping your foe, you throw him up to 10 feet away from you in a direction of your choice. You select your enemy's destination square. The target falls prone in that space and takes 4d6 points of damage. For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw range. For example, if you win by 10, you can place your foe in any space within 20 feet of you. You can throw your opponent into a space occupied by a second foe. In this case, the opponent in the target square also takes 4d6 points of damage and is knocked prone. A Reflex save (DC 14 + your Str modifier) halves this damage and allows the second target to remain standing. The thrown creature then falls prone in a clear space of your choice adjacent to the second target.

Clever Positioning

Setting Sun

Setting Sun (Strike)

Level: Swordsage 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Reflex partial

With a swift flurry of motion, you knock you foe off balance, slip into his space, and force him into the spot you just occupied.

You make a melee attack, and while your opponent is slightly off balance from your blow, you find the leverage needed to pull him into your space while moving into his space.

(Continued on Back)

As part of this maneuver, you make a single melee attack against a target. If your attack hits, the target takes damage normally and must make a Reflex save (DC 12 + your Dex modifier). If this save fails, you swap positions with the target. If the target is Large or larger, you can occupy any of the squares that make up its space. The target must in turn occupy the square, or one of the squares, you previously occupied. You cannot use this maneuver if you or the target would end up sharing the same space as another creature or an impassable terrain feature, such as a wall. If your target occupies a larger space than you do, he chooses his final position according to the guidelines given above.

Ballista Throw

Setting Sun

Setting Sun (Strike)

Level: Swordsage 6

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 standard action

Range: Touch and 60 ft.; see text

Target: Creature touched

Area: 60-ft. line

You grab your opponent and spin like a top, swinging him around before throwing him at your opponents like a bolt from a ballista.

This maneuver functions like mighty throw (*ToB* pg. 73), except as noted here.

As part of this maneuver, you must succeed on a melee touch attack against your foe. You can then make a trip attempt against your enemy. You gain a +4 bonus on the ability check.

(Continued on Back)

If you succeed in tripping your foe, you throw him in a 60-foot line. The target and all creatures in this area take 6d6 points of damage. The thrown creature lands prone at the end of this line. You must place the target in an empty space. If the space at the end of the line is occupied, your opponent falls prone in the open space closest to the line's endpoint.

Assassin's Stance

Shadow Hand

Shadow Hand (Stance)

Level: Swordsage 3

Prerequisite: One Shadow Hand maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

As your foe struggles to regain his defensive posture, you line up an exacting strike that hits with superior accuracy and deadly force.

A shadow cast by a gap between two armored plates or a crease in a creature's thick hide calls to your weapon, allowing you to strike with deadly accuracy against an unprepared opponent.

While you are in this stance, you gain the sneak attack ability, if you do not already have it, which deals an extra 2d6 points of damage. If you already have the sneak attack class feature, your existing sneak attack ability deals an extra 2d6 points of damage. See the rogue class feature (PHB pg. 50) for a complete description of sneak attack.

Balance on the Sky

Shadow Hand

Shadow Hand (Stance)

Level: Swordsage 8

Prerequisite: Three Shadow Hand maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

With arms spread wide, you step onto the air.

You gain the ability to use air walk (PHB pg. 196) on yourself only. You must keep at least one hand empty while using this stance. Moving upward requires you to spend 10 feet of movement for each 5 feet of elevation you gain.

You gain the benefit of air walk only while you maintain this stance. If for some reason your stance ends while you are in midair, you fall to the ground.

This stance is a supernatural ability.

Bloodletting Strike

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 5

Prerequisite: Two Shadow Hand maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Spinning your blade in a butterflylike pattern, you administer a dozen precise cuts in an eyeblink. Blood flows from your foe's opened veins.

As part of this maneuver, you make a single melee attack. If this attack hits, your opponent takes 4 points of Constitution damage in addition to your attack's normal damage. A successful Fortitude save (DC 15 + your Wis modifier) reduces this Constitution damage to 2 points, although the foe still takes full normal melee damage.

Clinging Shadow Strike

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Your weapon transforms into solid darkness. When it strikes home, it discharges in a swirling orb of shadow that engulfs your foe's eyes.

As part of this maneuver, you make a single melee attack. If it hits, you deal an extra 1d6 points of damage, and your opponent must make a successful Fortitude save (DC 11 + your Wis modifier) or suffer a 20% 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.

Cloak of Deception

Shadow Hand

Shadow Hand (Boost)

Level: Swordsage 2

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

The shadows around you seem to surge forward and engulf you. For a brief moment, they render you invisible.

When you initiate this maneuver, you turn invisible, as the greater invisibility spell (PHB pg. 245). You remain invisible until the end of your current turn.

This maneuver is a supernatural ability.

Dance of the Spider

Shadow Hand

Shadow Hand (Stance)

Level: Swordsage 3

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Black, shadowy energy covers your hands and feet, allowing you to scuttle across the walls and ceiling like a lurking spider.

While you are in this stance, you gain a benefit similar to the spider climb spell (PHB pg. 283). You gain a climb speed of 20 feet. You do not need to make a Climb check to traverse a vertical or horizontal surface, even if you attempt to move across a ceiling. You retain your Dexterity bonus to AC while climbing, and you must have at least one hand free to support yourself while you climb. You do not take any penalties, nor do your opponents gain any bonus when attacking you, while you climb. You cannot take a run action while climbing in this manner.

Death in the Dark

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 7

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

You catch your foe unaware, allowing you to deal a single, deadly strike that slays her instantly.

This maneuver functions only against a flat-footed opponent. As part of this maneuver, make a single melee attack. If this attack hits, you deal normal damage and the target must make a Fortitude save (DC 17 + your Wis modifier). If the target fails this save, she takes an extra 15d6 points of damage.

If her save succeeds, she takes an extra 5d6 points of damage. This maneuver functions only against opponents who are vulnerable to critical hits.

Drain Vitality

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 2

Prerequisite: One Shadow Hand maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude negates

A faint nimbus of sickly gray shadow surrounds your weapon. When you attack, this shadowy aura flows into the wound you inflict, sapping your opponent's strength, vitality, and energy.

As part of this maneuver, make a single melee attack. If this attack hits, you deal normal melee damage and the target must make a successful Fortitude save (DC 12 + your Wis modifier) or take 2 points of Constitution damage. A successful save negates the Constitution damage but not the normal melee damage.

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.

Stalker in the Night

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 6

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You slide through the dark like a bird of prey, emerging only to strike down your foe before sliding back into shadow's welcoming embrace.

As part of this maneuver, you move up to your speed and make a single melee attack at any point during your movement. If you were hidden before initiating this maneuver, you can keep the results of your previous Hide and Move Silently checks even though you move and attack. As long as you end your turn in a spot that allows you to hide, your foes must make Spot and Listen checks as normal to discern your presence. Your movement and this maneuver's attack have no effect on your Hide and Move Silently results.

Step of the Dancing Moth

Shadow Hand

Shadow Hand (Stance)

Level: Swordsage 5

Prerequisite: Two Shadow Hand maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You focus your inner reserve of ki energy to generate flowing shadows that lift you off the ground. You walk across the roughest ground, even water, with ease.

While you are in this stance, you can walk up to 5 feet above the ground. Your speed becomes 20 feet while you are in this stance, and you cannot run. You ignore any terrain feature that fails to project more than 5 feet above the ground, such as difficult terrain, burning lava, water, and so forth. In addition, you ignore the standard penalties on Hide and Move Silently checks for moving quickly.

Strength Draining Strike

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 3

Prerequisite: One Shadow Hand maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude half

Liquid, black energy covers your weapon. As you strike your opponent, this material flows into the wound, spreads along his veins, and leaves him weakened.

As part of this maneuver, you make a single melee attack against an opponent. In addition to dealing normal melee damage with the attack, you deal 4 points of Strength damage. A successful Fortitude save (DC 13 + your Wis modifier) halves this Strength damage, but has no effect on the normal melee damage you deal with the strike.

This maneuver is a supernatural ability.

Shadow Noose

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 6

Initiation Action: 1 standard action

Range: 6 ft.

Target: One flat-footed creature

Duration: 1 round

Saving Throw: Fortitude partial

As your foe struggles to ready his defenses, you make a subtle gesture in the air. A noose formed of shadow drops from above him, wraps around his throat, and hoists him aloft. His limbs flail as he struggles to free himself from the strangling noose.

As part of this maneuver, you form a noose of shadow that wraps around your target and strangles him. This maneuver only works against a flat-footed target. As part of this maneuver, you make a ranged touch attack against a flat-footed creature within range. If it hits, your opponent takes 8d6 points of damage. In addition, he must make a Fortitude save (DC 16 + your Wis modifier) or be stunned for 1 round. A successful save negates the stun, but not the extra damage. This strike has no effect against non-living creatures, such as constructs and the undead. This maneuver is a supernatural ability.

(Continued on Back)

Shadow Garrote

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 3

Initiation Action: 1 standard action

Range: 60 ft.

Target: One living creature

Duration: See text

Saving Throw: Fortitude partial

With a subtle gesture, you carve a slice of shadow from the air around you and cast it toward your foe. It wraps around the creature's neck and squeezes the life from it.

As part of this maneuver, you create a strand of shadow that you hurl at an opponent. The strand wraps around the target's throat and chokes it. As part of this maneuver, you make a ranged touch attack against a creature within range. If your attack is successful, your range.

If your attack is successful, your opponent takes 5d6 points of damage. In addition, it must make a successful Fortitude save (DC 13 + your Wis modifier) or become flat-footed until the start of its next turn. This strike has no effect against nonliving creatures, such as constructs and undead.

This maneuver is a supernatural ability.

(Continued on Back)

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.