

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

Character Information											
Character Name						Player					
Wiston the White											
Class			Race			Alignment			Deity		
Warblade/Fighter/Master of Nine			Human			LG					
Level	Size	Age	Gender	Height	Weight	Eyes	Hair				
10/2/5	M	28	M	5'10"	149 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	18	+4	20	+5	HP	129					
DEX	14	+2			Damage Reduction		Hit Die Type	SPEED			
CON	12	+1						30 ft			
INT	14	+2	16	+3	Attribute	Total	Base	Armor Bonus			
WIS	10	+0			AC	31 =	10 +	+9			
CHA	8	-1			Shield Bonus		DEX Modifier	Size Modifier			
Attribute	Total	DEX Modifier	Misc. Modifier		+5		+2	+0			
Initiative	+6 =	+2	+4		Natural Armor		Misc. Modifier				
Attribute		Score			+0		+5 deflection				
Base Attack		+15			Touch		Flat-Footed				
Saving Throws					17		29				
	Fortitude	Reflex	Will		Armor Check Penalty		Spell Resistance				
Total	+12 =	+11 =	+7 =								
Base Save	+11	+4	+7		Conditional Modifiers						
Ability Mod	+1	+2	+0								
Magic Mod	+0	+0	+0								
Misc. Mod	+0	+3 (Int) +2	+0								
Temp. Mod											
Attribute	Total	Base Attack Bonus	STR Modifier	Size Modifier	Misc. Modifier	Temp. Modifier					
Melee	+20/+15/+10 =	+15	+5	+0	+						
Attribute	Total	Base Attack Bonus	DEX Modifier	Size Modifier	Misc. Modifier	Temp. Modifier					
Ranged	+17/+12/+7 =	+15	+2	+0	+						
Equipment											
Weapon	Total Attack Bonus	Damage	Critical	Range	Weight	Type	Size				
Blade of the Last Citadel	+26/+21/+16	1d8+12	19-20/x2 (+3 [Int] to confirm)		4 lbs	S	M				
Special Properties											
+5 defending longsword, leading the attack 5/day, prayer 1/day (standard action, CL 7 th), remove fear 3/day (immediate action, one creature within 50 ft, cannot use on self, CL 10 th), cure critical wounds 1/day (swift action, self only, CL 11 th)											
Weapon	Total Attack Bonus	Damage	Critical	Range	Weight	Type	Size				
+4 icy burst composite longbow [+5]	+21/+16/+11	1d8+9 plus 1d6 cold	x3 plus 2d10 cold (+3 [Int] to confirm)	110 lbs	4 lbs	P	M				
Special Properties											
Weapon	Total Attack Bonus	Damage	Critical	Range	Weight	Type	Size				
Special Properties											
Armor/Protective Item	Type	Armor Bonus	Max DEX Bonus	Check Penalty	Spell Failure	Speed	Weight				
+4 mithral breastplate	M	+9	+5	-1		30 ft	15 lbs				
Special Properties											
Cold resistance 10											
Shield/Protective Item	Armor Bonus	Weight	Check Penalty	Spell Failure							
+3 mithral heavy shield	+5	7 ½ lbs	-0								
Special Properties											
Ammunition											

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Gear

Item	Weight	Item	Weight	Item	Weight
Ring of protection +5					
Ring of evasion					
Hand of glory					
Minor ring of fire resistance 10					
Gauntlets of ogre power					
Headband of intellect +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

[illegible]

Special Abilities / Feats

Feats: Adaptive Style, Blind-Fight, Dodge, Improved Initiative, Improved Unarmed Strike, Martial Study (counter charge), Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Improved uncanny dodge

Battle cunning (+3 [Int] bonus to damage vs. flat-footed or flanked foes)

Dual stance 10 rounds per day split as desired (benefit from two stances simultaneously)

Perfect form (+1 DC to all maneuvers)

Counter stance (when you perform a counter you may change your stance as part of performing the counter, even if it is not your turn)

Mastery of nine (+2 to attack with any strike maneuver and bonus damage equal to the number of different schools from which you readied maneuvers)

Languages

Common, Dwarf, Elf

Spell Save

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	

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Maneuvers Known: 17 Maneuvers Readied: 10 Initiator Level: 16th

Diamond Mind – diamond defense, rapid counter

Iron Heart – steely strike

Setting Sun – counter charge

Shadow Hand – hand of death, shadow stride

Stone Dragon – irresistible mountain strike

Tiger Claw – sudden leap

White Raven – clarion call, covering strike, flanking maneuver, lion's roar, order forged from chaos, swarming assault, war leader's charge, white raven hammer, white raven strike

Stances Known: 5

White Raven – bolstering voice, leading the charge, press the advantage, swarm tactics, tactics of the wolf

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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.

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.

Mithral Tornado

Iron Heart

Iron Heart (Strike)

Level: Warblade 4

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: All adjacent opponents

Your weapon becomes a blur of motion as you swing it in a tight arc over your head. Once you build up enough speed, you explode into a sweeping attack that chops into the enemies around you.

When you initiate this strike, you make a melee attack against every opponent adjacent to you. Resolve each attack separately. You gain a +2 bonus on each of these attacks, which are otherwise made at your highest attack bonus.

Scything Blade

Iron Heart

Iron Heart (Boost)

Level: Warblade 7

Prerequisite: Three Iron Heart maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

You strike at one foe with a long, high backhand cut, then make a quick turn to continue the stroke against another nearby enemy.

You swing your weapon in a wide, deadly arc. With your supreme skill and martial training, you aim your attack so that as you strike one opponent, you set yourself up perfectly to make a second attack against a different foe. As your weapon strikes one opponent, it cuts into him, then ricochets to your second target.

If the first melee attack you make during your turn hits, you can immediately make a free attack at your highest attack bonus against a different enemy that you threaten. You can only gain one free attack each time you initiate this maneuver, regardless of how many successful attacks you make in this round.

Steely Strike

Iron Heart

Iron Heart (Strike)

Level: Warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round; see text

You focus yourself for a single, accurate attack, shrugging off your opponent's blows and ignoring the need for defense as you make your assault.

The Iron Heart discipline teaches focus, allowing you to engage and defeat one opponent at a time. Your other enemies mean nothing to you as you press your attack.

You make a single melee attack as part of this strike. You gain a +4 bonus on the attack roll. All opponents other than the one you attacked gain a +4 bonus on attack rolls against you for 1 round.

Wall of Blades

Iron Heart

Iron Heart (Counter)

Level: Warblade 2

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your weapon sways back and forth in your hand, ready to block incoming blows. With the speed of a thunderbolt, you clash your weapon against your foe's blade as he attempts to attack.

Your weapon mastery transforms your blade into an extension of your arm, allowing you to wield it with the speed and timing needed to make a precise block.

When an enemy makes a melee or ranged attack against you, you can initiate this counter to oppose that attack by making an attack roll with any melee weapon you are holding. Use the higher of your AC or your attack roll as your effective AC against the incoming attack. You can't use this maneuver if you are denied your Dexterity bonus to AC against your attacker. You can decide to use this ability after you learn the result of your opponent's attack.

Punishing Stance

Iron Heart

Iron Heart (Stance)

Level: Warblade 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You chop down violently with your weapon, lending extra force to your blows. These attacks come at a cost, as your enemies slash at your undefended legs and flanks.

You hold your weapon overhead, allowing you to chop down with superior force. However, this fighting stance leaves you vulnerable to an opponent's attacks. Only an initiate of the Iron Heart tradition can manage the perilous balance between trading attack power for defense. A lesser warrior would leave himself nearly helpless to resist an opponent's attacks.

While you are in this stance, you deal an extra 1d6 points of damage with all melee attacks. You also take a –2 penalty to AC, because this fighting stance emphasizes power over a defensive posture.

Steel Wind

Iron Heart

Iron Heart (Strike)

Level: Warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: Two creatures

You swing your weapon in a broad, deadly arc, striking two foes with a single, mighty blow.

Through a combination of sheer power and unmatched talent, you make an attack that injures multiple opponents. As you initiate this strike, you make two melee attacks, each against a different foe that you threaten. Resolve each attack separately.

Strike of Perfect Clarity

Iron Heart

Iron Heart (Strike)

Level: Warblade 9

Prerequisite: Four Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your supreme focus and perfect fighting form allow you to make a single, devastating attack. You execute a flawless strike to drop your foe with a single attack.

The ultimate Iron Heart maneuver teaches the precise, perfect cut necessary to slay almost any creature. Only the mightiest foes can withstand this attack. Adepts of the Iron Heart tradition seek to use this attack to end fights as quickly as possible. You might open a fight with a quick flurry of attacks, but once a foe is injured, you seek to end the battle with this decisive strike. You make a single melee attack as part of this strike. If your attack hits, it deals an extra 100 points of damage (in addition to your normal melee damage).

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.

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.

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.

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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.

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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).

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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.

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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.

Pouncing Charge

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 5, warblade 5

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

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

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

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

Prey on the Weak

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 7, warblade 7

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

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

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

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

Rabid Bear Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 6, warblade 6

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

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

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

Rabid Wolf Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

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

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

Raging Mongoose

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 8, warblade 8

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

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

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

Soaring Raptor Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 3, warblade 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

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

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

Sudden Leap

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 1, warblade 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

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

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

Wolf Climbs the Mountain

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 6, warblade 6

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

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

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

Battle Leader's Charge

White Raven

White Raven (Strike)

Level: Crusader 2, warblade 2

Prerequisite: One White Raven maneuver

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You lead from the front, charging your enemies so that your allies can follow in your wake.

The White Raven discipline teaches that he who seizes the initiative also seizes victory. You have learned to lead an attack with a mighty charge, the better to disrupt the enemy and inspire your allies in battle.

As part of this maneuver, you charge an opponent. You do not provoke attacks of opportunity for moving as part of this charge. If your charge attack hits, it deals an extra 10 points of damage.

Clarion Call

White Raven

White Raven (Boost)

Level: Crusader 7, warblade 7

Prerequisite: Three White Raven maneuvers

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius burst centered on you

As you defeat an opponent, you shout a battle cry that inspires one of your allies to renew his efforts.

You are an inspiring figure on the battlefield. Your personal victories are shared by your allies, allowing them to draw courage and vigor from your actions.

If during your turn a melee attack you make reduces an opponent to fewer than 0 hit points, you can initiate this maneuver. Once it is initiated, all allies within range can immediately either make one melee attack at their highest attack bonus or take a single move action. These allies must be able to see and hear you. These extra attacks are not attacks of opportunity.

Douse the Flames

White Raven

White Raven (Strike)

Level: Crusader 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

You strike your enemy with a resounding blow, capturing his attention. As he turns to look, you let loose with a string of oaths, challenges, and taunts that force him to focus his attention on you.

As a White Raven adept, you are as much a tactician as you are a war leader. You learn to create openings for your allies to maximize the teamwork and esprit de corps that you foster. You know that for a group to succeed, it must work together, and that individual glory must be set aside so that the group can achieve victory.

As part of this maneuver, you make a melee attack against a single target you threaten. If your attack hits, you deal normal melee damage, and the target creature can't make attacks of opportunity for 1 round. The opponent still threatens its normal area; it simply cannot make attacks of opportunity.

Leading the Attack

White Raven

White Raven (Strike)

Level: Crusader 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

You boldly strike at your enemy. As you attack, you shout a war cry to demonstrate that victory is at hand. This attack inspires nearby allies to join the fray with renewed vigor.

When you make an attack, your allies take heart in your example and fight with renewed purpose. By stoking the fire of battle in your allies' hearts, you inspire them to greater heroics.

As part of this maneuver, you make a single melee attack. If your attack is successful, your allies gain a +4 morale bonus on attack rolls for 1 round against the creature you hit.

Leading the Charge

White Raven

White Raven (Stance)

Level: Crusader 1, warblade 1

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: Stance

You fire the confidence and martial spirit of your allies, giving them the energy and bravery needed to make a devastating charge against your enemies.

The White Raven discipline teaches that tactics, leadership, and planning can overcome an opponent's superior individual abilities. This stance embodies that teaching, allowing you to spur your allies on to greater feats of martial skill.

While you are in this stance, all allies who hear you and make a charge attack in the area gain a bonus on damage rolls equal to your initiator level.

Lion's Roar

White Raven

White Raven (Boost)

Level: Crusader 3, warblade 3

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: 60 ft.

Targets: You and allied creatures within 60 ft.

Duration: 1 round

You unleash a sudden battle roar as your mighty blow fells your enemy. Inspired by your example, your allies fight with renewed energy and determination.

When you defeat an enemy, you call out to your allies to press the attack. They respond by putting tremendous pressure on the enemy as their attacks strike with greater force.

As a swift action, you initiate this boost after you have reduced an opponent to fewer than 0 hit points. You and allies within range gain a +5 morale bonus on damage rolls for 1 round.

Order Forged from Chaos

White Raven

White Raven

Level: Crusader 6, warblade 6

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 move action

Range: Personal

Targets: Allied creatures within 30 ft.

You bark a series of stern orders, directing your comrades to shift formation. The power of your presence is such that they obey without consciously thinking about it.

You excel at using your commanding presence to direct your allies on the battlefield. After a few short, barked orders from you, your allies switch positions and assume a tactically advantageous position.

When you initiate this maneuver, all allies within 30 feet of you can immediately take a single move action to move up to their speed. This movement provokes attacks of opportunity, and it does not count toward fulfilling the minimum movement requirements of any special abilities or feats, such as a scout's skirmish ability.

Press Advantage

White Raven

White Raven (Stance)

Level: Crusader 5, warblade 5

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You shift across the battlefield, timing your movements precisely to avoid any attacks from your foes.

Your sense of the battlefield and intuitive understanding of the ebb and flow of combat allow you to move without dropping your defenses. While others must slowly work through a melee, you seize gaps in a foe's defenses and move with great speed and confidence.

While you are in this stance, you can take a second 5-foot step immediately after you take one for the round. This second movement does not provoke attacks of opportunity. You can make a single 5-foot step into difficult terrain, but if you do, you cannot make the second 5-foot step.

Swarm Tactics

White Raven

White Raven (Stance)

Level: Crusader 8, warblade 8

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: Stance

Your quick directions enable close teamwork between yourself and an ally. At your urging, your allies seize the initiative and work in close coordination with you to defeat an enemy.

While you are in this stance, you use your tactical knowledge and mastery to improve your allies' teamwork. If you are adjacent to one or more opponents, your allies gain a +5 bonus on attack rolls made against any of those opponents.

Swarming Assault

White Raven

White Raven (Strike)

Level: Crusader 7, warblade 7

Prerequisite: Three White Raven maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You attack an opponent with brutal force, ruining his defenses. As you strike, you call out sharp commands to your allies, spurring them to action and allowing them to take advantage of the opening.

You inspire your allies with a rousing speech, a war cry, a challenge to the enemy, or some other defiant gesture. Combining this shout with a canny attack, you strip away a foe's defenses, allowing your allies to make potentially devastating attacks.

As part of this maneuver, you make a single melee attack against an opponent. If this attack hits, you deal normal melee damage, and any ally who threatens your target can immediately make an attack against him. You choose the order in which your allies' attacks resolve.

Tactical Strike

White Raven

White Raven (Strike)

Level: Crusader 2, warblade 2

Prerequisite: One White Raven maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your skill at arms and overwhelming power force your opponent to falter at a fatal moment. As the foe attempts to recover from your devastating strike, your allies rush in to finish what you have started.

You make a mighty attack that knocks your opponent into a defenseless position, granting your allies a moment to move into a better position. If your attack lands true, it leaves your enemy momentarily shaken by its tremendous impact.

As part of this maneuver, you make a single melee attack. If your attack hits, you deal an extra 2d6 points of damage. In addition, each ally adjacent to the target can take an immediate 5-foot step that does not provoke attacks of opportunity.

Tactics of the Wolf

White Raven

White Raven (Stance)

Level: Crusader 3, warblade 3

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You shout orders that help coordinate your allies' efforts. They harass their enemies, shield each other from attacks, and otherwise maximize the support they lend to each other.

This stance allows you and your allies to gain additional benefits against a flanked opponent. Under your direction, your allies coordinate their actions to a much greater degree than normal. Your advice and shouted orders make them an unstoppable team. Like a wolf pack, your allies fight together to devastating effect.

When you flank a foe, you and allies who flank the enemy with you gain a bonus on damage rolls against that opponent equal to 1/2 your initiator level.

War Leader's Charge

White Raven

White Raven (Strike)

Level: Crusader 6, warblade 6

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You summon a great fury within your lungs, releasing it with a titanic shout as you charge forward. Your reckless move startles your foes and puts greater force behind your attack.

As a student of the White Raven, you learn to focus the energy within you into an overwhelming charge. In battle, you must lead from the front.

As part of this maneuver, you charge an opponent. You do not provoke attacks of opportunity for moving as part of this charge. If your charge attack hits, it deals an extra 35 points of damage.

White Raven Hammer

White Raven

White Raven (Strike)

Level: Crusader 8, warblade 8

Prerequisite: Three White Raven maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

You slam your opponent with a mighty attack to disrupt his senses and leave him unable to defend himself while your allies close to finish him off.

As part of this maneuver, you make a single, devastating strike against an opponent. The raw force of this blow knocks him senseless. Your attack deals an extra 6d6 points of damage and stuns your opponent for 1 round.

White Raven Strike

White Raven

White Raven (Strike)

Level: Crusader 4, warblade 4

Prerequisite: One White Raven maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your eye for tactics allows you to notice an enemy's weak points and attack them with a mighty blow.

The White Raven discipline focuses on tactics, teamwork, and the ability to make an attack that improves your allies' abilities. This strike ruins a foe's defenses.

As part of this maneuver, you make a single melee attack. If it hits, you deal an extra 4d6 points of damage, and the target is considered flat-footed until the start of his next turn.

White Raven Tactics

White Raven

White Raven (Boost)

Level: Crusader 3, warblade 3

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: 10 ft.

Target: One ally

You can inspire your allies to astounding feats of martial prowess. With a few short orders, you cajole them into seizing the initiative and driving back the enemy.

Your knowledge of tactics can aid your allies' attacks, and it also allows you to spot, predict, and counter your enemies' actions. In the chaos of battle, you impose the order needed for tight, effective group tactics.

When you use this maneuver, select an ally within range. Her initiative count immediately equals your initiative count -1. She then acts on her new initiative count as normal. If she has already acted in the current round, she can act again. If this maneuver would not change your ally's initiative count, it has no effect. If she has not yet acted during this round, her initiative count changes, and she acts on that count as normal. She does not act again on her original initiative count.

War Master's Charge

White Raven

White Raven (Strike)

Level: Crusader 9, warblade 9

Prerequisite: Four White Raven maneuvers

Initiation Action: 1 full-round action

Range: Melee attack; see text

Target: One creature; see text

With a great battle cry, you lead your allies in a devastating charge.

Fired by your commanding presence and deftly led by your supreme grasp of tactics, you and your allies form an unstoppable wedge.

You are an inspiring figure on the battlefield, allowing you to lead others on attacks that would strike fear and doubt into even the stoutest warrior's heart. Under your leadership, the group becomes much more than the sum of its parts.

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As part of this maneuver, you charge an opponent. In addition, all allies within 30 feet of you at the beginning of your turn can also charge this target as an immediate action. You and allied creatures do not block each other when determining if you can charge. Your charge attack deals an extra 50 points of damage, and those of your allies each deal an extra 25 points of damage. For each ally who charges, counting yourself, your charge attack and those of your allies are made with a cumulative +2 bonus (in addition to the normal bonus provided by charging). An opponent struck by you and at least one other ally is stunned for 1 round.

You and your allies do not provoke attacks of opportunity for moving as part of this charge.

Flanking Maneuver

White Raven

White Raven (Strike)

Level: Crusader 5, warblade 5

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your keen leadership grants you and your allies a sudden advantage in combat. When you flank an opponent, you attack in such a way as to maximize your allies' openings. By the same token, your friends' ferocious, accurate attacks give you multiple opportunities to pierce your foe's defenses.

When you flank an enemy with an ally who can see and hear your directions, the two of you form a potent combination. Your attacks complement each other, leaving the flanked opponent in a tenuous position.

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You can use this strike when you and any number of allies flank an opponent you designate. As part of this maneuver, you make a melee attack against the flanked opponent. If your attack hits, any ally flanking your foe can immediately make a melee attack against that creature. These extra attacks are not attacks of opportunity.

Your allies must be able to see you to gain this benefit. The coordination needed between you and your companions demands that you watch each other's attacks, though you do not need to hear each other.

Covering Strike

White Raven

White Raven (Boost)

Level: Crusader 4, warblade 4

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 3 rounds

You make a ferocious series of attacks at your enemies, forcing them on the defensive and buying your allies critical seconds needed to slip past them unharmed.

By drawing on your combat experience and knowledge of how a warrior must carry herself in battle, you make an attack that disrupts your opponents and keeps them from taking advantage of your allies' lapses.

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After you initiate this boost, you can make your attacks as normal. In addition to taking normal melee damage from your blows, a foe you strike after initiating this maneuver cannot make attacks of opportunity for 3 rounds. The target still threatens its normal area; it simply cannot make attacks of opportunity.

A creature can be affected by only one covering strike per encounter.

Bolstering Voice

White Raven

White Raven (Stance)

Level: Crusader 1, warblade 1

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: Stance

Your clarion voice strengthens the will of your comrades. So long as you remain on the field of battle, your allies are strengthened against attacks and effects that seek to subvert their willpower.

The discipline of the White Raven stresses that an army is effective only when its members are motivated to fight. In the face of a daunting enemy or unexpected hardship, the most skilled warrior is worthless if he lacks strength of will.

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When you adopt the bolstering voice stance, you shout encouragement to your allies, disparage your foes, and lend much-needed support to raise your allies' spirits. By drawing on the example you set, your allies harden their will to fight and battle on despite your enemies' attempts to turn them aside.

While you are in this stance, all allies within range who can hear you gain a +2 morale bonus on Will saves, or a +4 morale bonus on Will saves against fear effects.