

**Ignore the Challenge:** If your opponent ignores your challenge to engage in a contest of wills, make a DC 15 Intimidate check. If you succeed, you gain a +1 morale bonus on attack rolls against that opponent for 1 round.

**Participate:** Both you and your chosen foe must make an Intimidate check. The character with the higher result gains a +1 morale bonus on attack rolls and damage rolls against the loser, and the loser takes a –1 penalty on attack rolls and damage rolls against the winner. If the result is a tie, neither character gains any benefit. These bonuses and penalties last for the duration of the encounter.

**Action:** None. Instigating a duel of wills requires no action and occurs before initiative is rolled.

**Try Again:** No, but you can instigate a second duel of wills with the same target after 24 hours have passed.

**Special:** If you have the Unnerving Calm feat, you can use your Concentration skill in place of your Intimidate skill when engaging in a duel of wills.

## KNOWLEDGE (LOCAL) (INT; TRAINED ONLY)

You can use the Knowledge (local) skill to answer questions about various martial practitioners and traditions. For example, you can attempt a Knowledge (local) check to identify a monastic order or swordsmanship school known to practice a particular martial discipline, to recall basic facts about the philosophy or teaching practices of a particular discipline, or to recall the adventures or exploits of famous martial adepts.

## MARTIAL LORE (INT; TRAINED ONLY)

You can use this skill to identify martial maneuvers as soon as they are initiated.

**Check:** You can identify maneuvers and disciplines used by a combatant. The DCs for Martial Lore checks relating to various tasks are summarized below.

DC	Task
10 + maneuver level	Identify a maneuver being initiated by someone you can see. No action required. No retry.
10 + maneuver level	Identify a maneuver recorded on a martial script. One try per day. Requires a full-round action.
20 + target's initiator level	Determine all disciplines known by a particular creature by watching it initiate at least one maneuver. No action required. Retry only if the subject initiates another maneuver.

**Action:** Varies, as noted above.

**Try Again:** See above.

**Special:** A swordsmanship gains a +2 bonus on a Martial Lore check involving a maneuver in a discipline in which he has discipline focus.

## NEW FEATS

Feats are the backbone of any warrior's combat prowess, and martial adepts are no exception. The following feats expand on the teachings and abilities embodied by the nine martial disciplines. Other feats in this section allow characters to gain access to martial maneuvers without gaining levels as a crusader, swordsmanship, or warblade.

### ADAPTIVE STYLE

With just a short period of meditation, you can change your maneuvers and tactics to meet the threat you currently face.

**Prerequisite:** Crusader, swordsmanship, or warblade level 1st.

**Benefit:** You can change your readied maneuvers at any time by taking a full-round action. If you're a crusader, your current granted maneuvers are lost and you gain new granted maneuvers as if you had just readied your maneuvers for the day.

**Normal:** You can change maneuvers only by spending 5 minutes to do so.

### AVENGING STRIKE

Your strength of will and strong sense of justice allow you to smite your foes.

**Prerequisite:** Any good alignment.

**Benefit:** As a swift action, you can channel the power of your faith and energy to enhance a single attack you make. You gain a bonus equal to your Charisma bonus (if any) on the attack roll and damage roll for the next melee attack you make against an outsider with the evil subtype. You can use this ability a number of times per day equal to your Charisma bonus (minimum 1).

### BLADE MEDITATION

You have learned a meditation that grants you insight into the martial disciplines you have studied.

**Prerequisite:** Concentration 1 rank, base attack bonus +4, one maneuver from any discipline.

**Benefit:** When you take this feat, choose a discipline. You gain a +1 bonus on damage rolls with all the preferred weapons of your chosen discipline when using a strike combat maneuver, as well as a +2 bonus on checks involving the discipline's key skill. The save DCs of any maneuvers that you perform from the chosen discipline are increased by 1, if they have a save DC.

The weapons and skills associated with each discipline are given below.

**Desert Wind:** Scimitar, light mace, light pick, spear, falchion; Tumble.

**Devoted Spirit:** Falchion, greatclub, maul\*, longsword; Intimidate.

**Diamond Mind:** Rapier, shortspear, trident, bastard sword (katana); Concentration.

**Iron Heart:** Bastard sword, dwarven waraxe, longsword, two-bladed sword; Balance.

**Setting Sun:** Short sword, nunchaku, unarmed strike, quarterstaff; Sense Motive.

**Shadow Hand:** Dagger, sai, siangham, short sword, spiked chain, unarmed strike; Hide.





*A swordsage uses Desert Wind Dodge to avoid an ettin's blows*

**Stone Dragon:** Greatsword, greataxe, heavy mace, unarmed strike; Balance.

**Tiger Claw:** Kama, kukri, handaxe, claw, greataxe, unarmed strike; Jump.

**White Raven:** Longsword, battleaxe, warhammer, greatsword, halberd; Diplomacy.

**Special:** A fighter can select Blade Meditation as a bonus feat.

*\*Described in the Complete Warrior supplement.*

## DESERT FIRE

The power of the Desert Wind surges through you, and you find power in the motion of the hot winds and shifting sands that you can channel into your Desert Wind strikes.

**Prerequisite:** One Desert Wind strike.

**Benefit:** If you move at least 10 feet away from your original position before using a Desert Wind strike in the same round, that strike deals an extra 1d6 points of damage.

## DESERT WIND DODGE

Your training in the Desert Wind discipline allows you to dance across the battlefield like a blistering sirocco.

**Prerequisite:** Dex 13, one Desert Wind maneuver.

**Benefit:** If you move at least 10 feet from your original position, you gain a +1 dodge bonus to AC and deal an extra 1 point of fire damage with any attack you make with a scimitar, light mace, light pick, spear, or falchion. This benefit lasts until the start of your next turn.

**Special:** Desert Wind Dodge can be used in place of Dodge to qualify for a feat, prestige class, or other special ability. If you already have Dodge when you select Desert Wind Dodge, you can choose to lose the Dodge feat and gain a new feat in its place. You must meet the prerequisite for the new feat.

## DEVOTED BULWARK

Because of your staunch devotion to your cause and your Devoted Spirit training, you can stand your ground even in the face of an enemy's resounding attack.

**Prerequisite:** One Devoted Spirit maneuver.

**Benefit:** If an enemy deals damage to you with a melee attack, you gain a +1 morale bonus to your AC until the end of your next turn.

## DIVINE SPIRIT [DIVINE]

The fervor and dedication of the Devoted Spirit discipline, combined with your fanatical adherence to a divine power, turns you into a font of spiritual energy. With only a moment's focus, you can channel power to enhance your fighting talents.

**Prerequisite:** Ability to turn or rebuke undead, one Devoted Spirit stance.

**Benefit:** While in a Devoted Spirit stance, you can expend a turn or rebuke undead attempt as an immediate action to heal yourself a number of hit points equal to 3 + your Charisma modifier, if any (minimum 1 point).



TABLE 2-1: NEW FEATS

General Feats	Prerequisites	Benefit
Adaptive Style	Crusader, swordsage, or warblade level 1st	Change readied maneuvers with a full-round action
Avenging Strike	Any good alignment	Add Cha bonus on attack and damage against an evil outsider a few times per day
Blade Meditation <sup>1</sup>	Concentration 1 rank, base attack bonus +4, one martial maneuver from any discipline	+1 damage on strikes, +2 on skill check, +1 save DC with discipline-related weapons, skills, and maneuvers
Desert Fire	One Desert Wind strike	+1d6 skirmish damage when using a Desert Wind strike
Desert Wind Dodge	Dex 13, one Desert Wind maneuver	Move 10 feet, +1 AC, +1 fire damage
Devoted Bulwark	One Devoted Spirit maneuver	+1 AC when foe damages you
Evasive Reflexes	Dex 13	Instantly take 5-ft. step instead of an attack of opportunity
Extra Granted Maneuver	Crusader level 1st	Ready one more maneuver from your maneuvers known
Extra Readied Maneuver	Swordsage level 1st	Ready one more maneuver from your maneuvers known
Falling Sun Attack	Stunning Fist, one Setting Sun strike	Make Setting Sun strike a stunning attack, +1 to DC of stunning attacks and Setting Sun strikes
Ironheart Aura	One Iron Heart stance	Adjacent allies gain +2 bonus on saves while you are in an Iron Heart stance
Martial Stance <sup>1</sup>	One martial maneuver	Learn one martial stance
Martial Study <sup>1</sup>	—	Gain the use of a martial maneuver
Rapid Assault	Base attack bonus +1	+1d6 melee damage in first round of combat
Shadow Blade	One Shadow Hand maneuver	Use Dex modifier instead of Str modifier on damage rolls with Shadow Sun weapons
Shadow Trickster	Caster level 1st, one Shadow Hand stance	+1 bonus on save DCs of illusions while in a Shadow Hand stance
Song of the White Raven	Bardic music (inspire courage), one White Raven maneuver	Use inspire courage as swift action while in a White Raven stance
Snap Kick	Improved Unarmed Strike, base attack bonus +6	Make an extra attack, all attacks at -2
Stone Power	Str 13, one Stone Dragon maneuver	Trade attack bonus for temporary hit points
Sudden Recovery	One martial maneuver	Recover an expended maneuver as a swift action 1/day
Superior Unarmed Strike	Improved Unarmed Strike, base attack bonus +3	Deal greater unarmed damage
Tiger Blooded	Ability to rage, wild shape, or shift; one Tiger Claw maneuver	Knock smaller foes back while raging or wild shaped
Unnerving Calm	Concentration 1 rank, one Diamond Mind strike	Use Concentration in duel of wills, gain +2 bonus on attacks after successful duel for 1 round
Vital Recovery	Two martial maneuvers	Heal 3 + level points of damage when you recover a maneuver
White Raven Defense	One White Raven maneuver	+1 bonus to AC while adjacent to ally; adjacent allies gain +1 AC while you wield a White Raven weapon

1 A fighter can select this feat as one of his fighter bonus feats.

## EVASIVE REFLEXES

When an opponent gives you an opening in combat, you know exactly what to do: slip away.

**Prerequisite:** Dex 13.

**Benefit:** When an opponent gives you a chance to make an attack of opportunity, you can instead immediately take a 5-foot step.

**Special:** Evasive Reflexes can be used in place of Combat Reflexes to qualify for a feat, prestige class, or other special ability. You can take both this feat and Combat Reflexes.

## EXTRA GRANTED MANEUVER

You are especially devout or insightful, and you have more control over which of your martial maneuvers are currently granted than other crusaders.

**Prerequisite:** Crusader level 1st.

**Benefit:** You begin each encounter with one additional readied maneuver granted. This feat also applies when you determine a new set of granted maneuvers after recovering expended maneuvers. For example, if you are a 5th-level crusader, you normally begin an encounter or finish recovering expended maneuvers with two of your five readied maneuvers granted, and the remaining three maneuvers withheld. With this feat, three of your five readied maneuvers are granted, and only two are withheld. Naturally, this benefit provides you with a better array of maneuver options early in a battle.

**Special:** You can take this feat only once.

## EXTRA READIED MANEUVER

You are an unusually perspicacious student of the Sublime Way, and you find it easy to keep a large number of maneuvers ready for use.

**Prerequisite:** Swordsage level 1st.



TABLE 2-1: NEW FEATS (CONT.)

Divine Feat	Prerequisites	Benefit
Divine Spirit	Ability to turn or rebuke undead, one Devoted Spirit stance	Instantly heal yourself while in a Devoted Spirit stance
Item Creation Feat	Prerequisites	Benefit
Scribe Martial Script	Crusader or swordmage level 1st	Create martial scripts
Psionic Feats	Prerequisites	Benefit
Instant Clarity	Concentration 7 ranks	Use swift action to gain psionic focus after initiating a successful martial strike
Psychic Renewal	—	Expend psionic focus and power points to recover a maneuver
Tactical Feats	Prerequisites	Benefit
Clarion Commander	See feat description	See feat description
Distant Horizon	See feat description	See feat description
Faith Unswerving	See feat description	See feat description
Gloom Razor	See feat description	See feat description
Perfect Clarity of Mind and Body	See feat description	See feat description
Reaping Talons	See feat description	See feat description
Scorching Sirocco	See feat description	See feat description
Shards of Granite	See feat description	See feat description
Stormguard Warrior	See feat description	See feat description

**Benefit:** Increase the number of maneuvers you can ready for your swordmage levels by one. For example, a 5th-level swordmage can normally ready six maneuvers. With this feat, she can ready seven.

**Special:** You can take this feat only once.

## FALLING SUN ATTACK

The discipline of the Setting Sun teaches you how to turn an opponent's strengths into weaknesses. You can identify precisely the correct spot on your opponent's body to deliver a stunning attack.

**Prerequisite:** Stunning Fist, one Setting Sun strike.

**Benefit:** You can declare any Setting Sun strike delivered with an unarmed strike to be a stunning attack. In addition, add 1 to the save DC of your Stunning Fist attacks and 1 to the save DC of your Setting Sun strikes. Using this feat expends a use of your stunning attack for the day.

## INSTANT CLARITY [PSIONIC]

You have sharpened your concentration to the point that you can focus your psionic abilities with just an instant's thought.

**Prerequisite:** Concentration 7 ranks.

**Benefit:** You can take a swift action to become psionically focused after successfully initiating a martial strike. You can use this ability three times per day.

**Normal:** A character without this feat must take a full-round action to become psionically focused.

**Special:** Instant Clarity can be used in place of the Psionic Meditation feat (see *Expanded Psionics Handbook*) to qualify for a feat, prestige class, or other special ability. You can take both this feat and Psionic Meditation.

## IRONHEART AURA

Your strength of spirit and martial training inspires those around you.

**Prerequisite:** One Iron Heart stance.

**Benefit:** While you are in any Iron Heart stance, adjacent allies gain a +2 morale bonus on saving throws.

## MARTIAL STANCE

You have mastered the fundamentals of a martial discipline, and you are now able to master one of its stances.

**Prerequisite:** One martial maneuver.

**Benefit:** When you gain this feat, you can select any stance from a discipline in which you already know at least one maneuver. You must meet the normal prerequisite of the stance. Your martial adept level for using this maneuver is equal to your levels in martial adept classes (if any) + 1/2 your levels in other classes.

**Special:** You can choose this feat more than once. When you take this feat again, you gain knowledge of a new stance. You do not have to choose a stance from the same discipline you selected the first time, but you must know at least one martial maneuver from the discipline of the stance you choose.

**Special:** A fighter can select Martial Stance as a bonus feat.

## MARTIAL STUDY

By studying the basics of a martial discipline, you learn to focus your *ki* and perfect the form needed to use a maneuver. As a result, you gain the use of a combat maneuver.

**Benefit:** When you gain this feat, you must choose a discipline of martial maneuvers, such as Desert Wind. The key skill for the chosen discipline becomes a class skill for all your classes (current and future).

Select any maneuver from the chosen discipline for which you meet the prerequisite. If you have martial adept levels, this maneuver becomes one of your maneuvers known. If you do not have martial adept levels, you can use this



maneuver once per encounter as a martial adept with an initiator level equal to 1/2 your character level. If you do not have martial adept levels when you take this feat, and you later gain a level in a class that grants maneuvers known, these new maneuvers can be used only once per encounter and have no recovery method. If you later gain levels in a martial adept class (crusader, swordmage, or warblade), you use the recovery method for maneuvers learned as a result of those class levels, but your previous maneuvers (gained through this feat or through prestige class levels) do not gain a recovery method.

A maneuver learned through this feat cannot be exchanged for a different maneuver if you are a crusader, swordmage, or warblade (see the class descriptions in Chapter 1 for details on swapping out maneuvers as you gain levels). Once you choose a maneuver with this feat, you cannot change it.

**Special:** You can take this feat up to three times. Each time you take it after the first, you gain one of two benefits. You can choose a new discipline, gaining one of its maneuvers and its key skill as a class skill, as described above. Alternatively, you can choose a maneuver from a discipline to which you have already gained access by means of this feat. In either case, you must meet the maneuver's prerequisite.

**Special:** A fighter can select Martial Study as a bonus feat.

## PSYCHIC RENEWAL [PSIONIC]

Your mental strength and psionic abilities allow you to focus your mind on combat and use your most devastating maneuvers more frequently.

**Benefit:** As a swift action, you can recover any expended maneuver by expending your psionic focus and spending power points equal to the maneuver's level.

## RAPID ASSAULT

Your fighting style emphasizes taking foes down with quick, powerful blows.

**Prerequisite:** Base attack bonus +1.

**Benefit:** In the first round of combat, your melee attacks deal an extra 1d6 points of damage.

## SCRIBE MARTIAL SCRIPT [ITEM CREATION]

You know the secret of creating martial scripts—small slips of paper into which you infuse your own martial power and skill. The user of a script you have created gains the ability to use a maneuver you know.

**Prerequisite:** Crusader or swordmage level 1st.

**Benefit:** You can infuse the knowledge of any maneuver you know into a martial script (see Martial Scripts, page 147). The market price of a martial script is equal to the initiator level  $\times$  maneuver level  $\times$  50 gp. You must spend 1/25 of this market price in XP and use materials costing 1/2 the market price. Scribing a martial script takes one day for each 1,000 gp of its market price.

Like a potion or scroll, a script can be used only once.

## SHADOW BLADE

In the course of your training in the Shadow Hand discipline, you learn to use your natural agility and speed to augment your attacks with certain weapons.

**Prerequisite:** One Shadow Hand stance.

**Benefit:** While you are in a Shadow Hand stance and attack with one of the discipline's preferred weapons, you can add your Dexterity modifier as a bonus on melee damage for attacks made with the weapon.

**Special:** Shadow Blade can be used in place of Weapon Finesse to qualify for a feat, prestige class, or other special ability. If this substitution allows you to gain a benefit that normally applies to all finesse weapons (those described in the Weapon Finesse feat description), it instead applies only to the Shadow Hand discipline's preferred weapons.

## SHADOW TRICKSTER

Your mastery of the Shadow Hand discipline lets you augment your illusion spells with the stuff of shadow.

**Prerequisite:** Caster level 1st, one Shadow Hand strike.

**Benefit:** While you are in a Shadow Hand stance, the save DC for any illusion spell you cast increases by 2.

You also gain a +2 bonus on damage rolls when making a sneak attack, a sudden strike (see the ninja class description, page 8 of *Complete Adventurer*), or when you flank your target.

## SONG OF THE WHITE RAVEN

The White Raven discipline shows you how to rouse dedication and fervor within your allies' hearts. Such teachings can augment and improve your musical ability.

**Prerequisite:** Bardic music (inspire courage), one White Raven maneuver.

**Benefit:** While you are in any White Raven stance, you can activate your bardic music ability to inspire courage as a swift action. Your crusader and warblade levels stack with your bard levels to determine the bonus granted by your inspire courage ability.

## SNAP KICK

You have continued to hone your unarmed combat skills, and you deal more damage with your unarmed strikes.

**Prerequisite:** Improved Unarmed Strike, base attack bonus +6.

**Benefit:** When you make a melee attack with one or more melee weapons (including a standard attack, full attack, or even a strike maneuver), you can make an additional attack at your highest attack bonus. This attack is an unarmed attack that deals damage equal to your base unarmed attack damage + 1/2 your Str bonus. You take a -2 penalty on all attack rolls you make this round.

## STONE POWER

The principles of the Stone Dragon discipline teach you how to gather and focus your raw, physical strength into an attack.

**Prerequisite:** Str 13, one Stone Dragon maneuver.

**Benefit:** When you use an attack action or a full attack action, or you initiate a Stone Dragon strike in melee



combat, you can take a penalty of as much as -5 on your attack rolls. This number cannot exceed your base attack bonus. You gain temporary hit points equal to twice the number that you subtract from your attack rolls (to a maximum of +10). These temporary hit points last until the beginning of your next turn.

**Special:** Stone Power can be used in place of Power Attack to qualify for a feat, prestige class, or other special ability. You can take both this feat and Power Attack.

## SUDDEN RECOVERY

You can instantly recover your focus, balance, and personal energy after using a martial maneuver.

**Prerequisite:** One martial maneuver.

**Benefit:** Once per day as a swift action, you can instantly recover an expended maneuver. It is now ready again. If you are a crusader, the maneuver is also granted immediately.

## SUPERIOR UNARMED STRIKE

Your unarmed strikes have become increasingly deadly, enabling you to strike your foes in their most vulnerable areas.

**Prerequisite:** Improved Unarmed Strike, base attack bonus +3.

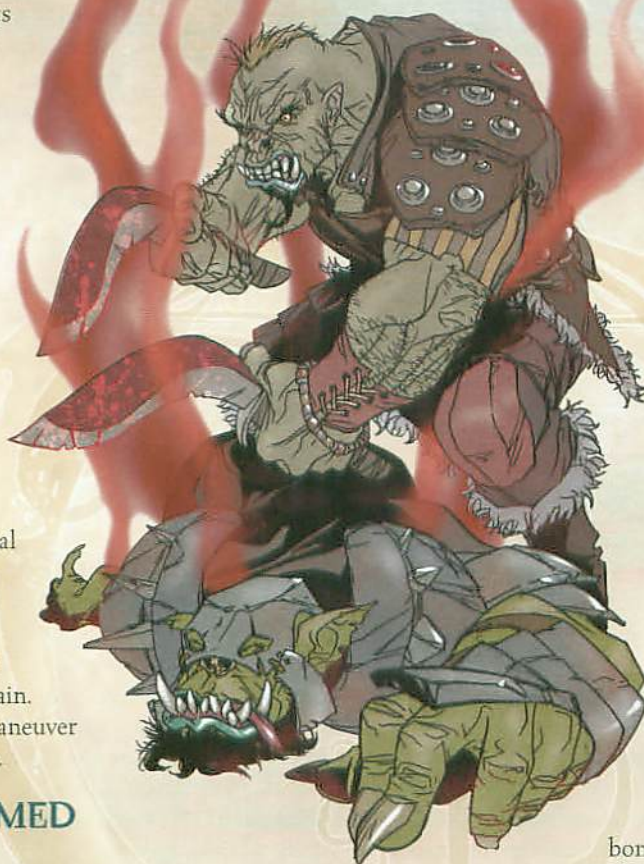
**Benefit:** You deal more damage with your unarmed strikes, as shown on the table below.

Character Level	Unarmed Damage
3rd	1d4
4th–7th	1d6
8th–11th	1d8
12th–15th	1d10
16th–20th	2d6

**Special:** If you are a monk, you instead deal unarmed damage as a monk four levels higher.

## TIGER BLOODED

The Tiger Claw discipline teaches students to mimic the rampant, feral qualities of a wild animal. When you assume an animal form, or at least descend into a wild, bestial state, you strike with superior strength and accuracy.



*The blood of a predator runs through the veins of a Tiger Claw adept*

**Prerequisite:** Ability to rage, shift (such as the shifter ability from the Eberron campaign setting or the bloodclaw master prestige class feature; see page 96), or wild shape; one Tiger Claw maneuver.

**Benefit:** While you are in a rage, shifted, or wild shaped into an animal form, you can attempt to knock back 5 feet a creature of your size category or smaller that you hit with a Tiger Claw strike unless it succeeds on a Fortitude save (DC 10 + 1/2 your character level + your Str modifier). This movement does not provoke attacks of opportunity.

## UNNERVING CALM

You know that the secret to defeating your enemies lies within the still center of your own mind. When your enemies meet your eyes, they see only calm and certain death awaiting them.

**Prerequisite:** Concentration 1 rank, one Diamond Mind strike.

**Benefit:** You can use your Concentration skill instead of your Intimidate skill when you engage in a duel of wills (see page 27). You gain a +4 bonus on skill checks made to resolve a duel of wills. If your enemy chooses to ignore your challenge, you gain a +2 morale bonus on attack rolls against that opponent for 1 round.

**Normal:** Resolving a duel of wills requires an Intimidate check. You gain a +1 morale bonus on attack rolls against an opponent who ignores your challenge.

## VITAL RECOVERY

Preparing yourself to execute more of your maneuvers gives you the chance to catch a quick second wind and recover from damage you have sustained in the fight.

**Prerequisite:** Two martial maneuvers.

**Benefit:** When you recover one or more expended maneuvers, you heal 3 points of damage + 1 point per character level. You can gain this benefit only once per encounter.

## WHITE RAVEN DEFENSE

The White Raven discipline has taught you to shine as a gleaming beacon of hope and endurance amid the chaos of battle. Not only do you aid your allies, but you also draw strength and support from them.



**Prerequisite:** One White Raven stance.

**Benefit:** When you are in a White Raven stance and adjacent to at least one ally, you gain a +1 bonus to AC. Furthermore, when you are wielding one of the White Raven discipline's preferred weapons, each ally adjacent to you gains a +1 bonus to AC. These bonuses don't apply when you're flat-footed.

## TACTICAL FEATS

Feats with the tactical descriptor allow characters to perform a number of powerful maneuvers.

If you're playing a character who has a tactical feat, it's your responsibility to keep track of the actions you're performing as you set up the ability that the feat enables you to perform. It's also a good idea to briefly mention to the DM that you're working toward performing a tactical ability.

Some of the tactical feats refer to the first round, second round, and so on. These terms refer to the timing of the ability, not the battle as a whole. For example, you don't have to use Combat Expertise in the first round of combat to begin a tactical ability that uses that feat. The round in which you use Combat Expertise to complete an ability is considered the first round of the ability's use.

## CLARION COMMANDER

On the battlefield, you are a natural leader. You issue orders and coordinate your allies, but you also learn to take advantage of their actions and maximize the fruits of teamwork. When you attack a foe with your allies, the combined result of your efforts can be devastating.

**Prerequisite:** White Raven Defense, base attack bonus +6, two White Raven maneuvers.

**Benefit:** The Clarion Commander feat enables the use of three tactical options.

**Following Up:** To use this option, you must make a successful DC 20 Diplomacy check as a move action after hitting your target with a melee attack. If you hit that target again on your next turn, the target provokes an attack of opportunity from an ally of your choice (assuming at least one is in position to make such an attack).

**Perpetual Flank:** To use this option, you make a DC 20 Intimidate check against an opponent as a standard action. If this check succeeds and you make a successful melee attack against the same foe on your next turn, you and your allies can treat that enemy as flanked for 1 minute.

**Pile On:** To use this option, you must use the aid another action (PH 154) to grant an ally a bonus on his next attack roll against an opponent both of you threaten. If your ally attacks and hits that enemy, you can make an immediate attack of opportunity against that target. You gain this benefit if your ally hits the foe before the start of your next turn. You gain the attack of opportunity only on the first successful attack.

## DISTANT HORIZON

An initiate of the Setting Sun sometimes learns a set of combat maneuvers that combine to create the Distant Horizon fighting form. This form teaches you how to recognize an

opponent's weaknesses in the current moment, as well as in the future. A blow struck now ruins an opponent's defenses against your next volley of attacks.

**Prerequisite:** Int 13, Falling Sun Attack, base attack bonus +6, two Setting Sun maneuvers.

**Benefit:** The Distant Horizon feat enables the use of three tactical options.

**Continued Push:** To use this option, you must move an opponent at least 5 feet with a bull rush attack or a Setting Sun strike. On your next turn, you gain a +4 bonus on any Strength, Dexterity, or grapple checks you make against that foe.

**Turn the Tables:** To use this option, a foe must charge you and either miss you with his charge attack or be unable to attempt the attack (perhaps because of your use of a maneuver). On your next turn, you can make a charge attack against that foe even if you cannot move more than 5 feet. You can also make a charge attack against that enemy even if you cannot charge in a straight line.

**Lasting Weak Spot:** To use this option, you must hit a foe that you flank with at least two melee attacks on your turn. On your next turn, as a standard action, you can make a single melee attack against your foe with a -2 penalty. If this attack hits, your foe takes an extra 1 point of damage from every melee attack that hits him for the next minute.

## FAITH UNSWERVING

The initiate of the Devoted Spirit knows that his fanaticism and devotion to a cause are enough to carry him through almost anything. This tactical feat allows you to draw on this reservoir of energy. As your foes injure you, you become a more daunting foe.

**Prerequisite:** Devoted Bulwark, base attack bonus +6, two Devoted Spirit maneuvers.

**Benefit:** The Faith Unswerving feat enables the use of three tactical options.

**Keep Up the Pressure:** To use this option, you must make a charge attack against a foe. If you hit, at any time before the start of your next turn you can take an immediate action to move up to your speed immediately after that foe moves, as long as you end your movement adjacent to that target.

**Take One for the Team:** To use this option, you must hit an opponent with a melee attack. At any time before the start of your next turn, you can take an immediate action to block a melee attack made by that opponent if he targets one of your allies. You must be adjacent to the ally to use this ability, and you must decide to use this ability before you know the result of the enemy's attack roll. If the attack hits your ally, roll 1d20 and add your AC to the result. If the result of this roll is greater than the opponent's attack result, he hits you instead, even if the attack roll's result wouldn't normally be high enough to hit you.

**One Last Strike:** To use this option, you must be the subject of an attack, spell, or ability that reduces you to 0 or fewer hit points. As an immediate action, you can move up to 5 feet and make a single melee attack with a +5 bonus on the attack roll. You gain a bonus on your damage roll equal to your character level. This attack is considered a strenuous



action. Regardless of the result of your attack, you still take the damage from the attack that triggered this ability. You complete this immediate action before dropping to 0 or fewer hit points.

## GLOOM RAZOR

The teachings of the Shadow Hand discipline allow you to confuse your enemies. Your attacks and parries are infused with the stuff of shadow. Through careful training and discipline, you learn to use your *ki* to inhibit a foe's fighting ability with your shadowy nature.

**Prerequisite:** Hide 9 ranks, Shadow Blade, base attack bonus +6, two Shadow Hand maneuvers.

**Benefit:** The Gloom Razor feat enables the use of three tactical options.

*Lingering Gloom:* To use this option, your opponent must miss you due to concealment. On your next turn, you can make a Hide check opposed by your foe's Spot check as a swift action. If this check succeeds, you gain the benefit of an *invisibility* spell against that foe until the end of your turn.

*Moving Shadows:* To use this option, you must deal damage to an enemy with a melee attack and move at least 10 feet during your turn. On your next turn, you can treat that enemy as flat-footed against the first melee attack you make in that round.

*Shadow Slip:* To use this option, you must make a successful melee attack against an opponent you flank. On your next turn, you can make a DC 20 Tumble check if you are adjacent to your foe. If this check succeeds, as a free action you can move to any square adjacent to your opponent without provoking attacks of opportunity from any opponent.

## PERFECT CLARITY OF MIND AND BODY

Your mastery of the Diamond Mind discipline allows you to tap into reserves of spiritual and physical strength that other warriors cannot imagine using. Through focus, dedication, and a heightened awareness of your inner talents, you push yourself beyond your limits.

**Prerequisite:** Unnerving Calm, base attack bonus +6, two Diamond Mind maneuvers.

**Benefit:** The Perfect Clarity of Mind and Body feat enables the use of three tactical options.

*Coiled Spring:* To use this option, you must use the total defense action and move no more than 5 feet on your turn. On your next turn, you gain a +30-foot bonus to your land speed and a +2 bonus to AC as you burst across the battlefield. You can make a single attack after moving in this round, if you don't move more than double your modified speed.

*Expert Mind:* To use this option, you must first defeat an enemy in a duel of wills (see page 27). On your next turn, you gain a +4 morale bonus on any roll you make to disarm, feint, or trip that enemy.

*Press the Advantage:* To use this option, you must damage, disarm, or trip an opponent. On your next turn, you can make a DC 20 Intimidate check against your opponent as a free action. If this check succeeds, your foe takes a -2 penalty on attack rolls for 1 round.

## REAPING TALONS

When fighting with the Tiger Claw discipline's preferred weapons, you can use a variety of combat options that maximize the benefits of wielding two weapons.

**Prerequisite:** Two-Weapon Fighting, base attack bonus +6, two Tiger Claw maneuvers.

**Benefit:** The Reaping Talons feat enables the use of three tactical options.

*Focused Assault:* To use this option, you must fight defensively, use the total defense action, or use the Combat Expertise feat to gain a +3 bonus to AC in return for a -3 penalty on attack rolls. You must also wield any two preferred weapons of the Tiger Claw discipline and move no more than 5 feet. Keep track of each opponent that attacks you after you take that action. On your next turn, as a full-round action, you can make a single melee attack against each of the opponents that attacked you on the previous round at your highest attack bonus. You must still threaten the enemies you attack with this option.

*Cornered Predator:* To use this option, you must hit your foe with two attacks that each use one of the one-handed or light preferred weapons of the Tiger Claw discipline (kukri, kama, handaxe, unarmed strike, or claw). On your next turn, you gain a +2 bonus on attack rolls against this foe for each opponent that threatens you.

*Talon Shield:* To use this option, you must hit your foe with two attacks that each use one of the preferred one-handed or light weapons of the Tiger Claw discipline (kukri, kama, handaxe, unarmed strike, or claw). On your next turn, if you fight defensively or use the total defense action, you gain a +2 shield bonus to AC against that foe (in addition to the normal AC bonus granted by that action).

## SCORCHING SIROCCO

As a student of the Desert Wind, the burning fury of the desert sirocco is at your command. In battle, you call upon its power to burn your enemy and lend you speed.

**Prerequisite:** Desert Wind Dodge, base attack bonus +6, two Desert Wind maneuvers.

**Benefit:** The Scorching Sirocco feat enables the use of three tactical options.

*Fan the Flames:* To use this option, you must deal fire damage to a foe. On your next turn, you can attempt a DC 20 Tumble check as a move action. You must be adjacent to the target to use this ability. If you succeed, your opponent catches fire (DMG 303).

*Mark of Fire:* To use this option, you must deal fire damage to a foe with a Desert Wind strike. On your next turn, you must deal fire damage to that foe again and make a DC 20 Spellcraft check. If you succeed, the flames spread across your target, granting your allies a +2 bonus on attack rolls against her for 1 round.

*Dance of Flames:* To use this option, you must move at least 10 feet and initiate a Desert Wind stance. On your next turn, you gain a +2 bonus on Tumble checks. If you succeed on a Tumble check to avoid an attack of opportunity, the opponent whose attack you avoided takes 1d6 points of fire damage as mystical flames swirl around you.



## SHARDS OF GRANITE

Like the great Stone Dragon, you hammer through your opponents' defenses using raw, brutal strength. Each blow sunders steel, shatters bone, and cleaves through flesh. With each successive attack you make, you hit with greater force.

**Prerequisite:** Stone Power, base attack bonus +6, two Stone Dragon maneuvers.

**Benefit:** The Shards of Granite feat enables the use of three tactical options.

**Battering Smash:** To use this option, you must make a successful melee attack using one of the preferred weapons of the Stone Dragon discipline (greatsword, greataxe, heavy mace, or unarmed strike) and take a -5 penalty on the attack roll using your Stone Power feat. If you hit, you ignore the target's hardness (if any).

**Eviscerating Strike:** To use this option, you must hit the same creature at least two times in the same round using one of the preferred weapons of the Stone Dragon discipline (greatsword, greataxe, heavy mace, or unarmed strike). On your next turn, you ignore any penalty you take on your attack roll from your Stone Power feat when making a roll to confirm a critical hit.

**Unstoppable Onslaught:** To use this option, you must make a successful melee attack using one of the preferred weapons of the Stone Dragon discipline (greatsword, greataxe, heavy mace, or unarmed strike), and take a -5 penalty on the attack roll using your Stone Power feat. If you hit, your melee attacks against that creature on your next turn overcomes its damage reduction (if any).



*Not even an iron golem can withstand the onslaught of a swordswoman armed with the Shards of Granite feat*

## STORMGUARD WARRIOR

The Stormguard Warrior feat encompasses a number of the more advanced tactics and techniques you would use as a student of the Iron Heart school.

**Prerequisite:** Proficiency with an Iron Heart preferred weapon (bastard sword, dwarven waraxe, longsword, or two-bladed sword), Ironheart Aura, base attack bonus +6, two Iron Heart maneuvers.

**Benefit:** The Stormguard Warrior feat enables the use of three tactical options.

**Channel the Storm:** To use this option, you must choose to refrain from making one or more available attacks of opportunity against a single opponent. On your next turn, you gain a +4 bonus on attack rolls and damage rolls for each attack that you refrained from making against the same opponent. You gain this bonus only against an opponent that you refrained from making an attack of opportunity against in the previous round.

**Combat Rhythm:** To use this option, you can choose to make melee touch attacks in place of normal melee attacks against an opponent. These touch attacks deal no damage. For each melee touch attack that hits, you gain a +5 bonus on melee damage rolls against that same foe on your next turn.

**Fight the Horde:** To use this option, you must deal damage to at least two different foes on your turn with melee attacks or Iron Heart strikes. On your next turn, if you fight defensively or take a -4 penalty on your attack rolls with your Combat Expertise feat (if you have it), you gain a +2 bonus on attack rolls against any foe you damaged with a melee attack or Iron Heart strike during the previous turn.