ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES	ADDITIONAL NOTES
× Swordsage - Initiator Level: 23 Known: 25 Readied: 12 Stances: 6	
+ Wind Stride (Desert Wind) (Boost Level 1) (Pg 56): +10-ft. bonus to speed.	
+ Flashing Sun (R) (Desert Wind) (Strike Level 2) (Pg 54): Gain extra attack.	
+ Leaping Flame (R) (Desert Wind) (Counter Level 5) (Pg 55): Teleport adjacent to foe who attacks you.	
Desert Tempest (Desert Wind) (Strike Level 6) (Pg 52): Attack foes as you move by them.	
+ Moment of Perfect Mind (R) (Diamond Mind) (Counter Level 1) (Pg 64) :	
Use Concentration check in place of Will save. + Action Before Thought (R) (Diamond Mind) (Counter Level 2) (Pg 62):	
Use Concentration check in place of Reflex save. + Mind Over Body (R) (Diamond Mind) (Counter Level 3) (Pg 64): Use	
Concentration check in place of Fortitude save. + Ruby Nightmare Blade (Diamond Mind) (Strike Level 4) (Pg 65): Attack	
deals double damage with successful Concentration check. + Rapid Counter (R) (Diamond Mind) (Counter Level 5) (Pg 65): Strike	
opponent who provokes attack from you. + Moment of Alacrity (R) (Diamond Mind) (Boost Level 6) (Pg 64): Gain +20	
bonus on initiative during battle.	
 + Quicksilver Motion (Diamond Mind) (Boost Level 7) (Pg 65): Use swift action to complete move action. 	
+ Time Stands Still (R) (Diamond Mind) (Strike Level 9) (Pg 66): Take full attack action two times.	
+ Mighty Throw (Setting Sun) (Strike Level 1) (Pg 73) : Grab foe, throw him up to 10 ft.	
+ Clever Positioning (Setting Sun) (Strike Level 2) (Pg 70): Swap positions with target of attack.	
+ Mirrored Pursuit (Setting Sun) (Counter Level 5) (Pg 73): You match	
opponent's movement. + Scorpion Parry (Setting Sun) (Counter Level 6) (Pg 73) : Parry attack into	
second opponent. + Clinging Shadow Strike (Shadow Hand) (Strike Level 1) (Pg 76): Foe	
suffers 20% miss chance on attacks. + Cloak of Deception (R) (Shadow Hand) (Boost Level 2) (Pg 76): Turn	
invisible until the end of your turn. + Stalker in the Night (Shadow Hand) (Strike Level 6) (Pg 80): Move and	
attack while remaining hidden. + Shadow Blink (R) (Shadow Hand) (Level 7) (Pg 78) : Teleport 50 ft.	
through shadows as swift action.	
+ Stone Bones (Stone Dragon) (Strike Level 1) (Pg 84): Gain DR 5/adamantine.	
+ Wolf Fang Strike (R) (Tiger Claw) (Strike Level 1) (Pg 90): Attack with two weapons.	
 + Death From Above (Tiger Claw) (Strike Level 4) (Pg 86): Leap into air, attack foe from above, deal +4d6 damage. 	
+ Fountain of Blood (Tiger Claw) (Boost Level 4) (Pg 87): Defeat foe, cause fear in enemies.	
 + Pouncing Charge (R) (Tiger Claw) (Strike Level 5) (Pg 88): When you charge, make multiple attacks. 	
+ Thicket of Blades (Devoted Spirit) (Stance Level 3) (Pg 61): 5-ft. steps provoke attacks from you.	
+ Pearl of Black Doubt (Diamond Mind) (Stance Level 3) (Pg 64) : Gain +2	
AC each time foe misses you. + Stance of Alacrity (Diamond Mind) (Stance Level 8) (Pg 65): Gain extra	
counter each round. + Shifting Defense (Setting Sun) (Stance Level 5) (Pg 73) : 5-ft. step with	
each missed attack against you. + Child of Shadow (Shadow Hand) (Stance Level 1) (Pg 76) : You gain	
concealment as long as you move. + Blood in the Water (Tiger Claw) (Stance Level 1) (Pg 86) : Gain +1 bonus	
on attacks and damage for each critical hit.	