

Ban Dayd

Character Name
Swordsage 5, Shadow Sun Ninja 7
CLASS

Player Name
Aasimar (Lesser) / Undead
RACE

Deity
Medium / 5 ft.
SIZE / FACE

Western Heartlands
Region
5' 8" / 145 lbs.
HEIGHT / WEIGHT

Chaotic Good
Alignment
Low-Light Vision
VISION



12 (14)
Character Level (CR)
66000 / 78000
EXP/NEXT LEVEL

32
AGE
Male
GENDER

black
EYES

Black, short ponytail/bun
HAIR

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3		
DEX Dexterity	18	+4	18	+4		
CON Constitution	*	+0	*	+0		
INT Intelligence	16	+3	16	+3		
WIS Wisdom	23	+6	27	+8		
CHA Charisma	22	+6	22	+6		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+3	= +6	+ +0	+ +0	-3	+ +0	
REFLEX (dexterity)	+13	= +9	+ +4	+ +0	+ +0	+ +0	
WILL (wisdom)	+17	= +9	+ +8	+ +0	+ +0	+ +0	

HP hit points	144								
AC armor class	32	28	31	=	10	+			
TOTAL		FLAT	TOUCH	BASE					
INITIATIVE modifier	+6	=	+4	+	+2				
TOTAL		DEX MODIFIER		MISC MODIFIER					
Encumbrance		Light							

Conditional Save Modifiers:
Acid Resistance 5
Cold Resistance 5
Electricity Resistance 5
Conditional Combat Modifiers:
May add your Wis modifier to damage of chosen Insightful Strikes.

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
MELEE attack bonus	+12/+7	=	+9/+4	+	+3	+	+0	+	+0	+	0	+	
RANGED attack bonus	+11/+6	=	+9/+4	+	+4	+	+0	+	-2	+	0	+	
GRAPPLE attack bonus	+12/+7	=	+9/+4	+	+3	+	+0	+	+0	+	+0	+	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+13/+8	8d8+3	20/x2	5 ft.
Special Properties:				

*Battlefist (Mighty Arms)	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary		M	none/x0	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+14/+9					
Special Properties: Increase Slam damage (to 1d8 for medium creatures). Monks wearing a battlefist deal unarmed damage as if one size larger, and may add the battlefist's Enhancement Bonus to their unarmed damage.					

*Chameleon Tongue	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	20/x2	10 ft.
TOTAL ATTACK BONUS	DAMAGE				
+12	1d1+3				
Special Properties: "This attack deals no damage but can be used to deliver touch spells."					

*Slam	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+12	2d6+3				

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Battle Dancer Anklet For Monk		+7		+0	0
Grant Battle Dancer AC and Unarmed Attack					

TOTAL SKILLPOINTS: 121		SKILLS				MAX RANKS: 15/7.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER	
✓	Appraise	INT	3	=	3		
✓	Balance	DEX	6	=	4	+	2
✓	Bluff	CHA	6	=	6		
✓	Climb	STR	20	=	3	+	1
✓	Concentration	CON	6	=	0	+	6
	Craft (Alchemy)	INT	4	=	3	+	1
	Craft (Armorsmithing)	INT	4	=	3	+	1
	Craft (Basketweaving)	INT	4	=	3	+	1
	Craft (Blacksmithing)	INT	4	=	3	+	1
	Craft (Bookbinding)	INT	4	=	3	+	1
	Craft (Bowmaking)	INT	4	=	3	+	1
	Craft (Calligraphy)	INT	4	=	3	+	1
	Craft (Carpentry)	INT	4	=	3	+	1
	Craft (Cobbling)	INT	4	=	3	+	1
	Craft (Crystalwork)	INT	4	=	3	+	1
	Craft (Gemcutting)	INT	4	=	3	+	1
	Craft (Glassblowing)	INT	4	=	3	+	1
	Craft (Gunsmith)	INT	4	=	3	+	1
	Craft (Leatherworking)	INT	4	=	3	+	1
	Craft (Locksmithing)	INT	4	=	3	+	1
	Craft (Metalworking)	INT	4	=	3	+	1
	Craft (Painting)	INT	4	=	3	+	1
	Craft (Poisonmaking)	INT	4	=	3	+	1
	Craft (Pottery)	INT	4	=	3	+	1
	Craft (Sculpting)	INT	4	=	3	+	1
	Craft (Shippmaking)	INT	4	=	3	+	1
	Craft (Stoneworking)	INT	4	=	3	+	1
	Craft (Trapmaking)	INT	4	=	3	+	1
✓	Craft (Untrained)	INT	3	=	3		
	Craft (Weaponsmithing)	INT	4	=	3	+	1
	Craft (Weaving)	INT	4	=	3	+	1
✓	Diplomacy	CHA	6	=	6		
✓	Disguise	CHA	6	=	6		
✓	Escape Artist	DEX	4	=	4		
✓	Forgery	INT	3	=	3		
✓	Gather Information	CHA	6	=	6		
✓	Heal	WIS	8	=	8		
✓	Hide	DEX	29	=	4	+	15
✓	Intimidate	CHA	6	=	6		
✓	Jump	STR	27	=	3	+	14
	Knowledge (Arcana)	INT	5	=	3	+	2
	Knowledge (The Planes)	INT	15	=	3	+	12
✓	Knowledge (Untrained)	INT	3	=	3		
✓	Listen	WIS	10	=	8	+	2
	Martial Lore	INT	18	=	3	+	15
✓	Move Silently	DEX	21	=	4	+	13
✓	Ride	DEX	4	=	4		
✓	Search	INT	3	=	3		
✓	Sense Motive	WIS	8	=	8		
✓	Spot	WIS	10	=	8	+	2
✓	Survival	WIS	8	=	8		
✓	Survival (The Planes)	WIS	10	=	8	+	2
✓	Swim	STR	5	=	3	+	2
			=		+	+	
			=		+	+	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.							

Conditional Skill Modifiers:

+2 bonus on Martial Lore maneuver checks in your Discipline Focus disciplines.

TOTAL SKILLPOINTS: 121		SKILLS		MAX RANKS: 15/7.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Tumble		DEX	21	= 4	+ 15 + 2
Use Magic Device		CHA	15	= 6	+ 9
✓ Use Rope		DEX	4	= 4	
				=	+ +
				=	+ +
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

TURN FIRE			
Turning Check Result	FIRE Affected (Maximum Hit Dice)	Turning Check	1d20+0
Up to 0	8	Turn level	12
1 - 3	9	Turn damage	2d6+6
4 - 6	10	You destroy Fire creatures with total hit dice up to 6.	
7 - 9	11		
10 - 12	12		
13 - 15	13		
16 - 18	14		
19 - 21	15		
22+	16		
TURN/DAY <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div>			

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Periaprt of Wisdom +4	Equipped	1	0 / 16,000
Although it appears to be a normal pearl on a light chain, a periapt of wisdom actually increases the possessor's Wisdom score in the form of an enhancement bonus of +4. Moderate transmutation; CL 8th			
Glove of Mighty Wallop	Equipped	2	1 (2) / 4,000 (8,000)
These gloves cast Mighty Wallop on a single bludgeoning weapon you wield.			
Battlefist (Mighty Arms)	Equipped	1	6 / 2,600
Increase Slam damage (to 1d8 for medium creatures). Monks wearing a battlefist deal unarmed damage as if one size larger, and may add the battlefist's Enhancement Bonus to their unarmed damage.			
Chameleon Tongue	Equipped	1	0 / 0
"This attack deals no damage but can be used to deliver touch spells."			
Slam	Equipped	1	0 / 0
Monk's Outfit	Equipped	1	2 / 5
This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.			
Belt, Monk's	Equipped	1	1 / 13,000
This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus. Moderate transmutation; CL 10th			
Fanged Ring	Equipped	1	0 / 10,000
Grants "Improved Unarmed Strike and Improved Natural Attack (Unarmed Strike). When you score a critical hit with an unarmed strike, deal 1 point of constitution damage"			
Mighty Arms	Equipped	1	0 / 1,000
Can be mounted with Warforged components that attach to the hand, such as a Battlefist			
Nightstick	Equipped	1	0 / 7,500
This black rod carved of darkly stained wood is inset with religious symbols of various deities. Anyone who possesses the rod and is able to turn or rebuke undead gains four more uses of the ability per day. Moderate necromancy; CL 10th			
Eternal Wand (Lesser Restoration)	Equipped	1	0 / 4,420
Casts Lesser Restoration 2/day (as Wand)			
Battle Dancer Anklet For Monk	Equipped	1	0 / 13,000
Grant Battle Dancer AC and Unarmed Attack			
TOTAL WEIGHT CARRIED/VALUE	9 lbs.	75,525gp	

WEIGHT ALLOWANCE			
Light	76	Medium	153
Lift over head	230	Lift off ground	460
		Heavy	230
		Push / Drag	1150

MONEY	
	Total= 0 gp

MAGIC	
Languages	
Celestial, Chondathan, Common, Draconic, Elven, Sylvan	

Other Companions	
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Special Abilities	
Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster cold creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.	
You may always take 10 on a climb check	

Special Attacks	
Battlefist	[My]
Battlefist Monk	[My]
Daylight (Sp)	[MM]
An Aasimar can use daylight once per day as a 1st-level caster or a caster of his class levels, whichever is higher.	
Assassin's Stance	[ToB]

As your foe struggles to regain his defensive posture, you line up an exacting strike that hits with superior accuracy and deadly force. A shadow cast by a gap between two armored plates or a crease in a creature's thick hide calls to your weapon, allowing you to strike with deadly accuracy against an unprepared opponent. While you are in this stance, you gain the sneak attack ability, if you do not already have it, which deals an extra 2d6 points of damage. If you already have the sneak attack class feature, your existing sneak attack ability deals an extra 2d6 points of damage. See the rogue class feature (PH 50) for a complete description of sneak attack.

Balance On The Sky	[ToB]
With arms spread wide, you step onto the air. You gain the ability to use air walk (PH 196) on yourself only. You must keep at least one hand empty while using this stance. Moving upward requires you to spend 10 feet of movement for each 5 feet of elevation you gain. You gain the benefit of air walk only while you maintain this stance. If for some reason your stance ends while you are in midair, you fall to the ground. This stance is a supernatural ability.	

Ballista Throw	[ToB]
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 (page 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. 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.	

Bloodletting Strike	[ToB]
Spinning your blade in a butterflylike pattern, you administer a dozen precise cuts in an eyeblink. Blood flows from your foe's opened veins. As part of this maneuver, you make a single melee attack. If this attack hits, your opponent takes 4 points of Constitution damage in addition to your attack's normal damage. A successful Fortitude save (DC 15 + your Wis modifier) reduces this Constitution damage to 2 points, although the foe still takes full normal melee damage.	

Burning Blade	[ToB]
Your blade bursts into flame as it sweeps toward your foe in an elegant arc. A subtle yet precise twisting of your blade unlocks the power of flame. When you initiate this maneuver, fire trails from your melee weapon. For the rest of your turn, your melee attacks deal an extra 1d6 points of fire damage + 1 point per initiator level. This maneuver is a supernatural ability.	

Child of Shadow	[ToB]
As you move, shadows flutter and swarm around you. Even under the bright desert sun, you are difficult to spot as long as you remain in motion. As an initiate of the Shadow Hand school, you learn to channel and control dark, shadowy energies. This energy flows around you like a concealing robe, hiding you from your opponents as they attempt to strike you. If you move at least 10 feet during your turn, you gain concealment against all melee and ranged attacks until the start of your next turn. You also gain the standard benefits of concealment, but you cannot use this stance to hide in plain sight; you must still use some other terrain feature that normally allows you to use the Hide skill. The fluttering shadows make it difficult to specifically target you, but your enemies are aware of your position. This maneuver is a supernatural ability.	

Cloak of Deception	[ToB]
The shadows around you seem to surge forward and engulf you. For a brief moment, they render you invisible. When you initiate this maneuver, you turn invisible, as the greater invisibility spell (PH 245). You remain invisible until the end of your current turn. This maneuver is a supernatural ability.	

Comet Throw	[ToB]
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 (page 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. 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.	

Drain Vitality	[ToB]
A faint nimbus of sickly gray shadow surrounds your weapon. When you attack, this shadowy aura flows into the wound you inflict, sapping your opponent's strength, vitality, and energy. As part of this maneuver, make a single melee attack. If this attack hits, you deal normal melee damage and the target must make a successful Fortitude save (DC 12 + your Wis modifier) or take 2 points of Constitution damage. A successful save negates the Constitution damage but not the normal melee damage.	

Enervating Shadow Strike	[ToB]
Your weapon becomes cloaked in an inky, black nimbus. As you strike your opponent, that energy flows into the wound and leaves him pale, weak, and shaking. As part of this maneuver, you make a single melee attack. If this attack hits, the target must make a successful Fortitude save (DC 18 + your Wis modifier) or gain 1d4 negative levels. You gain 5 temporary hit points for each negative	

level your enemy gains. Temporary hit points gained in this manner last until the end of the encounter. The effects of any negative levels bestowed by this strike disappear in 24 hours. If the target has at least as many negative levels as Hit Dice, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from her highest available level. Negative levels stack. In addition to the negative levels, your attack deals normal damage, even if the target succeeds on the saving throw. This maneuver is a supernatural ability.

Flame's Blessing [ToB]

Fire is not your enemy, and it does not harm you. You gain some resistance to fire as long as you remain in this stance. The amount of resistance is determined by your ranks in Tumble. If you have 19 or more ranks in Tumble, you gain immunity to fire while you are in this stance. This stance is a supernatural ability. Tumble Ranks Fire Resistance 4-8 5 9-13 10 14-18 20 19+ Immunity

Leaping Flame [ToB]

As your foe attacks you, you disappear in a burst of flame and smoke, only to reappear as if out of thin air next to him. You instantly appear in a square adjacent to a creature that attacks you with a melee or ranged attack, after resolving the enemy's attack. You cannot move into a space that is occupied by a creature or object. You can move up to 100 feet in this manner. If you cannot move adjacent to the target, this maneuver fails to function but is still considered used. This maneuver is a supernatural ability.

Mighty Throw [ToB]

You use superior leverage and your Setting Sun training to send an opponent tumbling to the ground. As part of this maneuver, you must succeed on a melee touch attack against your foe. Resolve the throw as a trip attempt (PH 158), but you do not provoke attacks of opportunity, and your opponent cannot try to trip you if you lose the opposed check. You can use your Dexterity or Strength modifier, whichever is higher. You gain a +4 bonus on the ability check. If you succeed in tripping your foe, you throw it up to 10 feet away from you. The target falls prone in the destination space. You choose where it lands. You must place the target in an empty space. If you lack the distance to throw your target into a clear space, it falls prone in its current space. An enemy you throw with this maneuver does not provoke attacks of opportunity for passing through enemies' threatened areas as part of the throw, and you can throw an enemy through occupied squares.

One With Shadow [ToB]

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 [ToB]

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 Noose [ToB]

As you foe struggles to ready his defenses, you make a subtle gesture in the air. A noose formed of shadow drops from above him, wraps around his throat, and hoists him aloft. His limbs flail as he struggles to free himself from the strangling noose. As part of this maneuver, you form a noose of shadow that wraps around your target and strangles him. This maneuver works only against a flatfooted target. As part of this maneuver, you make a ranged touch attack against a flat-footed creature within range. If it hits, your opponent takes 8d6 points of damage. In addition, he must make a successful Fortitude save (DC 16 + your Wis modifier) or be stunned for 1 round. A successful save negates the stun, but not the extra damage. This strike has no effect against nonliving creatures, such as constructs and undead. This maneuver is a supernatural ability.

Strength Draining Strike [ToB]

Liquid, black energy covers your weapon. As you strike your opponent, this material flows into the wound, spreads along his veins, and leaves him weakened. As part of this maneuver, you make a single melee attack against an opponent. In addition to dealing normal melee damage with the attack, you deal 4 points of Strength damage. A successful Fortitude save (DC 13 + your Wis modifier) halves this Strength damage, but has no effect on the normal melee damage you deal with the strike. This maneuver is a supernatural ability.

Mighty Arms Slam Attack (Medium) [My]

Turn Fire [PH]

13/day (turn level 12) (turn damage 2d6+6)

Special Qualities

AC Bonus (Ex) [PH]

A monk is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

AC Bonus [ToB]

Starting at 2nd level, you can add your Wisdom modifier as a bonus to Armor Class, so long as you wear light armor, are unencumbered, and do not use a shield.

This bonus to AC applies even against touch attacks or when you are flat-footed. However, you lose this bonus when you are immobilized or helpless.

Spellcaster (Knowledge (Arcana), Use Magic Device) [DMG2]

A spellcaster mentor could be a priest of the character's religion, a teacher at a wizard's guild, or an inventor seeking a protege. Spellcaster mentors are not as useful as the other seven mentors for characters who cannot cast spells themselves. A spellcaster grants her apprentice a +2 competence bonus on Spellcraft checks. The tutelage of a spellcasting mentor grants additional benefits only if the apprentice shares the same class as his mentor. The apprentice only gains these benefits when he gains a level in this class; he retains all the other benefits of this feat (the bonus skills and the bonus on Spellcraft checks) regardless of what class he chooses to gain a level in. If the apprentice and his mentor are arcane spellcasters, he gains one additional spell known at 1st level. Wizards gain this spell in their spellbooks, and spontaneous casters such as sorcerers or bards gain an additional 1st-level spell beyond their normal number of spells known. As the apprentice gains levels, he is able to learn additional spellcasting techniques from his mentor; wizards can copy from their mentor's spellbook at no charge. Spellcasters who do not prepare spells (such as a bard or sorcerer) gain increased flexibility with the spells they know. Each time an apprentice gains another of these levels, he can choose to learn a new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged. If the character and his mentor are divine spellcasters who prepare spells (such as clerics, druids, paladins, or rangers), he can select one spell he knows as a preferred spell. This can be a spell of any level he can cast. Once per day, the apprentice can spontaneously cast a preferred spell by swapping out any prepared spell of an equal spell level. He can only have one preferred spell at a time, but each time he gains a level in the associated class, he can change his preferred spell to a different spell. Associated Skills: Knowledge (any one), Use Magic Device.

Catalogues Of Enlightenment [My]

Catalogues of Enlightenment (Cold) [My]

You gain the granted power of the Cold Domain.

Darkness within Light (Su) [ToB]

You know that while light cannot exist without darkness, the opposite is also true. By focusing your ki and closing your eyes, you view the world in a vague, shadowy form. Those also trapped within darkness appear clear and distinct before you. Starting at 5th level, you can close your eyes and willfully ignore any other senses that confer the ability to pinpoint the location of a creature (such as blindsense, blindsight, and scent). You become effectively blinded, but you gain a special benefit on attacks made against targets that are also blinded or effectively blinded. Against such foes, you ignore the drawbacks for fighting while blinded. Instead, you gain a +4 bonus on melee attack rolls and a +4 bonus on melee damage rolls against such enemies. In addition, if you have the Stunning Fist feat, blinded opponents take a -2 penalty on their saves to resist your stunning attacks. You suffer the penalties for being blinded and deafened until the start of your next turn. The blindness cannot be negated through any means, magical or mundane, until that time. You gain the benefit of this ability if you willingly turn off your sense of sight or if some effect, such as a blindness spell, robs you of your sight.

Discipline Focus (Ex) [ToB]

As a swordsage, you can focus your training to take advantage of each discipline's fighting style. Each time you gain the discipline focus ability, select one of the six swordsage disciplines to which that focus applies. You can select a different discipline each time you gain discipline focus, but you must know at least one martial maneuver from the selected discipline. Even if you select a different discipline at higher levels, your discipline choice for earlier abilities does not change. This focus manifests in the following ways.

Weapon Focus: At 1st level, you gain the benefit of the Weapon Focus feat for weapons associated with the chosen discipline. See the discipline descriptions in Chapter 4.

Insightful Strikes: At 4th level, you can add your Wisdom modifier as a bonus on damage rolls whenever you execute a strike from the chosen discipline. At 12th level, you can choose a second discipline to which this ability applies.

Defensive Stance: At 8th level, you gain a +2 bonus on saving throws whenever you adopt a stance from the chosen discipline. At 16th level, you can choose a second discipline to which this ability applies. You gain a +2 bonus on Martial Lore checks made regarding a maneuver in a discipline in which you have discipline focus.

Fast Healing 3 [MM]

Fast Movement (Ex) [PH]

At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table 3-10. A monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed.

Flame of the Shadow Sun (Su) [ToB]

Beginning at 2nd level, you can create a protective cloak of negative energy by using your ki. This cloak absorbs cold damage. You can then gather this energy, transform it, and unleash it as a searing attack. As an immediate action, you can shroud yourself in shimmering, dark energy that provides resistance to cold 10 until the start of your next turn. If this resistance reduces the damage you take from any attack or effect, you can take a swift action on your next turn to hurl a bolt of fiery energy with a range of 60 feet. This bolt requires a ranged touch attack to hit and deals 2d6 points of fire damage.

Meager Fortitude [UA]

You are sickly and weak of stomach.

Shaky [UA]

You are relatively poor at ranged combat.

Insightful Strikes (Shadow Hand) (Ex) [ToB]	You may ignore 5 points of Cold damage each time you take Cold damage
You may add your Wisdom modifier as a bonus on damage rolls whenever you execute a strike from the Shadow Hand discipline.	Resistance to Electricity (Ex) [MM]
Light within Darkness (Su) [ToB]	You may ignore 5 points of Electricity damage each time you take Electricity damage
From 4th level on, the darkness cannot muffle your inner light. Rather, the shadows cause it to seethe and roil as the light within you struggles to break free. If you make a melee attack against an opponent on the round after you make a successful Hide check, you burst into a searing corona of light. All opponents within 60 feet of you that failed to detect you while you were hiding must make Fortitude saves (DC 10 + 1/2 your character level + your Wis modifier) or be blinded for 1 round. Creatures who are aware of the ninja, such as those who made successful Spot checks to notice her, are unaffected by this attack.	Resist Control (Ex) [My]
Low-Light Vision (Ex) [PH]	+2 profane bonus on Will saves against Control Undead spell.
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	Skills [MM]
Maneuvers [ToB]	An Aasimar has a +2 racial bonus on Spot and Listen checks.
At 1st, 3rd, 6th, and 9th level, you gain one new maneuver known from the Setting Sun or Shadow Hand disciplines. You must meet a maneuver's prerequisite to learn it. You add your full Shadow Sun ninja levels to your initiator level to determine your total initiator level and your highest-level maneuvers known. At 5th level and 10th level, you gain an additional maneuver readied per day.	Back on Your Feet [CS]
Maneuvers [ToB]	If you fall prone for any reason, you can stand up as an immediate action without provoking attacks of opportunity.
You begin your career with knowledge of six martial maneuvers. The disciplines available to you are Desert Wind, Diamond Mind, Setting Sun, Shadow Hand, Stone Dragon, and Tiger Claw. Once you know a maneuver, you must ready it before you can use it (see Maneuvers Readied, below). A maneuver usable by swordsmen is considered an extraordinary ability unless otherwise noted in its description. Your maneuvers are not affected by spell resistance, and you do not provoke attacks of opportunity when you initiate one. You learn additional maneuvers at higher levels, as shown on Table 1-2. You must meet a maneuver's prerequisite to learn it. See Table 3-1, page 39, to determine the highest-level maneuvers you can learn. Upon reaching 4th level, and at every even-numbered swordsmen level after that (6th, 8th, 10th, and so on), you can choose to learn a new maneuver in place of one you already know. In effect, you lose the old maneuver in exchange for the new one. You can choose a new maneuver of any level you like, as long as you observe your restriction on the highest-level maneuvers you know; you need not replace the old maneuver with a maneuver of the same level. For example, upon reaching 10th level, you could trade in a single 1st-, 2nd-, 3rd- or 4th-level maneuver for a maneuver of 5th level or lower, as long as you meet the prerequisite of the new maneuver. You can swap only a single maneuver at any given level.	Stances Known [ToB]
Maneuvers Readied [ToB]	At 5th level, you learn a new martial stance from the Setting Sun or Shadow Hand disciplines. You must meet a stance's prerequisite to learn it.
You can ready four of your six maneuvers known at 1st level, and as you advance in level and learn more maneuvers, you are able to ready more, but you must still choose which maneuvers to ready. You ready your maneuvers by meditating and exercising for 5 minutes. The maneuvers you choose remain readied until you decide to meditate again and change them. You need not sleep or rest for any long period of time to ready your maneuvers; any time you spend 5 minutes in meditation, you can change your readied maneuvers. You begin an encounter with all your readied maneuvers unexpended, regardless of how many times you might have already used them since you chose them. When you initiate a maneuver, you expend it for the current encounter, so each of your readied maneuvers can be used once per encounter (unless you recover them, as described below). You can recover an expended maneuver by using a full-round action to quickly meditate. Doing this does not provoke attacks of opportunity. If you complete your meditation, you can choose one expended maneuver to refresh. It is now available for use in a subsequent round.	Stances Known [ToB]
Mighty Wallop Enhancement (Slam) [My]	You begin play with knowledge of one 1st-level stance from any discipline open to you. At 2nd, 5th, 9th, 14th, and 20th level, you can choose additional stances. Unlike maneuvers, stances are not expended, and you do not have to ready them. All the stances you know are available to you at all times, and you can change the stance you currently use as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, you cannot learn a new stance at higher levels in place of one you already know.
You increase the damage done by a bludgeoning Weapon weapon.	Touch of the Shadow Sun (Su) [ToB]
Mighty Wallop Enhancement (Unarmed Strike) [My]	A Shadow Sun ninja strikes a careful balance between light and dark, good and evil. Although your heart is dedicated to good, you know that the shadow of evil will always be a part of you. This realization, along with careful control of your ki energy, allows you to wield the energy of both the dark and light aspects of your being. This understanding and mastery allows you to deal damage with one attack, then turn and heal an ally with the reverse of that harmful energy. With a melee touch attack made as a standard action, you can deal negative energy damage equal to your base unarmed damage + your Wis modifier. Note that undead are healed by this attack, since it uses negative energy. In the round after you use this ability, you can touch a creature as a standard action and heal an amount of damage equal to the damage you dealt with your negative energy touch on the previous round. If the target of this healing touch makes no effort to prevent you from touching him, you can touch the creature as a swift action. You cannot use both aspects of this ability on the same round, nor can you use the negative energy touch again in a round after you have already successfully used it. After you channel negative energy into a creature, you convert that energy into a positive energy charge that prevents you from using the negative energy aspect of this ability until the positive energy has been discharged.
You increase the damage done by a bludgeoning Weapon weapon.	Turn Resistance [MM]
Monk Abilities [My]	Undead Type [MM]
Your add your class level to your monk level to determine your class-based AC bonus, unarmed damage, unarmored speed bonus, penalty on your attacks when using your flurry of blows ability, and the number of daily attempts of your Stunning Fist feat. If you have no monk levels, you gain the AC bonus of a monk whose level equals your Shadow Sun ninja level. In addition, you gain additional uses of the Stunning Fist feat as a monk. (Your non-monk, non-Shadow Sun ninja class levels provide one use per four levels and your monk, and Shadow Sun ninja class levels provide one use per level.) You do not count your class levels for the purpose of determining when you gain any other monk class features, such as bonus feats, evasion, or other special abilities.	Undead do not eat/sleep/breathe. Undead are Immune to poison/ sleep effects/ paralysis/ stunning/ disease/ and death effects. Not subject to critical hits/ nonlethal damage/ ability drain/ or energy drain. Immune to damage to STR/ DEX/CON as well as to fatigue and exhaustion effects. Negative energy can heal undead creatures. Immune to any effect that requires a Fortitude save (unless it works on objects or is harmless). Not at risk from death from massive damage (but destroyed when reduced to 0 hp). Not affected by Raise Dead and Reincarnate spells/abilities (but Resurrection and True Resurrection return the undead into their former living self).
Quick to Act (Ex) [ToB]	Unnatural Resilience (Ex) [My]
You gain a +2 bonus on initiative checks.	You automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on you.
Reptilian Subtype [MM]	Void of the Shadow Sun (Su) [ToB]
These creatures are scaly and usually coldblooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.	You eventually learn to draw upon the power of light to shield you from attacks. Even if an opponent manages to breach this shield, it is not destroyed. Rather than fade away, the shield shifts into an aura of icy cold, black energy that can harm your enemies. Starting at 7th level, as a swift action you can wreath yourself in a halo of bright, flaming light. You gain a +2 deflection bonus to AC. This ability lasts until the start of your next turn. If an opponent successfully hits you despite your improved AC, you lose the deflection bonus to AC and you cannot use this ability again on your next turn. However, you can project a pulse of frigid, black energy in a 30-foot-radius burst around you as a standard action in the round after your shield is pierced. Enemies in this area take 8d6 points of cold damage, with a Fortitude save (DC 10 + 1/2 your character level + your Wis modifier) for half damage.
Resistance to Acid (Ex) [MM]	Weapon and Armor Proficiency [ToB]
You may ignore 5 points of Acid damage each time you take Acid damage	As a swordsmen, you are proficient with simple weapons, martial melee weapons (including those that can be used as thrown weapons), and light armor, but not with shields.
Resistance to Cold (Ex) [MM]	Weapon Focus (Shadow Hand) (Ex) [ToB]
	Grants the Weapon Focus feat for weapons associated with the Shadow Hand discipline (dagger, short sword, sai, siangham, unarmed strike, and spiked chain).
	Feats
	Adaptive Style [ToB]
	With just a short period of meditation, you can change your maneuvers and tactics to meet the threat you currently face.
	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.
	Apprentice [DMG2]

A character with this feat has apprenticed himself to a master in order to speed his learning and bolster his skills. This feat must be taken at 1st level. Once you start gaining experience, your methods of learning are already too ingrained for you to be able to gain the benefits of a mentor-apprentice relationship.

When you select this feat, you gain all the benefits described in this section for being an apprentice.

Beast Strike [My]

Benefit: When you make an unarmed strike or grapple check to deal damage, you may add your claw or slam damage to your unarmed strike or grapple damage. Special: A fighter may select Beast Strike as a fighter bonus feat.

Healing Devotion [CV]

You can heal damage faster than normal.

Once per day, you can gain fast healing 1, +1 for every five character levels you possess (maximum fast healing 5 at 20th level). This effect lasts for 1 minute. You can activate this feat as an immediate action or, if you have a daily available, it automatically activates if you are reduced to 0 hit points or below (but not killed).

Special: As a full-round action, you can transfer this ability to a willing recipient as a touch spell. Doing so counts as one daily use of the ability.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

Intuitive Attack [BE]

You fight by faith more than brute strength.

With a simple weapon of your size or a natural weapon, you may use your Wisdom modifier instead of your Strength modifier on attack rolls. Special: A fighter may select Intuitive Attack as one of his fighter bonus feats.

Planar Touchstone [MoI]

Forge a link between you and power-rich planar locations, referred to as planar touchstones.

Choose any site designated as a planar touchstone for which you also possess an object native to that location, as noted in this feat's prerequisite. When this feat is first taken, forging a link between yourself and a chosen planar touchstone takes 24 hours of uninterrupted concentration. To forge a link, you must spend 10 experience points and expend the object described in this feat's prerequisite. Once the link is forged, you gain the base ability described for that touchstone. If you physically visit the planar location once you've forged a link, you also gain a higher-order ability with a limited number of uses, as described for that planar touchstone. You can repeatedly visit the planar touchstone, each time recharging your usages of the higher-order ability. Usages of a higher-order ability do not stack, so visiting your planar touchstone prior to using up any of your higher-order usages confers no additional benefit. Once you've established a link with one planar touchstone site by taking this feat, you can also freely visit other planar touchstones. When you do so and fulfill the higher-order ability's recharge condition for the alternate site, you immediately gain the base ability of the new planar touchstone site and lose the base ability of the previous site. You also lose any remaining uses of the higher-order ability of your previously selected site (if any), and instead gain the specified number of higher-order ability uses appropriate to the new site. In this way, you can "unplug" from one site and "plug in" to a new planar touchstone site as often as you desire. Thus, after expending the raw materials and experience points for making your first connection, making subsequent connections with different sites is as easy as fulfilling the higherorder recharge condition. Special: You can take this feat more than once. Each time, you gain the base ability to retain one more planar touchstone location in addition to your previous ability. You also gain the capacity to retain uses of one more planar touchstone's higher-order ability.

Travel Devotion [CV]

You can move quickly around the battlefield.

Once per day as a swift action, you can activate this ability to move up to your speed as a swift action each round. Thus, you can move your speed and then take a full-round action, or move and take two other actions (two move actions or one move action and one standard action). This effect lasts for 1 minute.

Special: You cannot take a 5-foot step in the same round that you use this feat to move as a swift action.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each two daily turn or rebuke uses you expend.

Extra Turning (Granted) [PH]

You can turn or rebuke creatures more often than normal.

You can use your ability to turn or rebuke creatures four more times per day than normal.

Improved Natural Attack (Unarmed Strike) [My]

Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Improved Unarmed Strike (Granted) [PH]

You are skilled at fighting while unarmed.

You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Weapon Focus (Chain (Spiked), Dagger, Sai, Siangham, Sword (Short), Unarmed Strike) (Granted) [PH]

You are especially good at using this specified weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Proficiencies

Aspergillum (Heavy), Axe (Throwing), Battle Gauntlet, Battleaxe, Blowgun, Boulder, Chameleon Tongue, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Darts (Barbed), Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash, Shortspear, Sickle, Slam, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Warhammer

Templates

Assign Race Type ~ Humanoid

Chameleon Creature

Evolved Undead

Lesser Planetouched

Necropolitan

Temporary Bonus

Belt (Monk's)

Innate

- ☐Daylight
- ☐Fabricate

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Daylight	Evocation [Light, Fire Shugenja]	1 standard action	120 minutes [D]	Touch	PH:p.216
[V, S] TARGET: Object touched; EFFECT: The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light- proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness. [SR:No]					
<input type="checkbox"/> Fabricate	Transmutation	See text	Instantaneous	Close (55 ft.)	PH:p.229
[V, S, M] TARGET: Up to 120 cu. ft; see text; EFFECT: You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet. You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship. Casting requires 1 round per 10 cubic feet [or 1 cubic foot] of material to be affected by the spell. Material Component: The original material, which costs the same amount as the raw materials required to craft the item to be created. [SR:No]					

* =Domain/Specialty Spell

Swordsage Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	—	4	2	2	1	2	2	1	3	—
PER DAY	—	—	—	—	—	—	—	—	—	—

LEVEL 1 / Per Day:0 / Caster Level:8

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Burning Blade	Desert Wind (Boost) [Fire]	1 swift action	End of turn	Personal	ToB:p.52
TARGET: You; EFFECT: Your blade bursts into flame as it sweeps toward your foe in an elegant arc. A subtle yet precise twisting of your blade unlocks the power of flame. When you initiate this maneuver, fire trails from your melee weapon. For the rest of your turn, your melee attacks deal an extra 1d6 points of fire damage + 1 point per initiator level. This maneuver is a supernatural ability.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Child of Shadow	Shadow Hand (Stance)	1 swift action	Stance	Personal	ToB:p.76
TARGET: You; EFFECT: As you move, shadows flutter and swarm around you. Even under the bright desert sun, you are difficult to spot as long as you remain in motion. As an initiate of the Shadow Hand school, you learn to channel and control dark, shadowy energies. This energy flows around you like a concealing robe, hiding you from your opponents as they attempt to strike you. If you move at least 10 feet during your turn, you gain concealment against all melee and ranged attacks until the start of your next turn. You also gain the standard benefits of concealment, but you cannot use this stance to hide in plain sight; you must still use some other terrain feature that normally allows you to use the Hide skill. The fluttering shadows make it difficult to specifically target you, but your enemies are aware of your position. This maneuver is a supernatural ability.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flame's Blessing	Desert Wind (Stance) [Fire]	1 swift action	Stance	Personal	ToB:p.53
TARGET: You; EFFECT: Fire is not your enemy, and it does not harm you. You gain some resistance to fire as long as you remain in this stance. The amount of resistance is determined by your ranks in Tumble. If you have 19 or more ranks in Tumble, you gain immunity to fire while you are in this stance. This stance is a supernatural ability. Tumble Ranks Fire Resistance 4-8 5 9-13 10 14-18 20 19+ Immunity					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mighty Throw	Setting Sun (Strike)	1 standard action		Touch	ToB:p.73
TARGET: Creature touched; EFFECT: You use superior leverage and your Setting Sun training to send an opponent tumbling to the ground. As part of this maneuver, you must succeed on a melee touch attack against your foe. Resolve the throw as a trip attempt [PH 158], but you do not provoke attacks of opportunity, and your opponent cannot try to trip you if you lose the opposed check. You can use your Dexterity or Strength modifier, whichever is higher. You gain a +4 bonus on the ability check. If you succeed in tripping your foe, you throw it up to 10 feet away from you. The target falls prone in the destination space. You choose where it lands. You must place the target in an empty space. If you lack the distance to throw your target into a clear space, it falls prone in its current space. An enemy you throw with this maneuver does not provoke attacks of opportunity for passing through enemies' threatened areas as part of the throw, and you can throw an enemy through occupied squares.					

LEVEL 2 / Per Day:0 / Caster Level:8

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cloak of Deception	Shadow Hand (Boost)	1 swift action	End of turn	Personal	ToB:p.76
TARGET: You; EFFECT: The shadows around you seem to surge forward and engulf you. For a brief moment, they render you invisible. When you initiate this maneuver, you turn invisible, as the greater invisibility spell [PH 245]. You remain invisible until the end of your current turn. This maneuver is a supernatural ability.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Drain Vitality	Shadow Hand (Strike)	1 standard action		Melee attack	ToB:p.77
TARGET: One creature; EFFECT: A faint nimbus of sickly gray shadow surrounds your weapon. When you attack, this shadowy aura flows into the wound you inflict, sapping your opponent's strength, vitality, and energy. As part of this maneuver, make a single melee attack. If this attack hits, you deal normal melee damage and the target must make a successful Fortitude save [DC 12 + your Wis modifier] or take 2 points of Constitution damage. A successful save negates the Constitution damage but not the normal melee damage. [; DC: 20, Fortitude negates]					

LEVEL 3 / Per Day:0 / Caster Level:8

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Assassin's Stance	Shadow Hand (Stance)	1 swift action	Stance	Personal	ToB:p.75
TARGET: You; EFFECT: As your foe struggles to regain his defensive posture, you line up an exacting strike that hits with superior accuracy and deadly force. A shadow cast by a gap between two armored plates or a crease in a creature's thick hide calls to your weapon, allowing you to strike with deadly accuracy against an unprepared opponent. While you are in this stance, you gain the sneak attack ability, if you do not already have it, which deals an extra 2d6 points of damage. If you already have the sneak attack class feature, your existing sneak attack ability deals an extra 2d6 points of damage. See the rogue class feature [PH 50] for a complete description of sneak attack.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Strength Draining Strike	Shadow Hand (Strike)	1 standard action		Melee attack	ToB:p.80
TARGET: One creature; EFFECT: Liquid, black energy covers your weapon. As you strike your opponent, this material flows into the wound, spreads along his veins, and leaves him weakened. As part of this maneuver, you make a single melee attack against an opponent. In addition to dealing normal melee damage with the attack, you deal 4 points of Strength damage. A successful Fortitude save [DC 13 + your Wis modifier] halves this Strength damage, but has no effect on the normal melee damage you deal with the strike. This maneuver is a supernatural ability. [; DC: 21, Fortitude half]					

LEVEL 4 / Per Day:0 / Caster Level:8

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Comet Throw	Setting Sun (Strike)	1 standard action		Touch	ToB:p.71
TARGET: Creature touched; see text; EFFECT: 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 [page 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. 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. [; DC: 22, Reflex partial; see text]					

LEVEL 5 / Per Day:0 / Caster Level:8

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bloodletting Strike	Shadow Hand (Strike)	1 standard action		Melee attack	ToB:p.75
TARGET: One creature; EFFECT: Spinning your blade in a butterflylike pattern, you administer a dozen precise cuts in an eyeblink. Blood flows from your foe's opened veins. As part of this maneuver, you make a single melee attack. If this attack hits, your opponent takes 4 points of Constitution damage in addition to your attack's normal damage. A successful Fortitude save [DC 15 + your Wis modifier] reduces this Constitution damage to 2 points, although the foe still takes full normal melee damage. [; DC: 23, Fortitude partial]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Leaping Flame	Desert Wind (Counter) [Teleport]	1 immediate action	Instantaneous	Personal	ToB:p.55
TARGET: You; EFFECT: As your foe attacks you, you disappear in a burst of flame and smoke, only to reappear as if out of thin air next to him. You instantly appear in a square adjacent to a creature that attacks you with a melee or ranged attack, after resolving the enemy's attack. You cannot move into a space that is occupied by a creature or object. You can move up to 100 feet in this manner. If you cannot move adjacent to the target, this maneuver fails to function but is still considered used. This maneuver is a supernatural ability.					

LEVEL 6 / Per Day:0 / Caster Level:8

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ballista Throw	Setting Sun (Strike)	1 standard action		Touch and 60 ft.; see t	ToB:p.70
TARGET: 60-ft. line; EFFECT: 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 [page 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. 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.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shadow Noose	Shadow Hand (Strike)	1 standard action	1 round	60 ft.	ToB:p.79
TARGET: One flat-footed living creature; EFFECT: As you foe struggles to ready his defenses, you make a subtle gesture in the air. A noose formed of shadow drops from above him, wraps around his throat, and hoists him aloft. His limbs flail as he struggles to free himself from the strangling noose. As part of this maneuver, you form a noose of shadow that wraps around your target and strangles him. This maneuver works only against a flatfooted target. As part of this maneuver, you make a ranged touch attack against a flat-footed creature within range. If it hits, your opponent takes 8d6 points of damage. In addition, he must make a successful Fortitude save [DC 16 + your Wis modifier]					

* =Domain/Specialty Spell

Swordsage Spells

or be stunned for 1 round. A successful save negates the stun, but not the extra damage. This strike has no effect against nonliving creatures, such as constructs and undead. This maneuver is a supernatural ability. [; **DC**:24, Fortitude partial]

LEVEL 7 / Per Day:0 / Caster Level:8

Name	School	Time	Duration	Range	Source
Shadow Blink	Shadow Hand [Teleportation]	1 swift action		50 ft.	ToB:p.78

TARGET: You; **EFFECT:** 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.

LEVEL 8 / Per Day:0 / Caster Level:8

Name	School	Time	Duration	Range	Source
Balance On The Sky	Shadow Hand (Stance)	1 swift action	Stance	Personal	ToB:p.75

TARGET: You; **EFFECT:** With arms spread wide, you step onto the air. You gain the ability to use air walk [PH 196] on yourself only. You must keep at least one hand empty while using this stance. Moving upward requires you to spend 10 feet of movement for each 5 feet of elevation you gain. You gain the benefit of air walk only while you maintain this stance. If for some reason your stance ends while you are in midair, you fall to the ground. This stance is a supernatural ability.

Enervating Shadow Strike	Shadow Hand (Strike)	1 standard action		Melee attack	ToB:p.77
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TARGET: One creature; **EFFECT:** Your weapon becomes cloaked in an inky, black nimbus. As you strike your opponent, that energy flows into the wound and leaves him pale, weak, and shaking. As part of this maneuver, you make a single melee attack. If this attack hits, the target must make a successful Fortitude save [DC 18 + your Wis modifier] or gain 1d4 negative levels. You gain 5 temporary hit points for each negative level your enemy gains. Temporary hit points gained in this manner last until the end of the encounter. The effects of any negative levels bestowed by this strike disappear in 24 hours. If the target has at least as many negative levels as Hit Dice, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level [for determining the power, duration, DC, and other details of spells or special abilities]. Additionally, a spellcaster loses one spell or spell slot from her highest available level. Negative levels stack. In addition to the negative levels, your attack deals normal damage, even if the target succeeds on the saving throw. This maneuver is a supernatural ability. [; **DC**:26, Fortitude negates]

One With Shadow	Shadow Hand (Counter)	1 immediate action	See text	Personal	ToB:p.78
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TARGET: You; **EFFECT:** 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.

* =Domain/Speciality Spell

Ban Dayd

Aasimar (Lesser)

RACE	
32	
AGE	
Male	
GENDER	
Low-Light Vision	
VISION	
Chaotic Good	
ALIGNMENT	
Right	
DOMINANT HAND	
5' 8"	
HEIGHT	
145 lbs.	
WEIGHT	
black	
EYE COLOUR	
Ash white	
SKIN COLOUR	
Black, short ponytail/bun	
HAIR / HAIR STYLE	
PHOBIAS	
,	
PERSONALITY TRAITS	
INTERESTS	
,	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	



Western Heartlands

REGION	
DEITY	
Undead	
Race Type	

Race Sub Type

Description:

STRATEGIES
Ban's role in the party is healer.

Using "Touch Of The Shadow Sun" on an unresisting target is a Swift Action.
He can use it on himself one round (Negative Energy) and an ally the following round (Positive Energy) and still have a Move +Standard action or Full-Round-Action.
For "Fire and forget" healing, there is always "Healing Devotion" - he can spend a Full-Round-Action to bestow Fast Healing on an ally so they keep healing themselves without his intervention for a while.

When going on the offensive, he has several options. The primary one is to (if necessary) use Travel Devotion as a swift action to get close to his opponent and take a Full Attack with his unarmed attacks.

For living enemies too difficult to hit, he can use Touch Of The Shadow Sun as a Touch Attack.

Tumbling through an enemy space renders them flat-footed for Shadow Noose

If you run out of Maneuvers, a Full-Round Action (Adaptive Style) lets you refresh them all.

Prepared Maneuvers

- 1) Shadow Blink - 50' teleport as a Swift Action
- 2) Bloodletting Strike - Melee Attack as a Standard action, and add CON damage
- 3) Drain Vitality- Melee Attack as a Standard action, and add CON damage (Weaker version of Drain Vitality)
- 4) Enervating Strike - Melee Attack as a Standard Action to inflict Negative Levels
- 5) Shadow Noose - ranged touch attack against a flat-footed enemy. 8d6 damage and stuns
- 6) Strength Draining Strike - Melee Attack as a Standard action, and add STR damage
- 7) Comet Throw - Make a trip attack to throw an opponent up to 10' in any direction for 4d6 damage
- 8) One With The Shadow - become intangible for 1 turn as an immediate action
- 9) Ballista Throw - Make a trip attack to throw an enemy in a 60' line, dealing 6d6 damage to the enemy and any along the line

Biography:

Ban didn't choose the adventuring life, the adventuring life chose him.

He was killed by a Shadow-Sun-Ninja-turned-vampire, and instead of rising as a Vampire Spawn, he arose in his current state - a sort of generic and undifferentiated Undead.

Exploring the connection that the Sun Soul Ninjas and Shadow Hand maneuvers have to Negative Energy and Positive Energy and its relation to his undead state have led him down the path of the Shadow Sun Ninja himself.