

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Strongarm Bracers	Equipped	1	1 / 6,000		
Claws	Equipped	1	0 / 0		
Gore	Equipped	1	0 / 0		
Heavy Metal Shield +5 (Gargantuan/Wield One Step Greater/Wield One Step Greater No Penalty/Riverine)	Equipped	1	90 / 29,160		
Full Plate +5 (Large/Mithral)	Equipped	1	50 / 37,000		
This armor is made of shaped and fitted metal plates, must be made to measure or adjusted for cost., 30hp/inch and 15 hardness					
Belt of Battle	Equipped	1	0 / 12,000		
Has 3 charges/day. When activated gives you an extra action which must be taken immediately. (1 charge = 1 move action, 2 charges = 1 standard action, 3 charges = 1 full round action)					
Rod of Bodily Restoration	Equipped	1	4 / 3,100		
TOTAL WEIGHT CARRIED/VALUE		159.8 lbs.	87,260gp		
WEIGHT ALLOWANCE					
Light	6400	Medium	12800	Heavy	19200
Lift over head	19200	Lift off ground	38400	Push / Drag	96000
MONEY					
Coin (Gold): 740[Equipped]					
				Total= 740 gp	
MAGIC					
Languages					
Common					
Other Companions					
Special Abilities					
Giant Blood (Ex) - Half-Ogres count as giants for qualifying for classes, using magic items, etc.					
Lose Spelllike Abilities					
Minotaurs get a +2 Racial Bonus to Search, Spot, and Listen					
Special Attacks					
Improved Grab (Ex) [SS]					
If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can rake if it has that ability (see below). Alternatively, it has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the feral creature is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage. See the Monster Manual for additional rules.					
Absolute Steel [My]					
You shift your weight to the back of your feet and hold your blade carefully forward at the ready. Your muscles twitch slightly as you prepare to dodge the next attack you face. The absolute steel stance allows you to enhance your mobility and speed. You move quickly, keep a sharp eye on your enemies, and are ready to instantly sidestep any incoming attacks. While you are in this stance, you gain a +10-foot enhancement bonus to your speed. If you move at least 10 feet during your turn, you gain a +2 dodge bonus to AC until the beginning of your next turn.					
Dazing Strike [My]					
Through focus, raw power, and expert aim, you make a mighty attack against your foe, leaving him temporarily knocked senseless by your attack. The proper application of force to just the right part of a foe's anatomy allows you to disrupt his actions. While he stumbles back, senseless, you press the advantage. You make a single melee attack as part of this strike. If this attack hits, the target takes melee damage normally and must make a Fortitude save (DC 15 + your Str modifier) or be dazed for 1 round.					
Disarming Strike [My]					
You chop at your foe's hand, causing a grievous injury and forcing him to drop his weapon. This maneuver allows you to combine a disarm attempt with a normal attack. You make a single melee attack as part of this strike. If this attack hits and deals damage, you can also attempt to disarm your opponent (PH 155). This disarm attempt does not provoke attacks of opportunity, nor is there any risk that your foe can disarm you.					
Exorcism of Steel [My]					
You attack, striking not your foe, but his weapon, sending a shockwave up his arm that leaves him unable to strike with full force. Your mastery of the Iron Heart style has taught you much about the power within a blade, and you can use this knowledge to not only enhance your own ability but also to deprive others of that power. When you initiate this maneuver, you attack your opponent's weapon (PH 158). This attack does not provoke attacks of opportunity. If you succeed, your foe takes a -4 penalty on melee damage rolls for 1 minute. The wielder of the weapon can attempt a Will save (DC 13 + your Str modifier) to halve this penalty. You can use this maneuver only against manufactured weapons. You cannot use it against natural weapons.					
Iron Heart Surge [ToB]					
By drawing on your mental strength and physical fortitude, you break free of a debilitating state that might otherwise defeat you. Your fighting spirit, free					

dedication, and training allow you to overcome almost anything to defeat your enemies. When you use this maneuver, select one spell, effect, or other condition currently affecting you and with a duration of 1 or more rounds. That effect ends immediately. You also surge with confidence and vengeance against your enemies, gaining a +2 morale bonus on attack rolls until the end of your next turn.	
Lightning Recovery	[My]
Your foe twists out of the way of your initial attack, but your weapon becomes a blur as you reverse direction and strike at him again with lightning speed. In the blink of an eye, you complete your attack and resume your defensive posture. This maneuver embodies the ethos of speed and energy that the Iron Heart tradition teaches. If one of your melee attacks misses, you can initiate this maneuver to reroll that attack roll with a +2 bonus.	
Lightning Throw	[ToB]
You throw your weapon through the air, sending it flying end over end to strike with uncanny accuracy and terrible force. It leaves in its wake a trail of battered enemies. The Iron Heart tradition's more esoteric teachings allow a student to transform any melee weapon into a thrown projectile. By focusing your concentration and attuning your senses to your weapon's balance, you can throw almost anything. When you use this strike, you make a single melee attack (even though you are throwing your weapon). You deal damage to each creature in the maneuver's area equal to your normal melee damage (including damage from your Strength modifier, feats, magical abilities on your weapon, and so forth), plus an extra 12d6 points of damage. Each creature in the attack's area can make a Reflex save with a DC equal to the result of your attack roll. A successful save halves the damage dealt. Your weapon automatically returns to your hand at the end of the round.	
Supreme Blade Parry	[ToB]
You drop into a relaxed pose, allowing your defenses to flow naturally and easily. Your blade lashes out to absorb or deflect each attack you face, blunting the force of your enemies' blows. As a student of the Iron Heart discipline, you learn that a simple flick of the wrist or turn of the blade can transform a deadly strike into a wild miss. In battle, you enter a steady rhythm that makes you frustratingly difficult to fight. You disrupt each attack with a perfectly timed counter, leaving your foes' strikes weak and ineffectual. While you are in this stance, you gain damage reduction 5/- against any opponent that does not catch you flat-footed. To gain this benefit, you must be proficient with the weapon you carry. You gain this benefit while unarmed only if you have the Improved Unarmed Strike feat.	
Pounce (Ex)	[SS]
If a feral creature leaps upon a foe during the first round of combat, it can make a full attack even though it has already moved.	
Rake (Ex)	[SS]
A feral creature that gets a hold can make two rake attacks at its full melee attack bonus with its hind legs. Each successful attack does normal claw damage for that size of feral creature, plus 1/2 its Strength bonus (rounded down) (+8). If the feral creature pounces on an opponent, it can also rake.	
Rend (Ex)	[SS]
A feral creature that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals double the appropriate claw damage for that size feral creature, plus double the Strength modifier.	
Special Qualities	
Battle Ardor (Ex)	[ToB]
The sheer love of battle lends uncanny strength to your blows. Starting at 3rd level, you gain an insight bonus equal to your Intelligence bonus on rolls made to confirm critical hits.	
Battle Clarity (Ex)	[ToB]
You can enter a state of almost mystical awareness of the battlefield around you. As long as you are not flat-footed, you gain an insight bonus equal to your Intelligence bonus (maximum equals your warblade level) on your Reflex saves.	
Blood Wind Ricochet (Ex)	[ToB]
As a full-round action, at 5th level and higher, you can hurl a weapon at a foe and compel it to ricochet to other enemies before hurtling back to your waiting hand. The weapon you throw behaves as though it has the returning special ability (DMG 225), except that you determine the point during your turn when the weapon returns to you. When using this ability, you make a full attack with a thrown weapon, but each ranged attack must be resolved against a separate target. You can choose the order in which you attack your foes. Range and cover penalties are resolved for each attack after the first as though that attack originated from the space of the creature you last attacked. If a creature has total cover relative to you, you cannot attack it. When you use blood wind ricochet, you lose the use of one Iron Heart strike you have readied for the current encounter, just as if you had initiated the strike (except you do not also gain the strike's normal effect). Once you use this ability, you can recover the maneuver you expended and use it normally.	
Bonus Feat	[ToB]
At 5th level, you gain a bonus feat from the list given below. You must meet the prerequisite for the feat you select. Every four levels thereafter (at 9th, 13th, and 17th level), you choose another bonus feat from the list. Bonus Feat List: Acrobatic, Agile, Athletic, Blade Meditation*, Blind-Fight, Combat Reflexes, Diehard, Endurance, Great Fortitude, Improved Initiative, Iron Will, Ironheart*, Lightning Reflexes, Quick Draw, Run, Stone Power*, Tiger Blooded*, Unnerving Calm*, White Raven Defense*. *New feats described in Chapter 2.	
Bonus Feats	[PH]
a fighter gets a bonus combat-oriented feat at 1st, 2nd and every two fighter levels thereafter	
Bonus Fighter Feat	[ToB]

Bloodstorm blades study all aspects of combat as they learn to rain blows down upon distant foes and enemies close at hand. At 3rd, 6th, and 9th level, you gain a bonus feat chosen from the list of fighter bonus feats. You must meet the prerequisite of the feat to take it.

Darkvision (Ex) [PH]
Range 120 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Eye of the Storm (Ex) [ToB]
At 7th level, you learn to center your being and adopt a mindset of calm readiness despite the furor of battle raging about you. While you are in an Iron Heart stance, you can forgo its normal benefit as a swift action to gain the effect of eye of the storm. This ability lasts as long as you would maintain the Iron Heart stance, or as described below. You can also stop using eye of the storm and resume gaining the normal benefit of the stance as a swift action. When you use this ability, you gain a +4 dodge bonus to Armor Class against ranged attacks and a +2 competence bonus on Reflex saves. In addition, when a foe makes an attack of opportunity against you when you make a ranged attack while threatened, you can make a single melee attack against that foe as a swift action (assuming you're not unarmed and you threaten the foe). Such an attack does not count as an attack of opportunity. To retain this defensive posture, you can move no more than 10 feet on your turn.

Fast Healing 5 [MM]

Human Racial Traits (Ex) [PH]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.

Lightning Ricochet (Ex) [ToB]
From 4th level on, you can throw your weapon at a nearby foe and command it to immediately bounce back to your grasp. Any time you make a ranged attack with a thrown weapon on your turn, the weapon immediately returns to you, and you can catch it as a free action. This ability allows you to make a full attack entirely with thrown weapon attacks, or with a mix of thrown and melee attacks.

Maneuvers [ToB]
You begin your career with knowledge of three martial maneuvers. The disciplines available to you are Diamond Mind, Iron Heart, Stone Dragon, Tiger Claw, and White Raven. Once you know a maneuver, you must ready it before you can use it (see Maneuvers Readied, below). A maneuver usable by warblades 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 1-3. 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 warblade 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.

Maneuvers Readied [ToB]
You can ready all three of the maneuvers you know at 1st level, but as you advance in level and learn more maneuvers, you must choose which maneuvers to ready. You ready your maneuvers by exercising for 5 minutes. The maneuvers you choose remain readied until you decide to exercise 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 practice, 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 (until you recover them, as described below). You can recover all expended maneuvers with a single swift action, which must be immediately followed in the same round with a melee attack or using a standard action to do nothing else in the round (such as executing a quick, harmless flourish with your weapon). You cannot initiate a maneuver or change your stance while you are recovering your expended maneuvers, but you can remain in a stance in which you began your turn.

Martial Throw (Ex) [ToB]
Starting at 2nd level, you can initiate a strike from the Iron Heart discipline with a thrown weapon. The strike must be one that has a target of one creature. A strike that targets multiple creatures or objects cannot be used with martial throw.

Minotaur Cunning (Ex) [My]
+4 to escape Maze spells. Always know what direction north is.

Monstrous Humanoid Type [MM]
Monstrous Humanoids eat/sleep/breathe

Returning Attacks (Ex) [ToB]
You can hurl your weapon at a foe and command it to ricochet back to you. Any weapon you throw behaves as though it has the returning special ability (DMG 225). When you use returning attacks, you lose the use of one Iron Heart strike you have readied for the current encounter, just as if you had initiated the strike (except you do not also gain the strike's normal effect). Once you use this ability, you can recover the maneuver you expended and use it normally.

Scent (Ex) [MM]
30 ft. range This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. 30' range.

Back on Your Feet [CS]
If you fall prone for any reason, you can stand up as an immediate action without provoking attacks of opportunity.

Nimble Charge [CS]
You can run or charge across a difficult surface without needing to make a Balance check (PH 67).

Twisted Charge [CS]
When you charge, you can make one turn up to 90 degrees during your movement. You can't move more than your speed as part of this charge. All other restrictions on charges still apply, and you must have line of sight to the opponent at the start of your turn.

Walk the Walls [CS]
You can move up a wall without making a climb check. Each 5 feet of vertical movement costs you 4 squares of movement, and you must begin and end your turn on a horizontal surface.

Stances Known [ToB]
You begin play with knowledge of one 1st level stance from any discipline open to warblades. At 4th, 10th, and 16th 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 are currently using 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.

Throw Anything [My]
As an initiate of the mysteries of the bloodstorm technique, you learn to throw swords as easily as others hurl daggers. You gain Throw Anything (see the sidebar) as a bonus feat.

Thunderous Throw (Ex) [ToB]
Beginning at 2nd level, you build up incredible tension as you ready yourself to throw your weapon, which becomes visible around you like heat waves. When you release your weapon, that power rushes out with your weapon. As a swift action, you can choose to treat your ranged attack rolls with thrown weapons as melee attacks for the rest of your turn. You use your melee attack bonus, including Strength bonus, feats, and so forth, to determine your attack bonus for each attack as normal, but you apply the standard modifiers for range penalties. Attacking into melee, through cover, and so forth incurs the standard penalties. In addition, you can apply 1-1/2 times your Strength bonus to damage if you wield the thrown weapon with two hands, and you can use Power Attack with your thrown weapon attacks (adding two times the number subtracted from attack rolls as a bonus on damage rolls when throwing a twohanded weapon).

Uncanny Dodge (Ex) [ToB]
At 2nd level, you gain the ability to react to danger before your senses would normally allow you to do so. You retain your Dexterity bonus to AC (if any) even if you are caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if you are immobilized. If you already have uncanny dodge from a different class (barbarian or rogue, for example), you automatically gain improved uncanny dodge (see below) instead.

Weapon and Armor Proficiency [ToB]
You are proficient with simple and martial melee weapons (including those that can be used as thrown weapons), light and medium armor, and all shields except tower shields.

Weapon Aptitude (Ex) [ToB]
Your training with a wide range of weaponry and tactics allows you the opportunity to gain great skill with particular weapons. You can qualify for feats requiring a minimum number of fighter levels (such as Weapon Specialization) as if you had a fighter level equal to your combined warblade and bloodstorm blade levels -2. Furthermore, you have the flexibility to adjust your weapon training. Each morning, you can spend 1 hour practicing and change the weapons selected for any feat you have that applies only to a single chosen weapon. For example, you could change your Weapon Focus (greataxe) feat so its benefit applies to longswords instead. You can adjust any number of your feats in this way, and you don't have to adjust them all in the same way. You can't change the weapon choices in such a way that you no longer meet a feat's prerequisite. For instance, you must be proficient with a weapon chosen for Weapon Focus; and if you have both Weapon Focus and Weapon Specialization with the longsword, you couldn't change Weapon Focus without also changing Weapon Specialization to the same weapon. You must also have that weapon available during practice; if you don't have a longsword handy, you can't assign your feats to affect longswords.

Weapon Aptitude (Ex) [ToB]
Your training with a wide range of weaponry and tactics gives you great skill with particular weapons. You qualify for feats that usually require a minimum number of fighter levels (such as Weapon Specialization) as if you had a fighter level equal to your warblade level -2. For example, as a 6th-level warblade, you could take Weapon Specialization, since you're treated as being a 4th-level fighter for this purpose. These effective fighter levels stack with any actual fighter levels you have. Thus, a fighter 2/warblade 4 would also qualify for Weapon Specialization. You also have the flexibility to adjust your weapon training. Each morning, you can spend 1 hour in weapon practice to change the designated weapon for any feat you have that applies only to a single weapon (such as Weapon Focus). You must have the newly designated weapon available during your practice session to make this change. For example, if you wish to change the designated weapon for your Weapon Focus feat from greatsword to longsword, you must have a longsword available to practice with during your practice session. You can adjust

any number of your feats in this way, and you don't have to adjust them all in the same way. However, you can't change the weapon choices in such a way that you no longer meet the prerequisite for some other feat you possess. For instance, if you have both Weapon Focus (longsword) and Weapon Specialization (longsword), you can't change the designated weapon for Weapon Focus unless you also change the weapon for Weapon Specialization in the same way.

Feats	
Brutal Throw	[CAAd]
You have learned how to hurl weapons to deadly effect.	
You can add your Strength modifier (instead of your Dexterity modifier) to attack rolls with thrown weapons. Normal: A character attacking with a ranged weapon adds his Dexterity modifier to the attack roll. Special: A fighter may select Brutal Throw as one of his fighter bonus feats.	
Far Shot	[PH]
You can get greater distance out of a ranged weapon.	
When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.	
Improved Bull Rush	[PH]
You know how to push opponents back.	
When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.	
Improved Shield Bash	[PH]
You can bash with a shield while retaining its shield bonus to your Armor Class.	
When you perform a shield bash, you may still apply the shield's shield bonus to your AC.	
Point Blank Shot	[PH]
You are skilled at making well-placed shots with ranged weapons at close range.	
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
Power Attack	[PH]
You can make exceptionally powerful melee attacks.	
On your action, before making attack rolls for a round, you may choose to subtract up to 12 from all melee attack rolls and add the same number to all melee damage rolls.	
Power Throw	[CAAd]
You have learned how to hurl weapons to deadly effect.	
On your turn, before making any attack rolls, you can choose to subtract a number from all thrown weapon attack rolls and add the same number to all thrown weapon damage rolls. This number may not exceed your base attack bonus. The penalty on attack rolls and the bonus on damage rolls applies until your next turn. Special: A fighter may select Power Throw as one of his fighter bonus feats.	
Weapon Focus (Shieldbash)	[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.	
Throw Anything (Granted)	[ToB]
You can throw a melee weapon you are proficient with as if it were a ranged weapon. The range increment of weapons used in conjunction with this feat is 10 feet. Normal: You can't throw a melee weapon without taking a -4 penalty unless it has a range increment (such as a hand axe or dagger).	
Track (Granted)	[PH]
You can follow the trails of creatures and characters across most types of terrain.	
To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.	

Proficiencies
Axe (Throwing), Battleaxe, Claws, Club, Dagger, Dagger (Punching), Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Gore, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Kukri, Lance, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash, Shortspear, Sickle, Spear, Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Warhammer

Templates
Face 10
Feral Creature
Half-Minotaur
Half-Ogre(Large or Larger)
Reach 10
Wild (Wilderness Dweller)

Warblade Spells

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

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

Name	School	Time	Duration	Range	Source
Disarming Strike	Iron Heart (Strike)	1 standard action		Melee attack	ToB:p.67

TARGET: One creature; **EFFECT:** You chop at your foe's hand, causing a grievous injury and forcing him to drop his weapon. This maneuver allows you to combine a disarm attempt with a normal attack. You make a single melee attack as part of this strike. If this attack hits and deals damage, you can also attempt to disarm your opponent [PH 155]. This disarm attempt does not provoke attacks of opportunity, nor is there any risk that your foe can disarm you.

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

Name	School	Time	Duration	Range	Source
Absolute Steel	Iron Heart (Stance)	1 swift action	Stance	Personal	ToB:p.66

TARGET: You; **EFFECT:** You shift your weight to the back of your feet and hold your blade carefully forward at the ready. Your muscles twitch slightly as you prepare to dodge the next attack you face. The absolute steel stance allows you to enhance your mobility and speed. You move quickly, keep a sharp eye on your enemies, and are ready to instantly sidestep any incoming attacks. While you are in this stance, you gain a +10-foot enhancement bonus to your speed. If you move at least 10 feet during your turn, you gain a +2 dodge bonus to AC until the beginning of your next turn.

Name	School	Time	Duration	Range	Source
Exorcism of Steel	Iron Heart (Strike)	Standard action	1 minute	Melee attack	ToB:p.67

TARGET: One creature; **EFFECT:** You attack, striking not your foe, but his weapon, sending a shockwave up his arm that leaves him unable to strike with full force. Your mastery of the Iron Heart style has taught you much about the power within a blade, and you can use this knowledge to not only enhance your own ability but also to deprive others of that power. When you initiate this maneuver, you attack your opponent's weapon [PH 158]. This attack does not provoke attacks of opportunity. If you succeed, your foe takes a -4 penalty on melee damage rolls for 1 minute. The wielder of the weapon can attempt a Will save [DC 13 + your Str modifier] to halve this penalty. You can use this maneuver only against manufactured weapons. You cannot use it against natural weapons. [; DC:17, Will half]

Name	School	Time	Duration	Range	Source
Iron Heart Surge	Iron Heart	1 standard action	See text	Personal	ToB:p.68

TARGET: You; **EFFECT:** By drawing on your mental strength and physical fortitude, you break free of a debilitating state that might otherwise defeat you. Your fighting spirit, dedication, and training allow you to overcome almost anything to defeat your enemies. When you use this maneuver, select one spell, effect, or other condition currently affecting you and with a duration of 1 or more rounds. That effect ends immediately. You also surge with confidence and vengeance against your enemies, gaining a +2 morale bonus on attack rolls until the end of your next turn.

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

Name	School	Time	Duration	Range	Source
Lightning Recovery	Iron Heart (Counter)	1 immediate action		Personal	ToB:p.68

TARGET: You; **EFFECT:** Your foe twists out of the way of your initial attack, but your weapon becomes a blur as you reverse direction and strike at him again with lightning speed. In the blink of an eye, you complete your attack and resume your defensive posture. This maneuver embodies the ethos of speed and energy that the Iron Heart tradition teaches. If one of your melee attacks misses, you can initiate this maneuver to reroll that attack roll with a +2 bonus.

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

Name	School	Time	Duration	Range	Source
Dazing Strike	Iron Heart (Strike)	1 standard action	1 round	Melee attack	ToB:p.67

TARGET: One creature; **EFFECT:** Through focus, raw power, and expert aim, you make a mighty attack against your foe, leaving him temporarily knocked senseless by your attack. The proper application of force to just the right part of a foe's anatomy allows you to disrupt his actions. While he stumbles back, senseless, you press the advantage. You make a single melee attack as part of this strike. If this attack hits, the target takes melee damage normally and must make a Fortitude save [DC 15 + your Str modifier] or be dazed for 1 round. [; DC:19, Fortitude partial]

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

Name	School	Time	Duration	Range	Source
Lightning Throw	Iron Heart (Strike)	1 standard action	Instantaneous	30 ft.	ToB:p.68

TARGET: 30-ft. line; **EFFECT:** You throw your weapon through the air, sending it flying end over end to strike with uncanny accuracy and terrible force. It leaves in its wake a trail of battered enemies. The Iron Heart tradition's more esoteric teachings allow a student to transform any melee weapon into a thrown projectile. By focusing your concentration and attuning your senses to your weapon's balance, you can throw almost anything. When you use this strike, you make a single melee attack [even though you are throwing your weapon]. You deal damage to each creature in the maneuver's area equal to your normal melee damage [including damage from your Strength modifier, feats, magical abilities on your weapon, and so forth], plus an extra 12d6 points of damage. Each creature in the attack's area can make a Reflex save with a DC equal to the result of your attack roll. A successful save halves the damage dealt. Your weapon automatically returns to your hand at the end of the round. [; DC:22, Reflex half]

Name	School	Time	Duration	Range	Source
Supreme Blade Parry	Iron Heart (Stance)	1 swift action	Stance	Personal	ToB:p.70

TARGET: You; **EFFECT:** You drop into a relaxed pose, allowing your defenses to flow naturally and easily. Your blade lashes out to absorb or deflect each attack you face, blunting the force of your enemies' blows. As a student of the Iron Heart discipline, you learn that a simple flick of the wrist or turn of the blade can transform a deadly strike into a wild miss. In battle, you enter a steady rhythm that makes you frustratingly difficult to fight. You disrupt each attack with a perfectly timed counter, leaving your foes' strikes weak and ineffectual. While you are in this stance, you gain damage reduction 5/- against any opponent that does not catch you flat-footed. To gain this benefit, you must be proficient with the weapon you carry. You gain this benefit while unarmed only if you have the Improved Unarmed Strike feat.

* =Domain/Speciality Spell

Captain America

RACE

Human

AGE

0

GENDER

Male

VISION

Darkvision (120 ft.)

ALIGNMENT

None

DOMINANT HAND

Right

HEIGHT

0' 0"

WEIGHT

2 lbs.

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Custom Campaign

REGION

DEITY

Race Type

Monstrous Humanoid

Race Sub Type

Description:
Biography: