Baffling Defense

Setting Sun (Counter)
Level: Swordsage 2
Prerequisite: One Setting Sun maneuver
Initiation Action: 1 immediate action
Range: Personal
Target: You
You crouch balanced on one foot, hands held high over your head. Your foe hesitates, unsure of how to attack you in this unlikely stance.
If your opponent strikes you on his turn, you can replace your AC with the result of a Sense Motive check as an immediate action. You must decide whether to initiate this maneuver before you know the result of your opponent's attack (but after the attack is declared). Your Sense Motive check applies to only one attack. You must be aware of the attack to which you will apply the effect of this maneuver. If you are flat-footed against the incoming attack, you cannot use this maneuver.

Fool's Strike

Setting Sun (Counter)
Level: Swordsage 8
Prerequisite: Three Setting Sun maneuvers
Initiation Action: 1 immediate action
Range: Melee attack
Target: One creature
A creature strikes, but you turn the blow straight back at it.
When an enemy attacks you on its turn, you can attempt to block the blow and send it back at that creature. You step into the attack and redirect it. This maneuver pits your skill against that of your foe.
If an opponent attacks you, you can initiate this maneuver to make an opposed attack roll as an immediate action. If your foe's result is higher, he attacks you as normal. If your result is higher, your foe rolls damage as normal for the attack and takes that much damage.

Hydra Slaying Strike

Setting Sun (Strike)
Level: Swordsage 7
Prerequisite: Three Setting Sun maneuvers
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
You take stock of an opponent's fighting style and make a single, carefully aimed attack that leaves the creature unable to make all of its attacks.
You take careful aim at an enemy creature, striking it with the precise amount of force needed to push it off guard and leave it unable to bring all of its attacks to bear. Your opponent must spend critical seconds adjusting its guard and reevaluating its surroundings.
As part of this maneuver, make a single melee attack. If this attack hits, your target takes normal damage and cannot make a full attack on its next turn. Otherwise, it can act normally.

Mirrored Pursuit

Setting Sun (Counter)
Level: Swordsage 5
Prerequisite: Two Setting Sun maneuvers
Initiation Action: 1 immediate action
Range: Personal
Target: You
Your movements perfectly match your foe's, allowing you to move as she does. Try as she might to escape, you remain at her side.
Your ability to study a foe and match her motions allows you to remain within arm's reach at all times. Your opponent cannot hope to escape you.
When an opponent adjacent to you moves, you can initiate this maneuver to immediately move to any square adjacent to her as soon as she stops moving, as long as the distance you cover is less than or equal to your speed. This movement does not provoke attacks of opportunity.

Scorpion Parry

Setting Sun (Counter)
Level: Swordsage 6
Prerequisite: Two Setting Sun maneuvers
Initiation Action: 1 immediate action
Range: Personal
Target: You
You knock your opponent's attack aside, guiding his weapon into one of his allies.
Your keen eye and ability to discern a foe's motives and intentions allow you to deflect an incoming attack into a different target.
If an opponent attacks you, you can initiate this maneuver to make an opposed attack roll as an immediate action. If your foe's result is higher, he attacks you as normal. If your result is higher, you can choose a creature adjacent to you and within your opponent's threatened area. The chosen creature is the new target of your foe's attack. Use your enemy's original attack roll result to determine if he strikes the new target.

Shifting Defense

Setting Sun (Stance)
Level: Swordsage 5
Prerequisite: Two Setting Sun maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance
You duck and move as you dodge your opponent's attacks. Slowly but surely, each attack gives you the opportunity to move across the battlefield.
Your ability to read your opponents' moves and use their strength against them allows you to shift your position during a battle. Each failed attack gives you the split-second you need to move without drawing attacks.
While you are in this stance, you can make an immediate 5-foot step each time an opponent attacks you. Moving in this manner consumes one of your attacks of opportunity in the currrent round. You cannot move in this manner if you have no attacks of opportunity remaining. This movement does not provoke attacks of opportunity.

Stalking Shadow

Setting Sun (Counter)
Level: Swordsage 5
Prerequisite: Two Setting Sun maneuvers
Initiation Action: 1 immediate action
Range: Personal
Target: You
When the creature you are battling tries to back away, you step next to it in the blink of an eye, forcing it to stand and fight or suffer the consequences of withdrawal.
Using your watchful eye and your ability to judge an opponent's actions, you move at precisely the same time your enemy begins to move.
If an opponent in a square adjacent to you moves, you can initiate this maneuver to make a 5-foot step into the space (or one of the squares) it occupied. This movement does not provoke attacks of opportunity.

Strike of the Broken Shield

Setting Sun (Strike)
Level: Swordsage 4
Prerequisite: Two Setting Sun maneuvers
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Saving Throw: Reflex partial
You study your opponent and deliver an attack precisely aimed to ruin his defenses and force him to scramble for his balance. While he struggles to ready himself, he becomes more vulnerable to your attacks.
As part of this maneuver, make a single melee attack. This attack deals an extra 4d6 points of damage. In addition, the target must make a Reflex save (DC 14 + your Str modifier) or become flat-footed until the start of his next turn. The target takes damage (normal melee damage plus the extra damage) even if his save succeeds. If the target cannot be caught flat-footed (he has uncanny dodge, for example), he still takes the extra damage from the strike but otherwise suffers no ill effect.

Tornado Throw

Setting Sun (Strike)
Level: Swordsage 9
Prerequisite: Five Setting Sun maneuvers
Initiation Action: 1 full-round action
Range: Melee attack
Target: One or more creatures
Like a whirlwind, you twist and spin across the battlefield, tossing foes away left and right.
As part of initiating this maneuver, you move up to your opponent, throw her aside, and move again. You must move at least 10 feet before making your throw. This movement and your movement after your throw provoke attacks of opportunity as normal. You can move up to double your speed as part of this maneuver. If you fail in your throw attempt, you can still move afterward. After every 10 feet you move, you can attempt another throw against the same opponent or a different foe.

(Continued on Back)

To make your throw attempt, you must succeed on a melee touch attack. Resolve the throw as a trip attempt (*PHB* pg. 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 on this check, whichever is better. You gain a +2 bonus on this check for every 5 feet that you have moved during your turn.
If you succeed in tripping your foe, you throw him up to 10 feet away from you. The target falls prone in the destination space and takes 2d6 points of damage. You choose where he lands. For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw distance and the target takes an additional 1d6 points of damage. For example, if you win by 10, you can place your foe in any space within 20 feet of you, and he takes a total of 4d6 points of damage. You must place the target in an empty space. If you lack the distance to throw your target into a clear space, he falls prone in his 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.

Step of the Wind

Setting Sun (Stance)
Level: Swordsage 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance
You walk across rubble and other broken terrain with deceptive ease, allowing you to take advantage of your opponents as they struggle to move at full speed.
You are so closely attuned to your environment that you easily pick out steady spots in rough terrain. While others struggle to move over broken ground, you slip across it with ease. When you fight on rough ground, you turn the uneven footing into an advantage. By gauging how an opponent distributes his weight, you strike at just the right moment and in the precise spot needed to send him tumbling to the ground.

(Continued on Back)

While you are in this stance, you ignore penalties to speed, movement, or skill checks associated with movement (such as Tumble, Jump, and Climb checks) incurred by moving through difficult terrain. If you attack an opponent standing on difficult terrain while you are in this stance, and if that foe takes a movement penalty for moving through difficult terrain, you gain a +2 bonus on attack rolls and a +4 bonus on Strength or Dexterity checks made as part of a bull rush or trip attempt against that enemy. You gain this bonus on checks made to either accomplish or resist a bull rush or trip.

Soaring Throw

Setting Sun (Strike)
Level: Swordsage 5
Prerequisite: Two Setting Sun maneuvers
Initiation Action: 1 standard action
Range: Touch
Target: Creature touched
With a great shout, you send your opponent soaring through the air in a high arc. He slams back to the ground with a bone-crushing thud.
As part of this maneuver, you must succeed on a melee touch attack against your foe. Resolve the throw as a trip attempt (*PHB* pg. 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 better. You gain a +4 bonus on the ability check.

(Continued on Back)

If you succeed in tripping your foe, you throw him up to 20 feet away from you. The target falls prone in the destination space and takes 8d6 points of damage. You choose where he lands. For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw distance. For example, if you win by 10, you can place your foe in any space within 30 feet of you. You must place the target in an empty space. If you lack the distance to throw your target into a clear space, he falls prone in his 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.

Mighty Throw

Setting Sun (Strike)
Level: Swordsage 1
Initiation Action: 1 standard action
Range: Touch
Target: Creature touched
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 (*PHB* pg. 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.

(Continued on Back)

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.

Giant Killing Style

Setting Sun (Stance)
Level: Swordsage 3
Prerequisite: One Setting Sun maneuver
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance
You dart between a giant's legs, lashing at his inner ankles and other vulnerable areas while staying inside his reach where he cannot hope to parry your attacks.

(Continued on Back)

The Setting Sun school teaches a fighting style that emphasizes using an opponent's strength and momentum against him. The giant killing strike epitomizes this approach. By sizing up a larger opponent and studying his fighting stance and tendencies, you aim your strikes at vulnerable points on his lower body that he cannot defend effectively. You slice at tendons on your foe's feet, smash his knees, and cut into his hamstrings.
When you are in this stance, you gain a +2 bonus on attack rolls and a +4 bonus on damage rolls against opponents of a larger size category than yours. This bonus applies to all attacks you make for the rest of your turn.

Ghostly Defense

Setting Sun (Stance)
Level: Swordsage 8
Prerequisite: Three Setting Sun maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance
You lurk within concealing mist, luring your opponent into attacking you, only to dodge out of the way and direct your enemy's blow at an unwitting ally.
You are a ghost in the mist, capable of turning a foe against her allies. By gauging your opponent's fighting stance, timing your dodge correctly, and placing yourself in the right position, you can lead her into attacking one of her allies rather than you. When your foe strikes, you duck out of the way. As she follows through with her attack, she inadvertently attacks an ally.

(Continued on Back)

You gain this stance's benefit when an opponent's attack against you has a miss chance, such as from concealment. Whenever an opponent's melee or ranged attack misses you because of this miss chance, you can choose to change the target of the attack from you to another eligible target (other than your attacker). For a melee attack, the new target must be within your opponent's reach and adjacent to you. For a ranged attack, the new target must be adjacent to you, and your opponent must have line of effect to him. Use the result of the original attack to determine if it hits the new target. Your foe does not check again for a miss chance, as you guide the attack directly to the new target. This ability applies only once per attack. If you use ghostly defense to redirect an attack against a foe using this stance, he does not have the option to redirect the attack again.
You must be aware of an opponent's attack to gain the benefit of this stance. You cannot use it against attacks that catch you flat-footed.

Feigned Opening

Setting Sun (Counter)
Level: Swordsage 3
Prerequisite: One Setting Sun maneuver
Initiation Action: 1 swift action
Range: Personal
Target: You
You show your opponent a seemingly fatal mistake in your defenses, but easily avoid the ensuing attack and simultaneously draw your foe into overextending. As she fights to regain her balance, you make a swift counterattack.
You can use this maneuver when an opponent attempts an attack of opportunity against you. As you provoke the attack of opportunity, you position yourself in such a way as to force your opponent to throw herself off balance to strike you. Even if she succeeds in striking you, your foe might regret her attack as your allies leap in to finish her.

(Continued on Back)

When your enemy makes an attack of opportunity against you, but before you know the result of the attack, you can initiate this maneuver. If her attack misses, she provokes an attack of opportunity from you. If her attack of opportunity hits you, she provokes an attack of opportunity from any of your allies who threaten her.

Devastating Throw

Setting Sun (Strike)
Level: Swordsage 3
Prerequisite: One Setting Sun maneuver
Initiation Action: 1 standard action
Range: Touch
Target: Creature touched
Seizing your foe by the arm, you spin in a quick half-circle and hurl him headlong away from you.
This maneuver functions like mighty throw (*ToB* pg. 73), except as noted here.
To set up a devastating throw, you must move at least 15 feet.
As part of this maneuver, you must succeed on a melee touch attack against your foe. You can then make a trip attempt against your enemy. You gain a +4 bonus on the ability check.

(Continued on Back)

If you succeed in tripping your foe, you throw him up to 10 feet away from you. The target falls prone in the destination space and takes 2d6 points of damage. You choose where he lands. For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw distance. For example, if you win by 10, you can place your foe in any space within 20 feet of you. You must place the target in an empty space. If you lack the distance to throw your target into a clear space, he falls prone in his current space.

Counter Charge

Setting Sun (Counter)
Level: Swordsage 1
Initiation Action: 1 immediate action
Range: Melee attack
Target: One creature
With a quick sidestep, you send a charging opponent sprawling.
With this counter, you can attempt to redirect a creature that intends to make a charge attack against you. Immediately before the creature makes its charge attack, make your choice of an opposed Strength or Dexterity check against it. The target makes its check using the same ability you chose for your check.

(Continued on Back)

If you are of a larger size category than the attacking creature, you use your superior bulk to redirect your foe and gain a +4 bonus on your Strength check (if you opt for a Strength check). If you are of a smaller size category, you use leverage, misdirection, and trickery to gain a +4 bonus on your Dexterity check (if you use that option).
If you succeed on the Strength or Dexterity check, the creature does not get to attack you. You can then move it up to 2 squares in a direction of your choice away from you.
If you fail the Strength or Dexterity check, the creature gains a +2 bonus on its charge attack, in addition to the normal +2 bonus from taking the charge attack action.

Comet Throw

Setting Sun (Strike)
Level: Swordsage 4
Prerequisite: One Setting Sun maneuver
Initiation Action: 1 standard action
Range: Touch
Target: Creature touched; see text
Saving Throw: Reflex partial; see text
You use your foe's momentum against him, throwing him through the air to crash into a second enemy.
This maneuver functions like mighty throw (*ToB* pg. 73), except as noted here.
As part of this maneuver, you must succeed on a melee touch attack against your foe. You can then make a trip attempt against your enemy. You gain a +4 bonus on the ability check.

(Continued on Back)

If you succeed in tripping your foe, you throw him up to 10 feet away from you in a direction of your choice. You select your enemy's destination square. The target falls prone in that space and takes 4d6 points of damage. For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw range. For example, if you win by 10, you can place your foe in any space within 20 feet of you. You can throw your opponent into a space occupied by a second foe. In this case, the opponent in the target square also takes 4d6 points of damage and is knocked prone. A Reflex save (DC 14 + your Str modifier) halves this damage and allows the second target to remain standing. The thrown creature then falls prone in a clear space of your choice adjacent to the second target.

Clever Positioning

Setting Sun (Strike)
Level: Swordsage 2
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Saving Throw: Reflex partial
With a swift flurry of motion, you knock you foe off balance, slip into his space, and force him into the spot you just occupied.
You make a melee attack, and while your opponent is slightly off balance from your blow, you find the leverage needed to pull him into your space while moving into his space.

(Continued on Back)

As part of this maneuver, you make a single melee attack against a target. If your attack hits, the target takes damage normally and must make a Reflex save (DC 12 + your Dex modifier). If this save fails, you swap positions with the target. If the target is Large or larger, you can occupy any of the squares that make up its space. The target must in turn occupy the square, or one of the squares, you previously occupied. You cannot use this maneuver if you or the target would end up sharing the same space as another creature or an impassable terrain feature, such as a wall. If your target occupies a larger space than you do, he chooses his final position according to the guidelines given above.

Ballista Throw

Setting Sun (Strike)
Level: Swordsage 6
Prerequisite: Two Setting Sun maneuvers
Initiation Action: 1 standard action
Range: Touch and 60 ft.; see text
Target: Creature touched
Area: 60-ft. line
You grab your opponent and spin like a top, swinging him around before throwing him at your opponents like a bolt from a ballista.
This maneuver functions like mighty throw (*ToB* pg. 73), except as noted here.
As part of this maneuver, you must succeed on a melee touch attack against your foe. You can then make a trip attempt against your enemy. You gain a +4 bonus on the ability check.

(Continued on Back)

If you succeed in tripping your foe, you throw him in a 60-foot line. The target and all creatures in this area take 6d6 points of damage. The thrown creature lands prone at the end of this line. You must place the target in an empty space. If the space at the end of the line is occupied, your opponent falls prone in the open space closest to the line's endpoint.