

Blood in the Water

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 1, warblade 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The smell of blood drives you into a fury. As you slash into your foe, each fresh wound you inflict spurs you onward.

While you are in this stance, you whip yourself into a terrible rage. When you score a critical hit against an opponent, you enter a near frenzied state from the sight and smell of blood. You gain a +1 bonus on attack rolls and damage rolls. Because this is an untyped bonus, it stacks with each successful critical hit you score.

If you go more than 1 minute without achieving a critical hit, you no longer gain the benefit of the stance.

Claw at the Moon

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You leap into the air, catching your foe off guard as you slice down into him. You learn to leap into the air and slice at a foe's vulnerable points. Like a great cat, you spring into the air and attack your foe from an unexpected direction.

As part of this maneuver, you attempt a Jump check to leap into the air and make a melee attack that targets your foe's upper body, face, and neck. The Jump check's DC is equal to your target's AC. If this check succeeds, your attack deals an extra 2d6 points of damage. If this attack threatens a critical hit, you gain a +4 bonus on your roll to confirm the critical hit. If your check fails, you can still attack, but you do not deal extra damage or gain a bonus on a roll to confirm a critical hit. The maneuver is still considered expended.

Dancing Mongoose

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 5, warblade 5

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

You swing your weapons about you in a blur of speed, making a series of devastating attacks in the space of a single breath.

You make a flurry of deadly attacks. After initiating this boost, you can make one additional attack with each weapon you wield (to a maximum of two extra attacks if you wield two or more weapons). These extra attacks are made at your highest attack bonus for each of your respective weapons. All of these attacks must be directed against the same opponent.

Flesh Ripper

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 3, warblade 3

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round or more; see text

Saving Throw: Fortitude negates

With a mixture of careful precision and animal savagery, you tear into a foe to produce jagged wounds that overwhelm him with pain.

As part of this maneuver, you make a melee attack against a single opponent. If this attack hits, the target must make a successful Fortitude save (DC 13 + your Str modifier) or take a -4 penalty on attacks and to AC for 1 round. If your attack is a critical hit, these penalties last for a number of rounds equal to your weapon's critical multiplier. Your target takes normal damage from your attack regardless of the result of the save.

This maneuver functions only against creatures that are vulnerable to critical hits.

Fountain of Blood

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 4, warblade 4

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: 30 ft.

Area: 30-ft.-radius burst centered on you

Duration: 1 minute

Saving Throw: Will partial; see text

As your foe dies on your blade, you twist and turn your weapon to send blood spraying across the battlefield. Your enemies shriek in fear at their ally's grisly demise.

If you reduce a living opponent to -1 or fewer hit points during your turn, you can initiate this maneuver. Your weapon rips into your foe as she drops, dealing an extra 1d6 points of damage and forcing all your enemies within a 30-foot radius to make successful Will saves (DC 14 + your Str modifier) or be shaken for 1 minute. The foe you drop must be within your threatened area when you initiate this maneuver. For each foe you drop during your turn prior to initiating this maneuver, the save DC increases by 1.

Hamstring Attack

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 7, warblade 7

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude half

Duration: 1 minute

You slice into your opponent's legs, leaving him hobbled and stumbling about.

As part of this maneuver, you make a single melee attack. If this attack hits, it deals damage as normal. In addition, the target takes 1d8 points of Dexterity damage and a -10-foot penalty to speed for 1 minute. A successful Fortitude save (DC 17 + your Str modifier) halves both the Dexterity damage and the speed penalty.

Hunter's Sense

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 1, warblade 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You sniff at the air like a hunting animal. After you focus your mind, an array of scents that normally eludes your awareness becomes clear to you.

Your mastery of the Tiger Claw discipline allows you to become attuned to the feral side of your personality. On a fundamental level, you begin to think more like a wild beast and less like a civilized creature. Your enemies are prey to be hunted down and slain. Your allies are packmates. This shift in view spreads to your physical senses. As long as you are in this stance, you gain the scent special ability (MM 314).

Leaping Dragon Stance

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 3, warblade 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Even when you are trapped in tight quarters and seemingly unable to move, a leap can send you flying gracefully through the air.

The Tiger Claw discipline teaches you to assume a stance that allows you to sail through the air when jumping. You spring from the ground with an unmatched burst of speed and strength.

While you are in this stance, you gain a +10-foot enhancement bonus on Jump checks. In addition, any jumps you make while in this stance are considered running jumps.

Pouncing Charge

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 5, warblade 5

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

With the roar of a wild beast, you throw yourself into the fray. Your weapons are little more than a blur as you hack at your foe with feral speed.

With a ferocious howl, you throw yourself into combat. You move with such speed and ferocity that when you reach your enemy, you unleash a blistering flurry of slashes, cuts, and hacks.

As part of initiating this maneuver, you make a charge attack. Instead of making a single attack at the end of your charge, you can make a full attack. The bonus on your attack roll for making a charge attack applies to all your attack rolls.

Prey on the Weak

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 7, warblade 7

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You scythe through weaker foes like a mighty predator turned loose among a herd of prey.

With each foe you strike, your bloodlust and battle fury rises ever higher. After a brief moment of explosive rage, the foes around you are left bloodied, torn, and moaning.

Whenever an opponent within 10 feet of you drops to -1 or fewer hit points, whether from your attack, an ally's strike, or some other cause, you can immediately make an attack of opportunity against any opponent within your threatened area.

Rabid Bear Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 6, warblade 6

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

With a ferocious roar, you leap upon your enemy like a wild beast, slamming your weapon into her with a madman's fury.

You focus your primal fury into a single attack, laying an opponent low with a mighty blow that splinters bones and shatters steel. As part of this maneuver, you make a single melee attack. You gain a +4 bonus on this attack roll and deal an extra 10d6 points of damage. After completing this maneuver, you take a -4 penalty to AC until the start of your next turn.

Rabid Wolf Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You foam at the mouth and scream in rage as you make a powerful attack against your enemy. You set aside all thoughts of defense as you lunge forward.

For a split-second, you unleash the barely controlled, primal rage that surges within you. As part of this maneuver, you make a single melee attack. You gain a +4 bonus on this attack roll and deal an extra 2d6 points of damage. You take a -4 penalty to AC until the start of your next turn, as this wild strike sends you off balance and hinders your defenses.

Raging Mongoose

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 8, warblade 8

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

You unleash a ferocious volley of attacks, setting aside all thoughts of caution and self-control.

You make a flurry of deadly attacks. After initiating this boost, you can make two additional attacks with each weapon you wield (to a maximum of four extra attacks if you wield two or more weapons). These extra attacks are made at your highest attack bonus for each of your respective weapons. You can spread these attacks out among as many foes as you wish.

Soaring Raptor Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 3, warblade 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You leap into the air, catching a larger opponent by surprise as you jump over its defenses to plunge your weapon into the crown of its head.

With a carefully timed leap, you jump over the target's defenses and attack it from an unexpected angle. You can use this maneuver only against a foe of a larger size category than yours. As part of this maneuver, you make a Jump check with a DC equal to your foe's AC. If this check succeeds, you also make a melee attack as part of this maneuver. If the check fails, you cannot make this attack and the maneuver is still considered expended. You gain a +4 bonus on the attack roll and deal an extra 6d6 points of damage if your attack hits.

Sudden Leap

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 1, warblade 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

You leap to a new position in the blink of an eye, leaving your opponents baffled.

You can make a Jump check as a swift action and move the distance determined by your check result. You provoke attacks of opportunity with this movement, and you must move in a straight line. As with any movement, you can attempt a Tumble check to avoid any attacks you provoke with this sudden leap. You can't move through enemies, unless you succeed on the appropriate Tumble check.

Wolf Climbs the Mountain

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 6, warblade 6

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You slip between a larger foe's legs and strike its exposed side. You then find cover in the shadow of your enemy's bulk.

You can use this maneuver only against an opponent of a size category larger than yours. As part of this maneuver, you enter your target's square without provoking an attack of opportunity. You can then attack your target as part of this maneuver. Your attack deals an extra 5d6 points of damage. You remain within your opponent's space after you complete this maneuver. You gain cover against all attacks as long as you remain in his space, including those made by the target. If the target moves, it leaves you behind but provokes an attack of opportunity from you for leaving your space.

Wolf Fang Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You lash out in a blur of movement with two weapons, hacking into your foe with a combination of feral strength and speed.

You tap into the speed and strength embodied within your feral spirit.

You must fight with two weapons to use this maneuver. If you carry only one weapon, you can choose to make an unarmed strike with your off hand (as an unarmed attack) if you so wish. As part of this maneuver, you make an attack with both weapons you wield against one opponent. Both attacks must target the same creature, and you take a -2 penalty on each attack roll. If your first attack drops your foe to -1 hit points or fewer, you cannot make a second attack.

Death from Above

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 4, warblade 4

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

With a war cry, you leap into the air and lift your weapon high overhead. As you arc downward, your weight and momentum lend bone-crushing force to your attack.

Like a thunderbolt, you slam into your foe from above. You leap upon your enemy and drive him into the ground. The impact of your attack gives you extra force, allowing you to score a deadly hit.

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To use this maneuver, you must be adjacent to a foe. As part of this maneuver, you attempt a DC 20 Jump check. If this check succeeds, you can make a single melee attack against an opponent that you were adjacent to when you began this maneuver. This attack occurs in the air as you soar over your opponent, also as part of the maneuver.

Your attack deals an extra 4d6 points of damage, and your opponent is considered flat-footed against this attack. You then land in any square adjacent to the target of this attack, though no more than 20 feet away from your starting position.

If your Jump check fails, you remain in the last square you occupied before the Jump check and can make a single attack normally. The maneuver is still considered expended.

Wolverine Stance

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 3, warblade 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Like a cornered wolverine, you fight with unmatched ferocity and rage when your opponents force you into close quarters.

When an opponent has you in his grasp, you transform into a snarling, frothing, raging beast. You hack with your weapon at your foe's arms or tentacles, your wild frenzy allowing you to fight even with a large, awkward weapon. When you are in the grasp of a larger foe, your frenzy ignites into an inferno as you desperately attempt to break free.

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While you are in this stance, you can attack a foe grappling you with any one-handed weapon. You do not take the -4 penalty for fighting while grappled. If your foe is of a larger size category than yours, your feral rage ignites and grants you a +4 bonus on damage rolls against that creature while it continues to grapple you.

Wolf Pack Tactics

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 8, warblade 8

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

With each stinging attack that connects against a foe, you slip around him, using the distraction provided by your attacks to prevent him from hindering your movement.

You prowl the battlefield like a mighty hunter. You pick your spots to attack, striking foes when they are most vulnerable before moving on to attack elsewhere. Each attack allows you to move forward and press your advantage.

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While you are in this stance, each successful strike allows you to slowly work your way around an opponent. Each time you make a successful melee attack, you can move 5 feet. This movement does not provoke attacks of opportunity from the creature you struck. You cannot use this stance to move more than your current speed in a single round.

Swooping Dragon Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 7, warblade 7

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Like a dragon, you swoop down upon your foe and let loose with a devastating attack. You leap over her and, as you soar through the air, unleash a devastating volley of attacks.

You leap over an opponent and chop down at her, ruining her defenses and striking with a critical blow.

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As part of this maneuver, you attempt a Jump check to leap over your target. The result of this Jump check must be sufficient to allow you to move through an opponent's space and over her. If you fail the Jump check needed to jump over your foe, you provoke attacks of opportunity for the distance you jump, if applicable. If your jump was too short to clear your opponent but far enough that you would land in a space she occupies, you land adjacent to your opponent in the square closest to your starting square.

If your check is insufficient to jump over your target, you can also make a single attack against your foe with no special benefits or penalties, as long as your target is within reach.

If the check succeeds, you do not provoke attacks of opportunity for leaving threatened squares during your jump. Your foe loses her Dexterity bonus to AC against your melee attack. This attack deals an extra 10d6 points of damage, and the target must succeed on a Fortitude save (DC equal to your Jump check result) or be stunned for 1 round.

Girallon Windmill Flesh Rip

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 8, warblade 8

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Melee attack

Target: One or more creatures

Duration: End of turn

Windmilling your arms in a furious blur, you strike your perplexed enemy from two directions at once, rending his flesh with each strike.

Each of your attacks is precisely timed to maximize the carnage it inflicts. You must be wielding two or more weapons to initiate this maneuver. As you hack into your opponent, you use your weapons together to murderous effect. With a cruel twist of your blade, you widen the wounds you cause with each successive strike.

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You must initiate this maneuver before making any attacks in the current round. If you strike an opponent multiple times during your turn, you also deal rend damage. This damage is based on the number of times you strike your opponent during your turn (see the table below). Determine the rend damage dealt immediately after you make your last attack for your turn.

If you attack multiple opponents during your turn, you gain this extra damage against each of them. A creature takes rend damage based on the number of attacks that hit it, not the number of successful attacks you make. For example, if you hit a fire giant three times and an evil cleric twice during your turn, the fire giant takes rend damage for three attacks and the cleric takes rend damage for two attacks.

Successful Attacks	Rend Damage
2	8d6
3	10d6
4	12d6
5	14d6
6	16d6
7	18d6
8+	20d6

Feral Death Blow

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 9, warblade 9

Prerequisite: Four Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

With a primal howl, you leap into the air and land on your opponent, hacking and clawing at his neck.

You leap upon your opponent, rending and tearing with your weapons in an attempt to kill him with a brutally overwhelming assault. You grab onto your foe as you slash and hack at his neck, face, and other vulnerable areas.

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To use this maneuver, you must be adjacent to your intended target. As part of this maneuver, make a Jump check with a DC equal to your opponent's AC. If the check succeeds, you can then make a single melee attack against your foe, also as part of this maneuver. The target is considered flat-footed against this attack. If your attack deals damage, your target must attempt a Fortitude save (DC 19 + your Str modifier). If this save fails, your target is instantly slain (his hit points drop to -10). If the save is successful, you deal an extra 20d6 points of damage to the target in addition to your normal weapon damage. Creatures immune to critical hits are immune to the death effect of this strike.

If your Jump check fails, you can make a single attack normally. The maneuver is still considered expended.

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