

Battle Leader's Charge

White Raven

White Raven (Strike)

Level: Crusader 2, warblade 2

Prerequisite: One White Raven maneuver

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You lead from the front, charging your enemies so that your allies can follow in your wake.

The White Raven discipline teaches that he who seizes the initiative also seizes victory. You have learned to lead an attack with a mighty charge, the better to disrupt the enemy and inspire your allies in battle.

As part of this maneuver, you charge an opponent. You do not provoke attacks of opportunity for moving as part of this charge. If your charge attack hits, it deals an extra 10 points of damage.

Clarion Call

White Raven

White Raven (Boost)

Level: Crusader 7, warblade 7

Prerequisite: Three White Raven maneuvers

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius burst centered on you

As you defeat an opponent, you shout a battle cry that inspires one of your allies to renew his efforts.

You are an inspiring figure on the battlefield. Your personal victories are shared by your allies, allowing them to draw courage and vigor from your actions.

If during your turn a melee attack you make reduces an opponent to fewer than 0 hit points, you can initiate this maneuver. Once it is initiated, all allies within range can immediately either make one melee attack at their highest attack bonus or take a single move action. These allies must be able to see and hear you. These extra attacks are not attacks of opportunity.

Douse the Flames

White Raven

White Raven (Strike)

Level: Crusader 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

You strike your enemy with a resounding blow, capturing his attention. As he turns to look, you let loose with a string of oaths, challenges, and taunts that force him to focus his attention on you.

As a White Raven adept, you are as much a tactician as you are a war leader. You learn to create openings for your allies to maximize the teamwork and esprit de corps that you foster. You know that for a group to succeed, it must work together, and that individual glory must be set aside so that the group can achieve victory.

As part of this maneuver, you make a melee attack against a single target you threaten. If your attack hits, you deal normal melee damage, and the target creature can't make attacks of opportunity for 1 round. The opponent still threatens its normal area; it simply cannot make attacks of opportunity.

Leading the Attack

White Raven

White Raven (Strike)

Level: Crusader 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

You boldly strike at your enemy. As you attack, you shout a war cry to demonstrate that victory is at hand. This attack inspires nearby allies to join the fray with renewed vigor.

When you make an attack, your allies take heart in your example and fight with renewed purpose. By stoking the fire of battle in your allies' hearts, you inspire them to greater heroics.

As part of this maneuver, you make a single melee attack. If your attack is successful, your allies gain a +4 morale bonus on attack rolls for 1 round against the creature you hit.

Leading the Charge

White Raven

White Raven (Stance)

Level: Crusader 1, warblade 1

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: Stance

You fire the confidence and martial spirit of your allies, giving them the energy and bravery needed to make a devastating charge against your enemies.

The White Raven discipline teaches that tactics, leadership, and planning can overcome an opponent's superior individual abilities. This stance embodies that teaching, allowing you to spur your allies on to greater feats of martial skill.

While you are in this stance, all allies who hear you and make a charge attack in the area gain a bonus on damage rolls equal to your initiator level.

Lion's Roar

White Raven

White Raven (Boost)

Level: Crusader 3, warblade 3

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: 60 ft.

Targets: You and allied creatures within 60 ft.

Duration: 1 round

You unleash a sudden battle roar as your mighty blow fells your enemy. Inspired by your example, your allies fight with renewed energy and determination.

When you defeat an enemy, you call out to your allies to press the attack. They respond by putting tremendous pressure on the enemy as their attacks strike with greater force.

As a swift action, you initiate this boost after you have reduced an opponent to fewer than 0 hit points. You and allies within range gain a +5 morale bonus on damage rolls for 1 round.

Order Forged from Chaos

White Raven

White Raven

Level: Crusader 6, warblade 6

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 move action

Range: Personal

Targets: Allied creatures within 30 ft.

You bark a series of stern orders, directing your comrades to shift formation. The power of your presence is such that they obey without consciously thinking about it.

You excel at using your commanding presence to direct your allies on the battlefield. After a few short, barked orders from you, your allies switch positions and assume a tactically advantageous position.

When you initiate this maneuver, all allies within 30 feet of you can immediately take a single move action to move up to their speed. This movement provokes attacks of opportunity, and it does not count toward fulfilling the minimum movement requirements of any special abilities or feats, such as a scout's skirmish ability.

Press Advantage

White Raven

White Raven (Stance)

Level: Crusader 5, warblade 5

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You shift across the battlefield, timing your movements precisely to avoid any attacks from your foes.

Your sense of the battlefield and intuitive understanding of the ebb and flow of combat allow you to move without dropping your defenses. While others must slowly work through a melee, you seize gaps in a foe's defenses and move with great speed and confidence.

While you are in this stance, you can take a second 5-foot step immediately after you take one for the round. This second movement does not provoke attacks of opportunity. You can make a single 5-foot step into difficult terrain, but if you do, you cannot make the second 5-foot step.

Swarm Tactics

White Raven

White Raven (Stance)

Level: Crusader 8, warblade 8

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: Stance

Your quick directions enable close teamwork between yourself and an ally. At your urging, your allies seize the initiative and work in close coordination with you to defeat an enemy.

While you are in this stance, you use your tactical knowledge and mastery to improve your allies' teamwork. If you are adjacent to one or more opponents, your allies gain a +5 bonus on attack rolls made against any of those opponents.

Swarming Assault

White Raven

White Raven (Strike)

Level: Crusader 7, warblade 7

Prerequisite: Three White Raven maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You attack an opponent with brutal force, ruining his defenses. As you strike, you call out sharp commands to your allies, spurring them to action and allowing them to take advantage of the opening.

You inspire your allies with a rousing speech, a war cry, a challenge to the enemy, or some other defiant gesture. Combining this shout with a canny attack, you strip away a foe's defenses, allowing your allies to make potentially devastating attacks.

As part of this maneuver, you make a single melee attack against an opponent. If this attack hits, you deal normal melee damage, and any ally who threatens your target can immediately make an attack against him. You choose the order in which your allies' attacks resolve.

Tactical Strike

White Raven

White Raven (Strike)

Level: Crusader 2, warblade 2

Prerequisite: One White Raven maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your skill at arms and overwhelming power force your opponent to falter at a fatal moment. As the foe attempts to recover from your devastating strike, your allies rush in to finish what you have started.

You make a mighty attack that knocks your opponent into a defenseless position, granting your allies a moment to move into a better position. If your attack lands true, it leaves your enemy momentarily shaken by its tremendous impact.

As part of this maneuver, you make a single melee attack. If your attack hits, you deal an extra 2d6 points of damage. In addition, each ally adjacent to the target can take an immediate 5-foot step that does not provoke attacks of opportunity.

Tactics of the Wolf

White Raven

White Raven (Stance)

Level: Crusader 3, warblade 3

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You shout orders that help coordinate your allies' efforts. They harass their enemies, shield each other from attacks, and otherwise maximize the support they lend to each other.

This stance allows you and your allies to gain additional benefits against a flanked opponent. Under your direction, your allies coordinate their actions to a much greater degree than normal. Your advice and shouted orders make them an unstoppable team. Like a wolf pack, your allies fight together to devastating effect.

When you flank a foe, you and allies who flank the enemy with you gain a bonus on damage rolls against that opponent equal to 1/2 your initiator level.

War Leader's Charge

White Raven

White Raven (Strike)

Level: Crusader 6, warblade 6

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You summon a great fury within your lungs, releasing it with a titanic shout as you charge forward. Your reckless move startles your foes and puts greater force behind your attack.

As a student of the White Raven, you learn to focus the energy within you into an overwhelming charge. In battle, you must lead from the front. As part of this maneuver, you charge an opponent. You do not provoke attacks of opportunity for moving as part of this charge. If your charge attack hits, it deals an extra 35 points of damage.

White Raven Hammer

White Raven

White Raven (Strike)

Level: Crusader 8, warblade 8

Prerequisite: Three White Raven maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

You slam your opponent with a mighty attack to disrupt his senses and leave him unable to defend himself while your allies close to finish him off.

As part of this maneuver, you make a single, devastating strike against an opponent. The raw force of this blow knocks him senseless. Your attack deals an extra 6d6 points of damage and stuns your opponent for 1 round.

White Raven Strike

White Raven

White Raven (Strike)

Level: Crusader 4, warblade 4

Prerequisite: One White Raven maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your eye for tactics allows you to notice an enemy's weak points and attack them with a mighty blow.

The White Raven discipline focuses on tactics, teamwork, and the ability to make an attack that improves your allies' abilities. This strike ruins a foe's defenses.

As part of this maneuver, you make a single melee attack. If it hits, you deal an extra 4d6 points of damage, and the target is considered flat-footed until the start of his next turn.

White Raven Tactics

White Raven

White Raven (Boost)

Level: Crusader 3, warblade 3

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: 10 ft.

Target: One ally

You can inspire your allies to astounding feats of martial prowess. With a few short orders, you cajole them into seizing the initiative and driving back the enemy.

Your knowledge of tactics can aid your allies' attacks, and it also allows you to spot, predict, and counter your enemies' actions. In the chaos of battle, you impose the order needed for tight, effective group tactics.

When you use this maneuver, select an ally within range. Her initiative count immediately equals your initiative count -1. She then acts on her new initiative count as normal. If she has already acted in the current round, she can act again. If this maneuver would not change your ally's initiative count, it has no effect. If she has not yet acted during this round, her initiative count changes, and she acts on that count as normal. She does not act again on her original initiative count.

War Master's Charge

White Raven

White Raven (Strike)

Level: Crusader 9, warblade 9

Prerequisite: Four White Raven maneuvers

Initiation Action: 1 full-round action

Range: Melee attack; see text

Target: One creature; see text

With a great battle cry, you lead your allies in a devastating charge.

Fired by your commanding presence and deftly led by your supreme grasp of tactics, you and your allies form an unstoppable wedge.

You are an inspiring figure on the battlefield, allowing you to lead others on attacks that would strike fear and doubt into even the stoutest warrior's heart. Under your leadership, the group becomes much more than the sum of its parts.

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As part of this maneuver, you charge an opponent. In addition, all allies within 30 feet of you at the beginning of your turn can also charge this target as an immediate action. You and allied creatures do not block each other when determining if you can charge. Your charge attack deals an extra 50 points of damage, and those of your allies each deal an extra 25 points of damage. For each ally who charges, counting yourself, your charge attack and those of your allies are made with a cumulative +2 bonus (in addition to the normal bonus provided by charging). An opponent struck by you and at least one other ally is stunned for 1 round.

You and your allies do not provoke attacks of opportunity for moving as part of this charge.

Flanking Maneuver

White Raven

White Raven (Strike)

Level: Crusader 5, warblade 5

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your keen leadership grants you and your allies a sudden advantage in combat. When you flank an opponent, you attack in such a way as to maximize your allies' openings. By the same token, your friends' ferocious, accurate attacks give you multiple opportunities to pierce your foe's defenses.

When you flank an enemy with an ally who can see and hear your directions, the two of you form a potent combination. Your attacks complement each other, leaving the flanked opponent in a tenuous position.

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You can use this strike when you and any number of allies flank an opponent you designate. As part of this maneuver, you make a melee attack against the flanked opponent. If your attack hits, any ally flanking your foe can immediately make a melee attack against that creature. These extra attacks are not attacks of opportunity.

Your allies must be able to see you to gain this benefit. The coordination needed between you and your companions demands that you watch each other's attacks, though you do not need to hear each other.

Covering Strike

White Raven

White Raven (Boost)

Level: Crusader 4, warblade 4

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 3 rounds

You make a ferocious series of attacks at your enemies, forcing them on the defensive and buying your allies critical seconds needed to slip past them unharmed.

By drawing on your combat experience and knowledge of how a warrior must carry herself in battle, you make an attack that disrupts your opponents and keeps them from taking advantage of your allies' lapses.

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After you initiate this boost, you can make your attacks as normal. In addition to taking normal melee damage from your blows, a foe you strike after initiating this maneuver cannot make attacks of opportunity for 3 rounds. The target still threatens its normal area; it simply cannot make attacks of opportunity.

A creature can be affected by only one covering strike per encounter.

Bolstering Voice

White Raven

White Raven (Stance)

Level: Crusader 1, warblade 1

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: Stance

Your clarion voice strengthens the will of your comrades. So long as you remain on the field of battle, your allies are strengthened against attacks and effects that seek to subvert their willpower.

The discipline of the White Raven stresses that an army is effective only when its members are motivated to fight. In the face of a daunting enemy or unexpected hardship, the most skilled warrior is worthless if he lacks strength of will.

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When you adopt the bolstering voice stance, you shout encouragement to your allies, disparage your foes, and lend much-needed support to raise your allies' spirits. By drawing on the example you set, your allies harden their will to fight and battle on despite your enemies' attempts to turn them aside.

While you are in this stance, all allies within range who can hear you gain a +2 morale bonus on Will saves, or a +4 morale bonus on Will saves against fear effects.

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