

The Warblade (Revised from *Tome of Battle*)

Class Features

Weapon and Armor Proficiency: A warblade is proficient with all simple and martial melee weapons (including those that can be thrown), as well as all light and medium armor, but not shields.

Maneuvers: A warblade begins his or her career with knowledge of three martial maneuvers.

The disciplines available to the Warblade for both maneuvers and stances are Diamond Mind, Iron Heart, Stone Dragon, Tiger Claw and White Raven.

Once you know a maneuver you must ready it before it can be used (see Maneuvers Readied).

Maneuvers are considered to be extraordinary abilities unless otherwise noted in their descriptions; they are unaffected by spell resistance, and initiating maneuvers does not provoke attacks of opportunity.

You learn additional maneuvers at higher levels, as shown in Table 1-3; you must meet a maneuver's prerequisites to learn it; See table 3-1 on page 39 of *Tome of Battle* to determine the highest-level maneuvers you can learn.

Upon reaching 4th level and every even-numbered level after that (6th, 8th, 10th, and so on) you may 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 available to you, so long as you meet all prerequisites for the new maneuver.

For example upon reaching 10th level you could trade in a single 1st to 4th level maneuver for a new maneuver of 5th level or below, provided you met all the other requirements.

Maneuvers Readied: You can ready all three maneuvers you know at first level, but as you advance in level you must choose which maneuvers to ready.

You ready maneuvers by praying/meditating for 5 minutes, and the maneuvers remain readied until you decided to pray/meditate again to change them. You do not need to sleep or rest for a period of time to ready your maneuver; anytime you can safely spend 5 minutes without combat or threat you can change your readied maneuvers.

You begin an encounter with all your readied maneuvers unexpended regardless how often you have already used them since you readied them.

You can recover all your expended maneuvers as a swift action, but you must follow it with a standard action in which you do nothing (such as executing a harmless flourish with your weapon).

You cannot use any maneuvers (including counters) in the same turn as you recover expended maneuvers, but you may remain in any stance you were using.

Stances Known: You begin play with knowledge of one 1st-level stance of any discipline open to warblades.

At 4th, 10th, and 16th level you may choose an additional stance from any of these disciplines.

Unlike maneuvers, stances are never expended and you do not need to ready them. You may initiate, change or end any stance you know as a swift action. Unless noted otherwise, stances are extraordinary abilities.

Stances cannot be traded in or exchanged as maneuvers can.

Weapon Aptitude (Ex): Choose one of the following feats, for which you must meet the requirements: Two-Weapon Fighting, Weapon Finesse, Shield Proficiency or Power Attack. You gain this feat.

In addition, you qualify for feats that require levels of fighter (such as Weapon Specialization) as if you had levels in fighter equal to your warblade level minus 2; for example, a 6th level Warblade could select Weapon Specialization, since he is treated as a 4th level fighter. These levels stack with any levels of fighter you have. A 5th level Warblade/3rd level fighter is treated as a 6th level fighter for any feat that requires levels of fighter.

Battle Clarity (Ex): You enter a state of almost mystical awareness of the battlefield around you.

You gain a bonus to initiative equal to your Int bonus.

Battle Ardor (Ex): The sheer love of battle lends uncanny strength to your blows.

Starting at 2nd level, you may add your Int bonus to melee damage rolls against flanked or flat-footed opponents.

Uncanny Dodge (Ex): At 4th level you gain the ability to react to danger before 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 Dex bonus to AC if you are immobilized.

If you already have uncanny dodge from another class (such as barbarian or rogue) you automatically gain improved uncanny dodge instead; which you would otherwise gain at 8th level.

Improved Uncanny Dodge (Ex): Starting at 8th level, you can no longer be flanked; you can react to opponents on opposite sides as easily as you can react to a single attacker. See the barbarian class feature (PH26) for more information.

Table 1-3: The Warblade**Hit Die: d10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maneuvers Known	Maneuvers Ready	Stances Known
1st	+1	+0	+2	+0	Weapon Aptitude, Battle Clarity	3	3	1
2nd	+2	+0	+3	+0	Battle Ardor	4	3	1
3rd	+3	+1	+3	+1		5	3	1
4th	+4	+1	+4	+1	Uncanny Dodge	5	4	2
5th	+5	+1	+4	+1	Bonus Feat	6	4	2
6th	+6/+1	+2	+5	+2		6	4	2
7th	+7/+2	+2	+5	+2	Battle Cunning	7	4	2
8th	+8/+3	+2	+6	+2	Improved Uncanny Dodge	7	4	2
9th	+9/+4	+3	+6	+3	Bonus Feat	8	4	2
10th	+10/+5	+3	+7	+3		8	5	3
11th	+11/+6/+1	+3	+7	+3	Battle Skill	9	5	3
12th	+12/+7/+2	+4	+8	+4		9	5	3
13th	+13/+8/+3	+4	+8	+4	Bonus Feat	10	5	3
14th	+14/+9/+4	+4	+9	+4		10	5	3
15th	+15/+10/+5	+5	+9	+5	Battle Mastery	11	6	3
16th	+16/+11/+6/+1	+5	+10	+5		11	6	4
17th	+17/+12/+7/+2	+5	+10	+5	Bonus Feat	12	6	4
18th	+18/+13/+8/+3	+6	+11	+6		12	6	4
19th	+19/+14/+9/+4	+6	+11	+6		13	6	4
20th	+20/+15/+10/+5	+6	+12	+6	Stance Mastery	13	7	4

Class Skills (4+Int modifier per level, x4 at 1st level): Balance, Climb, Concentration, Craft, Diplomacy, Intimidate, Jump, Knowledge (history), Knowledge (local), Martial Lore*, Swim, Tumble

Bonus Feat: At 5th, 9th, 13th and 17th level you gain one bonus feat, drawn from the following list:

Acrobatic, Agile, Athletic, Blade Meditation*, Blind-Fight, Combat Reflexes, Diehard, Endurance, Great Fortitude, Improved Initiative, Iron Will, Ironheart*, Lightning Reflexes, Quickdraw, Stone Power*, Tiger Blooded*, Unnerving Calm*, White Raven Defense*.

Feats marked * are described in Chapter 2 of *Tome of Battle*.

Battle Cunning (Ex): Your instinct for seizing the moment gives you a significant advantage over your enemies. Starting at 7th level, the threat range of any weapon(s) you wield increases by as many points as you have Int bonus. This does not stack with the Keen Property or the Improved Critical feat; use the better of two critical ranges.

Battle Skill (Ex): You anticipate your enemies' ploys and tactics. Starting at 11th level, you gain an insight bonus equal to your Int bonus on all bull rush, disarm, feint, overrun, trip and sunder attempts made by you, or against you.

Battle Mastery (Ex): You begin to notice the smallest openings and slightest cues offered by your opponents. Starting at 15th level you gain an insight bonus equal to your Int bonus on all melee attack and damage rolls when making attacks of opportunity.

Stance Mastery (Ex): At 20th level, you can have 2 stances active simultaneously. When you use a swift action to initiate, change or end one stance, you may change both if you desire.