

Mithral Current

Like the flashing rapids, thundering waterfalls and deep, silent depths of the ocean, Disciples of Mithral Current embody the many forms and ever changing nature of water. The art of Mithral Current's bladework began as a set of scattered abilities found across several different island nations. Through frequent cultural exchange, trade and war these techniques spread and mixed forming a unique style that blended the culture and history of many peoples. The discipline found its use among all walks of life, from noble palaces where the drawing of a blade was an act of social suicide to the slums of portside cities where a hidden blade was the only thing that could keep one safe. The associated skill for Mithral Current is Perform (Dance). The Associated Weapon Groups are Light Blades, Heavy Blades and Polearms.

The Fine Art of Iaijutsu: Disciples of Mithral Current are swift striking warriors, and many of their maneuvers gain an added benefit if the disciple "draws their weapon as part of the attack." For purposes of game mechanics, this means that the disciple 1) has their weapon sheathed before initiating the maneuver, 2) has the Quick Draw feat or a BAB of +1 or greater and 3) is initiating the maneuver using the weapon that is sheathed, drawing that weapon as a free action prior to initiating the maneuver (this can be done even when it is not your turn). As long as all three conditions are met, the Mithral Current disciple meets the requirements for these bonus effects to activate when initiating these maneuvers. A weapon is considered sheathed if it is in a non-threatening position, such as a monk putting their hands at their sides or in their pockets, a spear wielder pointing the tip of their spear into the ground, a soulknife with an unformed mind blade, or even a samurai keeping their katana in its sheath. The terminology of sheathing the weapon is only intended to serve as a shorthand for any number of ways a warrior can present themselves as non-threatening with their weapon.

Mithral Current

1st Level

Swift Current: Strike - Attack an opponent and deal +1d6 damage. If you draw your weapon as part of initiating this maneuver, your opponent is considered flat-footed against this attack.

Tidal Blade: Strike - Attack two adjacent opponents. If you draw your weapon as part of initiating this maneuver, you gain +2 to attack rolls vs. each target.

Flowing Creek: Counter - Use a Perform (dance) check in place of AC when attacked, and if your opponent misses, you may take a free 5 ft step.

Following Wake: Boost - When you charge a foe make a free trip attempt against them, using Perform (Dance) in place of CMB roll. This does not provoke an attack of opportunity.

Ready the Draw: Stance - You can draw weapon as part of attack of opportunity or while flat footed, and can sheathe weapon as a free action. You gain extra Attacks of Opportunity as per the Combat Reflexes feat, except that they equal your initiating modifier, not your Dex Modifier.

Reaching Blade Stance: Stance - When drawing your weapon as part of an attack, your weapon can strike opponents an extra 5 ft away and deals an extra +1d6 damage.

2nd Level

Dual Crash: Strike - Hit an opponent. If you draw your weapon as part of initiating this maneuver, make an extra attack at full BAB -2.

Iron Wave: Strike - hit an opponent and deal +2d6 damage. If you draw your weapon as part of initiating this maneuver, increase the range of the attack to Close (25 ft. + 5 ft. / 2 levels) and give the target vulnerability to silver.

Calm the Storm: Counter - If attacked once make counterattack that may prevent subsequent attacks from same foe.

Ride the Wake: Boost - if you draw your weapon as part of your attack, you can move up to your speed as a free action after the attack.

Riptide Strike: Strike - make a melee attack against opponent and deal +2d6 damage. If you draw your weapon as part of this attack, make a free trip attempt against opponent that does not provoke.

3rd Level

Salt Breeze Strike: Strike - attack your opponent and deal +3d6 damage. If you draw your weapon as part of this attack, your opponent takes a -4 penalty to attack rolls for 1 round.

Flowing Water Stance: Stance - Gain a +4 Dodge Bonus to AC and a +4 bonus to Initiative. Once per round, you may sheath your weapon as a free action that does not provoke attacks of opportunity.

Rippling Current: Strike - attack your opponent for +3d6 damage. If you draw your weapon as part of this attack, treat your opponent as flat-footed against the attack.

Rushing Wake: Boost - When you charge an opponent, make a free trip attempt against each opponent adjacent to you during your movement. These trip attempts do not provoke Attacks of Opportunity, but your movement still provokes as normal.

4th Level

Silver Wave: Strike - hit an opponent and deal +6d6 damage. If you draw your weapon as part of initiating this maneuver, increase the range of the attack to Close (25 ft. + 5 ft. / 2 levels), make a bull rush attempt against the target and give the target vulnerability to silver.

Disruptive Wave: Counter - when targeted by a spell make a charge attack against the caster before the spell resolves, gain a +4 bonus to forced concentration check.

Blinding Reflection: Strike - hit an opponent and deal +6d6 damage. If you draw your weapon as part of initiating this maneuver, your attack may blind your opponent for 1 min on a failed save.

Ride the Current: Counter - When attacked, make an immediate 10 foot step after attack resolves. You may draw your weapon as part of this counter to make a counterattack against the foe that attacked you.

5th Level

Whirlpool Strike: Strike - Attack all adjacent foes and deal +3d6 damage. If you draw your weapon as part of initiating this maneuver, you may attack all foes within reach and all adjacent foes instead.

Flowing Stream: Counter - Make a Perform (Dance) check in place of AC or Reflex Save, if successful move up to your speed as a free action. If you draw your weapon as part of initiating this maneuver, you may make a counter attack that deals +3d6 damage.

Rapid Current: Strike - Attack opponent two times for +3d6 damage on each attack. If you draw your weapon as part of initiating this maneuver make a 3rd attack at full BAB.

Mithral Flash: Counter - make an opposed attack roll vs. opponent's melee attack. If successful, negate your opponent's attack. If you draw your weapon as part of initiating this maneuver make a counter attack that deals +5d6 damage. Treat your weapons as silver for purposes of overcoming damage reduction or vulnerabilities.

6th Level

Quicksilver Wave: Strike - hit an opponent and deal +8d6 damage. If you draw your weapon as part of initiating this maneuver, increase the range of the attack to Close (25 ft. + 5 ft. / 2 levels), make a free trip attempt against the target and give the target vulnerability to silver.

Endless Current: Boost - move up to 10 ft as a free action after every attack this round.

Mithral Current Stance: Stance - Threaten squares even with your weapon sheathed and give enemies vulnerability to silver with your attacks.

Crashing Wake: Strike - move up to 30 ft in any direction your normal movement allows and make a single attack against each opponent within reach along your movement path, dealing +4d6 damage with each attack.

7th Level

Flowing River: Counter - Make a Perform (dance) check in place of a Fort, Ref or Will Save and if successful, move adjacent to the enemy who targeted you as a free action. If you draw your weapon as part of th

Raging Whirlpool Strike: Strike - Attack all adjacent foes and deal +5d6 damage. If you draw your weapon as part of initiating this maneuver, you may attack all foes a second time dealing +3d6 damage.

Blade of the Silver Sea: Strike - attack your opponent and deal an extra +8d6 damage. If you draw your weapon as part of initiating this maneuver, your opponent's DR is ignored and their regeneration is suppressed.

8th Level

Mithral Wave: Strike - hit an opponent and deal +14d6 damage. If you draw your weapon as part of initiating this maneuver, increase the range of the attack to Close (25 ft. + 5 ft. / 2 levels), daze the target, knock the target prone and give the target vulnerability to silver.

Mithral Lightning Stance: Stance - make a counterattack against any foe that makes an Attack of Opportunity against you and gain a +10 movement speed bonus, +6 dodge bonus to AC against Attacks of Opportunity and your counterattacks deal an extra +3d6 damage. Treat your weapons as silver for purposes of overcoming damage reduction or vulnerabilities. Sheathe your weapon once per round as a free action, even if it's not your turn.

Riptide Slice: Strike - make a melee attack against your target that deals +12d6 damage. If you draw your weapon as part of initiating this maneuver, this attack hits your target's touch AC.

9th Level

Dance of the Silver Hurricane: Counter - Use Perform (Dance) in place of AC or CMD until the start of your next turn, move after each missed attack, then counterattack any creature that attacked you.

Mithral Current Maneuvers

1st Level

Swift Current

Discipline: Mithral Current (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instantaneous

One of the basic tenets of the Mithral Current is that all momentum can be turned into a powerful offensive tool. As an initiate of the discipline, you can use the momentum of drawing your blade from its sheath to increase a strike's power. Make a melee attack. If it hits, it deals weapon damage as normal plus an additional 1d6 points of damage. If you drew your weapon as part of this strike, your target is considered flat-footed against this attack.

Tidal Blade

Discipline: Mithral Current (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Melee attack

Target: Up to two creatures

Duration: Instantaneous

As a disciple of the Mithral Current discipline, your skill and grace comes from your flowing movements and lightning-quick attacks. You make a swift slash, striking through multiple enemies with your swing. Make a melee attack roll and compare it to the AC of two creatures within your reach. If the attack roll hits a target, the attack deals weapon damage as normal. Use the same damage roll for each target. If you drew your weapon as part of this strike, you gain a +2 bonus on your attack roll.

Flowing Creek

Discipline: Mithral Current (Counter)

Level: 1

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Like the flowing water that inspired your art, you sidestep and work around foes instead of fighting them directly. You can initiate this counter in response to a melee or ranged attack (including touch or ranged touch spell attacks) being made against you. Make a Perform (dance) check, using the attack roll of your opponent as the DC. If you are successful, the attack is negated and you may take a 5-foot step as a free action, even if you have already taken one this round.

Following Wake

Discipline: Mithral Current (Boost)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

By utilizing the momentum of your body and blade, you turn a charge into disabling slash that leaves your opponent on the ground. After initiating this boost, you can make a trip attempt against the next creature you charge this round as a free action, using a Perform (dance) check in place of your CMB roll. This combat maneuver does not provoke an attack of opportunity.

Ready the Draw

Discipline: Mithral Current (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You have the ability to draw your weapon with blinding speed, channeling that motion into deadly attacks. While you maintain this stance, you are considered to be threatening all squares within reach of your weapon, even if it is sheathed, and can draw your weapon when making any type of maneuver or attack (including attacks of opportunity), even while flat-footed. In addition, you benefit of the Combat Reflexes feat, even if you do not meet the normal prerequisites. You use your initiation modifier in place of your Dexterity modifier when determining the number of additional attacks of opportunity you can make each round. Once per round, you may sheathe your weapon as a free action, even if it is not your turn.

Reaching Blade Stance

Discipline: Mithral Current (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You can translate the momentum of your swift attacks into greater reach, striking foes who would normally be out of your range. While you maintain this stance, your melee attacks deal an additional 1d6 points of damage, and you increase the reach of the first attack you make each round by 5 feet. The additional damage of this stance increases by 1d6 for every eight initiator levels you possess.

2nd Level

Dual Crash

Discipline: Mithral Current (Strike)

Level: 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instantaneous

With a sudden reversal of direction, you strike an enemy when they least expect it—at the instant after they'd already been hit. Make a melee attack. If it hits, it deals weapon damage as normal. If you drew your weapon as part of this strike, you can make a second attack against the same target with a –2 penalty on the attack roll.

Iron Wave

Discipline: Mithral Current (Strike)

Level: 2

Initiation Action: 1 standard action

Range: Melee or close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous (see text)

Saving Throw: Will partial

By imitating the motions of ocean waves, you extend the reach of your blade beyond its edge. Make a melee attack. If it hits, it deals weapon damage as normal plus an additional 2d6 points of damage. If you drew your weapon as part of this strike, you can make your attack against any creature within close range (25 feet + 5 feet per 2 initiator levels), even if that creature isn't within your reach. The attack is still treated as a melee attack, and a creature struck must succeed at a Will save (DC 12 + your initiation modifier) or become vulnerable to silver until the end of your next turn. Creatures with vulnerability to silver take 50% more damage from silver weapons. This maneuver is a supernatural ability.

Calm the Storm

Discipline: Mithral Current (Counter)

Level: 2

Initiation Action: 1 immediate action

Range: Melee attack

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

By accepting an incoming blow, you manipulate your opponent into a position where they are unable to execute more attacks. You can initiate this counter in response to a melee or ranged attack being made against you. After your opponent's attack resolves, you can make a melee attack with a weapon you are wielding against that opponent. If it hits, it deals weapon damage as normal, and the target must succeed at a Reflex save (DC 12 + your initiation modifier) or be unable to attack you again for the rest of its turn. You cannot make this counterattack if the target is not within your melee reach or otherwise targetable with a melee attack.

Ride the Wake

Discipline: Mithral Current (Boost)

Level: 2

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

For a disciple of the Mithral Current discipline, stillness is death, and you acknowledge this fact by continuing to move even after striking your foes. If you drew a weapon as part of making an attack this round, you can initiate this boost to move up to your speed without provoking attacks of opportunity.

Riptide Strike

Discipline: Mithral Current (Strike)

Level: 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instantaneous

Like the dangerous tidal swells that pull swimmers out to sea and under the waves, you pull an opponent to the ground with your strike. Make a melee attack. If it hits, it deals weapon damage as normal plus an additional 2d6 points of damage. If you drew your weapon as part of this strike, you may also make a trip attempt against them as a free action with a +2 competence bonus on your CMB roll. This trip attempt does not provoke an attack of opportunity.

3rd Level

Salt Breeze Strike

Discipline: Mithral Current (Strike)

Level: 3

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instantaneous

Imitating the stinging winds of ocean storms, you strike with a debilitating slash and a spray of dust. Make a melee attack. If it hits, it deals weapon damage as normal plus an additional 3d6 points of damage. If you drew your weapon as part of initiating this strike, a struck target takes a –4 penalty on attack rolls for one round.

Flowing Water Stance

Discipline: Mithral Current (Stance)

Level: 3

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You adopt a stance that maximizes free movement and speed, allowing you to dance around your opponents' attacks and flow past obstacles like a rushing stream. While you maintain this stance, you gain a +4 dodge bonus to your

AC and a +4 bonus on initiative checks. In addition, you can sheath your weapon once per round as a free action that does not provoke attacks of opportunity, even if it is not your turn.

Rippling Current

Discipline: Mithral Current (Strike)

Level: 3

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instantaneous

Your blade weaves in and out of your opponent's sight to strike at an unexpected angle. Make a melee attack. If it hits, it deals weapon damage as normal plus an additional 3d6 points of damage. If you drew your weapon as part of this strike, your target is considered flat-footed against this attack.

Rushing Wake

Discipline: Mithral Current (Boost)

Level: 3

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

With a sudden burst of speed, you charge towards a foe, skillfully knocking aside any others in your path. After initiating this boost, when you make a charge attack this round, you can make a trip attempt as a free action against each opponent adjacent to you at any point in your movement. These trip attempts do not provoke attacks of opportunity, although your movement still does as normal.

4th Level

Silver Wave

Discipline: Mithral Current (Strike)

Level: 4

Prerequisites: One Mithral Current maneuver

Initiation Action: 1 standard action

Range: Melee or close (25 ft. + 5 ft/2 levels)

Target: One creature

Duration: Instantaneous (see text)

Saving Throw: Will partial

Drawing your blade in a powerful diagonal cut, you strike your foe with a brutal wave of kinetic energy. Make a melee attack. If it hits, it deals weapon damage as normal plus an additional 6d6 points of damage. If you drew your weapon as part of this strike, you can make your attack against any creature within close range (25 feet + 5 feet per 2 initiator levels), even if that creature isn't within your reach, and the target must succeed at a Will save (DC 14 + your initiation modifier) or become vulnerable to silver until the end of your next turn. In addition, you may also make a bull rush attempt against a struck target as a free action with a competence bonus on your CMB roll equal to your initiation modifier. This bull rush attempt does not provoke an attack of opportunity. Creatures with vulnerability to silver take 50% more damage from silver weapons. This maneuver is a supernatural ability.

Disruptive Wave

Discipline: Mithral Current (Counter)

Level: 4

Prerequisites: One Mithral Current maneuver

Initiation Action: 1 immediate action

Range: Melee attack (see text)

Target: One creature

Duration: Instantaneous

By sensing the ripples in reality caused by powerful magic, you are able to anticipate and strike before a spell takes effect. You can initiate this counter in response to being targeted by a power, psi-like ability, spell, or spell-like ability. Make a charge attack against the originator of the effect, moving up to twice your speed towards them as normal. If it hits, it deals weapon damage as normal, possibly interrupting the effect and increasing the DC of the Concentration check to not lose the effect by +4.

Blinding Reflection

Discipline: Mithral Current (Strike)

Level: 4

Prerequisites: One Mithral Current maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instantaneous (see text)

Saving Throw: Fortitude partial

Reflecting light off your blade like a pond bathed in moonlight, you temporarily blind an opponent and swiftly strike in the opening granted. Make a melee attack. If it hits, it deals weapon damage as normal plus an additional 6d6 points of damage. If you drew your weapon as part of this strike, a struck target must succeed at a Fortitude Save (DC 14 + your initiation modifier) or become blinded for 1 minute. If the target succeeds on their save, they are instead dazzled for one round.

Ride the Current

Discipline: Mithral Current (Counter)

Level: 4

Prerequisites: One Mithral Current maneuver

Initiation Action: 1 immediate action

Range: Melee attack

Target: One creature

Duration: Instantaneous

By reading the movements of a foe, you are able to position yourself out of your enemy's reach, striking as a final parting gift. You can initiate this counter in response to a melee or ranged attack being made against you. If your weapon is sheathed you may draw it and make a melee attack against your attacker. If it hits, it deals weapon damage as normal. Regardless of whether or not you attacked, you can move up to 10 feet without provoking attacks of opportunity. You cannot make this counterattack if the target is not within your melee reach or otherwise targetable with a melee attack.

5th Level

Whirlpool Strike

Discipline: Mithral Current (Strike)

Level: 5

Prerequisites: Two Mithral Current maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: Adjacent enemies or enemies in reach (see text)

Duration: Instantaneous

With a spinning slash, you strike down all foes near you. Make a melee attack roll and compare it to the AC of each adjacent opponent. If the attack roll hits a target, it deals weapon damage as normal plus an additional 3d6 points of damage. Use the same damage roll for each target. If you drew your weapon as part of this strike, you may attack all opponents within your reach in addition to those adjacent to you.

Flowing Stream

Discipline: Mithral Current (Counter)

Level: 5

Prerequisites: Two Mithral Current maneuvers

Initiation Action: 1 immediate action

Range: Melee attack

Target: One creature

Duration: Instantaneous

Your graceful movements allow you to distance yourself from enemies' attacks. You can initiate this counter response to a melee or ranged attack being made against you or when caught in an effect that requires a Reflex saving throw. Make a Perform (dance) check, using the attack roll of your opponent or the Reflex save DC as the DC. If you succeed, the attack is negated or you are otherwise unaffected by the effect, and you can move up to your speed without provoking attacks of opportunity towards the originator of the attack or effect. If your weapon is sheathed when you initiate this counter, you may draw it and make a melee attack against your attacker. If it hits, it deals weapon damage as normal plus an additional 3d6 points of damage. You cannot make this counterattack if the target is not within your melee reach or otherwise targetable with a melee attack

Rapid Current

Discipline: Mithral Current (Strike)

Level: 5

Prerequisites: Two Mithral Current maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instantaneous

You unleash a rapid flurry of attacks at an enemy, carving deep wounds into their flesh. Make two melee attacks at your full base attack bonus. Each attack that hits deals weapon damage as normal plus an additional 3d6 points of damage. If you drew your weapon as part of this strike, you can make a make one additional attack at your full base attack bonus. If it hits, it deals weapon damage as normal, and does not gain bonus damage from this strike.

Mithral Flash

Discipline: Mithral Current (Counter)

Level: 5

Prerequisites: Two Mithral Current maneuvers

Initiation Action: 1 immediate action

Range: Melee attack

Target: One creature

Duration: Instantaneous

Though the Mithral Current discipline is noted for its graceful movements and artful dodges, you are just as capable of blocking blades as you are avoiding them. You can initiate this counter response to a melee or ranged attack being made against you. Make an attack roll with a weapon you are wielding. If your attack roll is higher than your opponent's, their attack is negated. If you drew your weapon as part of this counter, you can make a make attack against your attacker. If it hits, it deals weapon damage as normal plus an additional 5d6 points of damage, and your weapon is treated as silver for the purposes of vulnerabilities and overcoming damage reduction. You cannot make this counterattack if the target is not within your melee reach or otherwise targetable with a melee attack.

6th Level

Quicksilver Wave

Discipline: Mithral Current (Strike)

Level: 6

Prerequisites: Two Mithral Current maneuvers

Initiation Action: 1 standard action

Range: Melee attack or close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous (see text)

Saving Throw: Will partial

A wave of silver energy leaps from your blade to slash at a distant foe. Make a melee attack. If it hits, it deals weapon damage as normal plus an additional 8d6 points of damage. If you drew your weapon as part of this strike, you can make your attack against any creature within close range (25 feet + 5 feet per 2 initiator levels), even if that creature isn't within your reach, and the target must succeed at a Will save (DC 16 + your initiation modifier) or become vulnerable to silver until the end of your next turn. In addition, you may also make a trip attempt against a struck target as a free action with a competence bonus on your CMB roll equal to your initiation modifier. This trip attempt does not provoke an attack of opportunity. Creatures with vulnerability to silver take 50% more damage from silver weapons. This maneuver is a supernatural ability.

Endless Current

Discipline: Mithral Current (Boost)

Level: 6

Prerequisites: Two Mithral Current maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You channel the momentum of your attacks into a leaping dance, allowing you to maneuver across the battlefield with every blow. After initiating this boost, you can move up to 10 ft. as a free action without provoking attacks of opportunity each time you make an attack until the start of your next turn.

Mithral Current Stance

Discipline: Mithral Current (Stance)

Level: 6

Prerequisites: Two Mithral Current maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Saving Throw: Will partial

You move with the speed and grace of a rapid flowing river, striking at blinding speeds. While you maintain this stance, any creature you hit with a melee attack must succeed at a Will save (DC 16 + your initiation modifier) or become vulnerable to silver until the end of your next turn. This effect resolves after your attack. In addition, you are considered to be threatening all squares within reach of your weapon, even if it is sheathed, and can draw your weapon when making any type of maneuver or attack (including attacks of opportunity), even while flat-footed. You can sheath your weapon once per round as a free action that does not provoke attacks of opportunity, even if it is not your turn. Creatures with vulnerability to silver take 50% more damage from silver weapons.

Crashing Wake

Discipline: Mithral Current (Strike)

Level: 6

Prerequisites: Two Mithral Current maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: All enemies adjacent to you (see text)

Duration: Instantaneous

You rush across the battlefield, striking all foes in your path. When you initiate this maneuver, you can move up to 30 feet as a free action, provoking attacks of opportunity as normal. Make a single attack against each opponent adjacent to you at any point during your movement. If an attack hits, it deals weapon damage as normal, plus an additional 4d6 points of damage.

7th Level

Flowing River

Discipline: Mithral Current (Counter)

Level: 7

Prerequisites: Two Mithral Current maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

The dance of the Mithral Current allows you to avoid an incoming effect and return the insult with great fury. You can initiate this counter in response to being targeted by or caught in an effect that allows a saving throw. Make a Perform (dance) check in place of your saving throw. If you succeed, you can immediately move to any space adjacent to the creature that originated the effect without provoking attacks of opportunity, even if the creature is further away than your movement speed. If your weapon is sheathed when you initiate this maneuver you may draw

it and make a melee attack against that creature. If it hits, it deals weapon damage as normal plus an additional 5d6 points of damage.

Raging Whirlpool Strike

Discipline: Mithral Current (Strike)

Level: 7

Prerequisites: Two Mithral Current maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: All adjacent enemies

Duration: Instantaneous

With a whirling slash, you carve through all foes that presume to approach you. Make a melee attack roll and compare it to the AC of each adjacent opponent. If the attack roll hits a target, it deals weapon damage as normal plus an additional 5d6 points of damage. Use the same damage roll for each target. If you drew your weapon as part of this strike, you may make a second attack roll identical to the first. If it hits, it deals weapon damage as normal plus an additional 3d6 points of damage.

Blade of the Silver Sea

Discipline: Mithral Current (Strike)

Level: 7

Prerequisites: Two Mithral Current maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instantaneous (see text)

Your blade ripples and shimmers with a bright silver light as it strikes home and rends the flesh of your enemy. Make a melee attack. If it hits, it deals weapon damage as normal plus an additional 8d6 points of damage. If you drew your weapon as part of this strike, your attack is treated as silver for the purposes of vulnerability, automatically overcomes damage reduction, and suppresses any fast healing or regeneration the target has for a number of rounds equal to your initiation modifier. This strike cannot suppress regeneration that is not overcome by any type of damage, such as that possessed by a tarrasque. This maneuver is a supernatural ability.

8th Level

Mithral Wave

Discipline: Mithral Current (Strike)

Level: 8

Prerequisites: Three Mithral Current maneuvers

Initiation Action: 1 standard action

Range: Melee attack or close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous (see text)

Saving Throw: See text

A wave of blinding silver energy erupts from your blade to strike a distant foe. Make a melee attack. If it hits, it deals weapon damage as normal plus an additional 14d6 points of damage. If you drew your weapon as part of this strike, you can make your attack against any creature within close range (25 feet + 5 feet per 2 initiator levels), even

if that creature isn't within your reach, and the target must succeed at a Fortitude save (DC 18 + your initiation modifier) or become dazed for 1d4 rounds, a Reflex save (DC + your initiation modifier) or be knocked prone, and a Will save (DC 18 + your initiation modifier) or become vulnerable to silver until the end of your next turn. Creatures with vulnerability to silver take 50% more damage from silver weapons. This maneuver is a supernatural ability.

Mithral Lightning Stance

Discipline: Mithral Current (Stance)

Level: 8

Prerequisites: Three Mithral Current maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

With blinding movements and rapid, graceful strikes, you are able to travel across the battlefield and bring death to any who would try to oppose you. While you maintain this stance, you gain a +10 foot enhancement bonus to each of your speeds, a +6 dodge bonus to your AC against attacks of opportunity, and your weapons are treated as silver for the purposes of vulnerabilities and overcoming damage reduction. Whenever an opponent makes an attack of opportunity against you, you can make a melee attack against them after their attack resolves. If it hits, it deals weapon damage as normal plus an additional 3d6 points of damage. In addition, all attacks you make as part of counter maneuvers deal an additional 3d6 points of damage on a successful hit, and you can sheath your weapon once per round as a free action that does not provoke attacks of opportunity, even if it is not your turn.

Riptide Slice

Discipline: Mithral Current (Strike)

Level: 8

Prerequisites: Three Mithral Current maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instantaneous

As a master of the Mithral Current discipline, you can make a cut so light and gentle it feels like a mere breeze while still rending your enemy to their very core. Make a melee attack. If it hits, it deals weapon damage as normal plus an additional 12d6 points of damage. If you drew your weapon as part of this strike, this attack is made against your opponent's touch AC.

9th Level

Dance of the Silver Hurricane

Mithral Current (Counter)

Level: 9

Prerequisites: Four Mithral Current Maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Having reached the epitome of the Mithral Current discipline, you know the dance of battle perfectly, and every step you take is attuned to that deadly rhythm. After initiating this counter, you can make a Perform (dance) check and use it in place of your AC or CMD against any attack or combat maneuver made against you until the start of your next turn. In addition, any time an attack misses you during the duration of this counter, you can move up to 10 feet as a free action. You may choose to not provoke attacks of opportunity during this movement, or to provoke attacks of opportunity as normal.

At the start of your next turn, make a melee attack roll and compare it to the AC of each creature that attacked you and missed while this counter was in effect. If the attack roll hits a target, it deals weapon damage as normal, and is treated as silver for the purposes of vulnerabilities and overcoming damage reduction. This attack affects creatures regardless of the distance between you and your opponents. If you drew your weapon as part of this counter, a struck opponent takes an additional 1d6 points of damage for each time it missed you while the counter was in effect (up to a maximum of 6d6 points of additional damage per creature).