Furious Counterstrike

Steely Resolve 5

Initiator Level is 1+(4/2)=3, access to up to 2nd-level maneuvers.

1 Stance: there are no 2nd level stances. I select:

Leading the Charge - 1st level stance from White Raven.

5 Maneuvers: I’m taking 1 1st-level maneuver and 4 2nd-level ones.

Crusader’s Strike

1st-level Devoted Spirit strike Foehammer

2nd-level Devoted Spirit strike Shield Block

2nd-level Devoted Spirit counter Stone Vise

2nd-level Stone Dragon strike Battle Leader’s Charge

2nd-level White Raven strike, 1 prereq. (my WR stance)

Foehammer standard action, single melee attack @ +2d6 damage, attack ignores DR

Shield Block

Stone Vise = Stone Dragon maneuver

restriction described on p. 81

Battle Leader’s Charge

I can ready 5 maneuvers, and you cannot ready a given maneuver more than once, so all the maneuvers I know will be readied. Of course, in the 1st turn I get I’ll only be granted 2 of the 5 maneuvers - so it is chance, er, rather, the will of Mayaheine, what maneuvers I’ll be granted in what order.

 I can create a randomizer at first, and as she gets attuned to the maneuvers (and I accustomed to the mechanics around them), I can replace random rolls with a more logic-driven approach to maneuver sequence.