

Swordmaster (version 1.3)

There are warriors who find more in the sword than a mere killing tool. These are the people who know that the first blade was not created for hunting, but for carving, and who strive to perfect the art of the blade into a science through rigorous practice and dedication. Some have an almost religious reverence for the power the sword has to shape history and the world. Others wander alone to learn about the techniques and skills taught and developed around the world. Whether battle-minded, or focused on discipline, Swordmasters are so-named for their one universal quality; the drive to attain true mastery and perfection with the sword.

Role: Swordmasters are frontline battlers that slay their enemies with raw power, precise movements and skill. They have the strength and the intellect to gain the edge they need against any foe in their way.

Alignment: Any

Hit Die: d10

Starting Wealth: 4d6 x 10gp (average 140gp)

Class Skills: Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (Local) (Int), Knowledge (Nature) (Int), Knowledge (Nobility) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Survival (Wis), and Swim (Str)

Skill ranks per level: 2 + int modifier

Level	Base Attack Bonus	Fort Save	Ref save	Will save	Special
1	1	+2	+0	+2	Blade Focus, Deeds, Acumen, Way of the Sword, Weapon Focus
2	2	+3	+0	+3	Way of the Sword Style Feat
3	3	+3	+1	+3	Deeds, Quick Draw
4	4	+4	+1	+4	Memorized Evasion, Way of the Sword Skill Focus
5	5	+4	+1	+4	Combat Style Master,

					Edgemaster 1
6	6/1	+5	+2	+5	Calm Mind, Way of the Sword Style Feat
7	7/2	+5	+2	+5	Deeds
8	8/3	+6	+2	+6	Way of the Sword Style Feat
9	9/4	+6	+3	+6	Edgemaster 2
10	10/5	+7	+3	+7	Way of the Sword Style Feat
11	11/6/1	+7	+3	+7	Deeds
12	12/7/2	+8	+4	+8	Branching Way
13	13/8/3	+8	+4	+8	Edgemaster 3
14	14/9/4	+9	+4	+9	Way of the Sword Style Feat
15	15/10/5	+9	+5	+9	Deeds
16	16/11/6/1	+10	+5	+10	Converging Paths
17	17/12/7/2	+11	+5	+10	Edgemaster 4
18	18/13/8/3	+11	+6	+11	Way of the Sword Style Feat
19	19/14/9/4	+12	+6	+11	Deeds
20	20/15/10/5	+12	+6	+12	Unparalleled Swordsmanship

Weapon and Armor Proficiency: A Swordmaster is proficient with all simple and martial weapons, and all armors, but not shields.

Blade Focus (ex): Unless specified otherwise, all deeds and bonus feats function only when used with a weapon listed in the Light and Heavy blade Fighter Weapon Group. With the exception of the chakram, klar, madu, and scythe. They are replaced with the flying blade, punching dagger, and urumi. The swordmaster is considered proficient with all weapons listed above.

Acumen (ex): A Swordmaster makes her mark upon the world with inspiring deeds (see below). Many Swordmasters take to wandering the material plane and beyond to learn more about the natural world, others form clans or families to learn together, but all have Acumen. Starting at first level, At the start of each day, a Swordmaster gains a number of Acumen points equal to her Intelligence modifier plus four (minimum 1). Her Acumen goes up or down throughout the day, but usually cannot go higher than her Intelligence modifier (minimum 1), though some feats and magic items may affect this maximum. The Acumen class feature stacks with the Panache and Grit class features, and a Swordmaster treats her level as gunslinger levels for grit feat requirements. A Swordmaster spends Acumen to accomplish deeds (see below), and regains Acumen in the following ways.

- **Critical Hit with a Sword:** Each time the Swordmaster confirms a critical hit with a sword attack while in the heat of combat, she gains 1 Acumen point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the swordmasters character level does not restore Acumen.
- **Killing Blow with a Sword:** When the swordmaster reduces a creature to 0 or fewer hit points with a sword attack while in the heat of combat, she gains 1 Acumen point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the swordmaster's character level to 0 or fewer hit points does not restore any Acumen. She regains up to 3 Acumen (if her pool is large enough) if she defeats a foe with 5 or more hit dice than her.

Weapon Focus: The Swordmaster gains the Weapon Focus feat with one weapon from the Blade Focus list to represent her diligence.

Way of the Sword (ex): At first level, a Swordmaster must select a Way of the Sword. This is her path to greater skill with the sword, and represents her philosophy in life. She must choose between Great Blade, Twin Blade, and Lone Blade Style. Her chosen Way grants her unique deeds, another class skill, and Bonus Feats. These bonus feats and deeds only function when using a weapon from the Blade Focus list in both hands (Great Blade), one in each (Twin Blade), or when wielding a single weapon in one hand (Lone-Blade). If choosing a Style Feat, the Swordmaster may use a sword to replace the unarmed strike required. In addition, she replaces any instances of wisdom, or charisma with intelligence to determine effects. Once the Swordmasters Way of the Sword is chosen, it cannot be changed. She is not required to meet the prerequisites of feats selected with this ability.

Great Blade (Two-handed Weapon)

Swordmasters who follow the Way of the Great Blade are grim and seek their strength through the might of the physical realm. All things that begin must end, and the Swordmaster is skilled in the art of drawing them to their close. If the Swordmaster chooses the Great Blade style, she adds Intimidate to her list of class skills, and gains bonus feats separate from normal

advancement feats. At 2nd, 6th, 10th, 14th, and 18th level, she can choose from the following list: Archon Style, Dazzling Display, Improved Sunder, Power Attack, Hurtful.

At 4th level, the Swordmaster gains Intimidating Prowess as a bonus feat.

At 6th level, the following Feats are added to the list: Archon Diversion, Cornugon Smash, Disheartening Display, Dragon Style, Furious Focus, Great Cleave, Whirlwind Attack.

At 10th level the following feats are added to the list: Archon Justice, Awesome Blow, Deadly Finish, Dragon Ferocity, Dreadful Carnage, Improved Critical.

Twin Blade (Two-Weapon Combat)

A Swordmaster who follows the Way of the Twin Blade is at once dynamic and focused, knowing that there is always more than one side to understanding. Sometimes appearing foolish, or mercurial, the enemies of the Swordmaster are quick to understand the mistake of underestimating them. If the Swordmaster chooses the Twin Blade style, she adds Bluff to her list of class skills, and at the appropriate levels, she can choose feats from the following list: Weapon Finesse, Double Slice, Panther Style, Two-Weapon Fighting, and Two-Weapon Feint.

At 4th level, she gains Skill Focus: Bluff as a bonus feat.

At 6th level, the following Feats are added to the list: Circling Mongoose, Hammer the Gap Improved Two-Weapon Fighting, Panther Claw, Two-Weapon Defense, And Improved Two-Weapon Feint.

At 10th level, the following feats are added to the list: Greater Two-Weapon Fighting, Panther Parry, Two-Weapon Rend.

Lone Blade (Free-Hand Combat)

Swordmasters of the Lone Blade turn inward, toward the inner mind and spirit on their path to victory and knowledge. These are the Swordmasters who are likely to train to endure the burdens of life with an ascetic mindset. If the Swordmaster chooses the Lone Blade style, she adds Diplomacy to her list of class skills, and at the appropriate levels, she can choose feats from the following list: Crane Style, Deflect Arrows, Dragon Style, Flanking Foil, Snake Style, Vital Strike, Weapon Finesse.

At 4th level, the Swordmaster gains Skill Focus: Diplomacy, and Greater Weapon Focus as bonus feats.

At 6th level, the following Feats are added to the list: Crane Wing, Dragon Ferocity, Hold the Blade, Improved Critical, Improved Vital Strike, Lunge, Penetrating Strike, Snake Fang, Snatch Arrows, Spring Attack.

At 10th level, the following feats are added to the list: Crane Riposte, Greater Penetrating Strike, Greater Vital Strike, Seize Advantage, Throat Slicer.

Deeds: Swordmasters spend Acumen to accomplish Deeds. Most deeds grant the Swordmaster some momentary bonus or effect, but there are some that provide longer-lasting effects. A few Deeds are only available to Swordmasters who have chosen a certain Way of the Sword. A Swordmaster can only perform deeds of her level or lower, and may only perform them with a sword. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of Acumen is spent to perform the deed.

General Deeds

Lightning Aim (ex): At 1st level, a Swordmaster with at least one point in her Acumen pool gains the benefits of the Two-Handed Thrower feat when wielding any weapon she is proficient with, and her range increments on thrown weapons increase to 20 ft.

Eagle Eye (ex): At 1st level, as long as the Swordmaster has at least 1 Acumen point, she gains a bonus to the Perception skill equal to her intelligence modifier.

Flash Step (ex): At 1st level, the Swordmaster can spend 1 Acumen points to move up to 1/2 her base land speed as an Immediate action.

At 7th level, she may move her full speed. She may make this movement over a gap (but must end the movement, a pool of liquid, or on a surface such as a wall or ceiling. The swordmaster gains a competence bonus on Acrobatics checks she makes during this movement equal to her level. This bonus is doubled for the purposes of a jump attempt.

Calculated Initiative (ex): At 3rd level, as long as the Swordmaster has at least 1 point in her Acumen pool, she gains a bonus equal to her Intelligence modifier on any Initiative checks made. Additionally, if her hands are free and unrestrained, and her weapon isn't hidden, she can draw one weapon she is proficient with as part of her Initiative check.

Adept Maneuvers (ex): At 3rd level a Swordmaster can spend 1 point from her Acumen pool once per turn to attempt a combat maneuver for free as part of an attack action, using her full base attack bonus on the maneuver. This does not provoke an attack of opportunity.

Disorienting Blow (ex): At 3rd level, a Swordmaster can choose to spend 1 point from her Acumen pool. If she connects with her next attack, she may attempt to make her target fatigued, or stunned (Swordmasters choice) for 1d4 rounds. The target must succeed on a Fortitude save equal to $10 + \frac{1}{2}$ the swordmasters level + the swordmasters Int modifier, or suffer the chosen effect. This deed may be used in place of a stunning fist attack for the purposes of a Style Feat.

At 7th level, the conditions inflicted can also include sickened, and staggered. Either of these effects can be combined with the fatigued or shaken condition, but not with each other.

This restriction is removed at 11th level.

The effects from this deed cannot be combined with the effects from Adept Maneuvers on the same attack.

Critical Eye (Ex): At 7th level, the Swordmaster is able to treat all knowledge skills as class skills, and can attempt a knowledge check to identify a creature. She may do so whether or not she has ranks in the relevant knowledge, and with an insight bonus equal to her current highest Edgework Bonus. If she spends 1 Acumen on this attempt, she gains an insight bonus on the roll equal to her level.

Fighting Spirit (ex): At 7th level, as long as a Swordmaster has at least 1 Acumen point, the Swordmaster does not gain the disabled condition when reduced to exactly 0 hp. In addition, she does not lose hit points or consciousness while disabled.

Flash of the Blade (ex): At 7th level, a Swordmaster may spend 1 Acumen point and an attack of opportunity to attempt to deflect that attack. The Swordmaster makes an attack roll as if she were making an attack of opportunity for each size category the attacking creature is larger than the swordmaster, the Swordmaster takes a –2 penalty on this roll. If her result is equal to or greater than the attacking creature's result, the creature's attack automatically misses. The swordmaster must declare the use of this ability after the creature's attack is announced, but before its attack roll is made.

Keen Eye (ex): At 11th level, as long as a Swordmaster has at least 1 Acumen point, she may always act and may draw her weapon as a free action during a surprise round, though she is considered flat-footed until she acts.

Practiced Blade (ex): At 11th level, when a Swordmaster has at least 2 Acumen points she is immune to disarm, steal, and sunder attempts made against any weapon she is holding.

Astra (ex): At 15th level, as long as a Swordmaster has 1 Acumen point, she may make an additional attack during a full attack, or when normally reduced to a single attack.

Tricky (ex): At 15th level, when the Swordmaster has at least 1 Acumen point, she gains the benefit of the evasion, uncanny dodge, and improved uncanny dodge class features. She uses her Swordmaster level as her rogue level for improved uncanny dodge.

Deny Death (ex): At 19th level, whenever the swordmaster is reduced to 0 or fewer hit points, she can spend all of her remaining Acumen points (minimum 1) to instead be reduced to 1 hit point.

Mortal Draw (ex): At 19th level, the Swordmaster can choose to attack as a standard action. In addition to the normal damage, she can spend 1 Acumen point on this attack to deal a mortal injury. The target must succeed at a Reflex saving throw (DC = 10 + BAB + Int modifier) or die.

This is a death attack, and as such, does not restore Acumen upon success.

Tombstone (ex): At 19th level, when the Swordmaster attacks an opponent, she may spend 1 Acumen.. If she connects, she can spend a standard action to deal normal damage, while also impaling the target with her attack to the nearest surface. If the target was airborne and more than 10 ft. away from a solid surface, this deed fails. The targeted creature gains the pinned condition, but the swordmaster does not, this negates the effects of Freedom of Movement, until the affected creature is no longer pinned. The creature takes the same damage it would take from a normal attack from the pinning weapon each turn it remains in this condition, and it is removed if the Swordmaster or the affected creature removes the weapon. The affected creature is only able to do so by succeeding at a grapple attempt against the Swordmaster, who can remove the effects of this deed as a move action. The Swordmaster can let go of the weapon she used and the effects of this deed will remain.

Great Blade Deeds

Exsanguination (ex): At 11th level when the swordmaster deals damage to a living creature, as a free action she can spend 1 Acumen point to have that attack deal 2 points of Strength, Dexterity, or Constitution drain, Swordmasters choice.

Threatening Edge (ex): At 15th level, as long as the Swordmaster has at least 1 point in her Acumen pool she may take 10 on any Intimidate check she makes.

Twin Blade Deeds

Superior Feint (ex): At 7th level, a Swordmaster with at least 1 Acumen point can spend a single attack action to purposely miss a creature that she would normally hit with a melee attack. When she does, that creature is denied its Dexterity bonus to AC until the start of her next turn.

Opportunistic (ex): At 11th level, a Swordmaster can attack once with each weapon she is wielding when making attacks of opportunity as long as the Swordmaster has at least 1 Acumen point.

False Aggression (ex): At 15th level, as long as the Swordmaster has at least 1 point in her Acumen pool she may take 10 on any Bluff check she makes.

Lone Blade Deeds

Blade Dance (ex): At 5th level, a Swordmaster may spend one Acumen point whenever she moves more than 5 feet. During this movement, the swordmaster may make a single attack at her highest base attack bonus at any point, and a second attack at the same bonus -5. Both attacks can be made with the benefits of any feat chains that normally specify a single attack

must be used (such as Vital Strike) if she possesses those feats.

Honed Reflexes (ex): At 11th level, a Swordmaster can make an additional number of attacks of opportunity in a round equal to her Intelligence modifier (minimum 1) as long as she has at least 1 Acumen point. This effect stacks with the Combat Reflexes feat.

Guile Mind, Nimble Body (ex): At 15th level a Swordmaster may take 10 on any Acrobatics or Diplomacy checks she makes as long as she has at least 1 Acumen point remaining.

Quick Draw: The Swordmaster gains Quick Draw as the feat at 3rd level, but only when drawing a weapon listed in the Blade Focus list.

Memorized Evasion (ex): At 4th level, a Swordmasters training hones her muscle memory against outside effects. She gains her Intelligence modifier as a bonus to all reflex saving throws.

Combat Style Master (ex): At 5th level the Swordmaster gains Combat style Master as a bonus feat, even if she does not meet the prerequisites. If she has not taken style feats, she instead gains an additional feat from her Way of the Sword list.

Edgemaster (ex): At 5th level a Swordmaster may choose one specific type of weapon from the Blade Focus list. Whenever she is using this type of weapon, she adds +1 point of her Int modifier as a bonus to hit and damage. At 9th, 13th, and 17th levels she may increase the bonus gained by +1 for each time that weapon is chosen, gaining her full Intelligence modifier at 17th, and she chooses a new weapon for the bonus to apply to each time.

Calm Mind (ex): At 6th level, a Swordmaster may add her Int modifier to Will saves.

Branching Way (ex): The Swordmaster chooses a second Way of the Sword at 12th level. She counts as her Swordmaster level -11, to determine her access to Deeds and bonus feats, not including level related effects.

Converging Paths (ex): At 16th level, the Swordmaster grows in experience further, allowing her access to a 3rd Way of the Sword. The Way she chose for Branching Way now counts as her level -5 instead of -11 for the purpose of access to Deeds and Feats, as well as her access to the third Way chosen. She still uses her full level to determine level based effects from all three.

Unparalleled Swordsmanship (ex): At 20th level, a Swordmaster picks two deeds that she has access to and that she must spend Acumen to perform. She can perform these deeds for 1 Acumen point fewer (minimum 0) than usual. If the number of Acumen points to perform a deed is reduced to 0, the Swordmaster can perform this deed as long as she has at least 1 Acumen point. If a deed could already be performed as long as she had at least 1 Acumen

point, she can now perform that deed even when she has no Acumen.