

## **Biskmatar**

*The world is full of dangerous magic, and many recoil in the face of such power. The biskmatar, by contrast, learns to recognize and resist certain types of magic, wading through waves of magic to reach her foes.*

The biskmatar is an archetype of the sword saint class.

**Strong-Willed (Ex):** At 2nd level, a biskmatar is able to stand strong against magical effects that seek to control, compel, or persuade her. The biskmatar rolls twice and takes the best result when making a Will saving throw against a mind-affecting effect.

This ability replaces force of personality.

**Foil Casting (Su):** At 4th level, when an opponent tries to cast a spell within a biskmatar's threatened area, the DC for that caster to cast defensively increases by 2. This increase stacks with the effects of the Disruptive feat. Furthermore, the biskmatar knows where to hit foes to foil casting from a distance. Each time she hits a spellcaster or a creature that uses spell-like abilities with a ranged weapon attack, the DC of any Concentration checks the caster makes increases by 2 for 1 round.

This ability replaces tactical flanker.

**Defense against Magic (Ex):** At 7th level, a biskmatar picks a single magic school. She gains a +1 bonus on saving throws against spells of that school. Every four levels beyond 6th, the biskmatar picks a new school and gains this bonus against spells of that school (to a maximum of four schools of magic at 18th level). Furthermore, each time the biskmatar picks a new school, the bonuses for the schools she has already chosen increase by 1.

This ability replaces armor training.

**Impervious (Ex):** At 20th level, a biskmatar becomes immune to the effects of a single school of magic. That school of magic must be the first one she picked for defense against magic (see above). Neither harmful nor helpful spells of that school have an effect on the biskmatar. If a spell of that school is an area of effect spell, the spell goes off as normal, but the biskmatar is untouched by its effects. Once per day, as a swift action, the biskmatar can grant this imperviousness to all allies in a 60-foot burst for 1 minute.

This ability replaces last blood.