

Kingsglaive

Trained from an early age in the art of war and sworn to the service of a king, the kingsglaive holds a position of power and respect in many lands, often serving as the voice and justice of the king. Never caught unarmed, the kingsglaive is the literal interpretation of using the power of the king as a weapon. Creating a glaive is the core of the kingsglaive, and with it, she is a deadly combatant. Versatile and varied, the kingsglaive can be found in all shapes and sizes, wielding blades unique to the wielder and customized to fit the needs of the kingsglaive. Fluid in function, the kingsglaive has mastered how to alter her glaive to fit the situation, bringing power and versatility into any combat.

Hit Die: d10.

Requirements

To qualify to become a kingsglaive, a character must fulfill all the following criteria.

Alignment: Must be within one alignment step away from the King's alignment.

Base Attack Bonus: +7

Skills: Intimidate 5 Ranks, Sense Motive 5 Ranks, Acrobatics 5 Ranks, Perception 5 Ranks

Special: Must be appointed by a King as his kingsglaive.

Class Skills:

The kingsglaive's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (nobility), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Table: The Kingsglaive						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Glaive Maximum Enhancement Bonus
1 st	+1	+0	+1	+1	The Kingsglaive Oath, Form Glaive, Shape Glaive, Throw Glaive, Warp Strike, Kingsglaive Armament, Limit Break	—
2 nd	+2	+1	+1	+1	Kings Reservoir, Kings Exploit	—
3 rd	+3	+1	+2	+2	Enhanced Glaive +2, Kings Strike +1d8	+2
4 th	+4	+1	+2	+2	Kings Exploit, Quick Draw	+2
5 th	+5	+2	+3	+3	Enhanced Glaive +4, Kings Strike +2d8	+3
6 th	+6	+2	+3	+3	Kings Exploit, Adaptive Form	+3
7 th	+7	+2	+4	+4	Enhanced Glaive +6, Kings Strike +3d8	+4
8 th	+8	+3	+4	+4	Kings Exploit	+4
9 th	+9	+3	+5	+5	Enhanced Glaive +8, Kings Strike +4d8	+5
10 th	+10	+3	+5	+5	Kings Exploit, Glaive Mastery	+5

Class Features

All of the following are class features of the kingsglaive prestige class.

Weapon and Armor Proficiencies: A kingsglaive is proficient with all simple weapons, with her own glaive (regardless of form) and with light armor but no shields.

Limit Break (Su): At 1st level, the kingsglaive receives the Limit Break (Perfect Barrier).

Perfect Barrier (Su): This Limit Break allows the kingsglaive to invoke a barrier swiftly to stop all incoming attacks. All melee and ranged attacks against the kingsglaive miss and hits a barrier instead, unless a

natural 20 is rolled. Even then, another natural 20 must be rolled to confirm a critical upon the kingsglaive. This Limit Break lasts for a duration of 1 round + 1 round per two kingsglaive levels after 1st. This limit break requires only a swift action.

The Kingsglaive Oath: Most kingsglaives dedicate themselves to the service of their king and thus, are given powers by their king. Those without a king, or who chose to abandon their king, are often branded as traitors and lose all powers of this class. (See Ex-Kingsglaives for more info)

Form Glaive (Su): As a move action, a kingsglaive can form a semi-solid weapon composed of the king's magic. A kingsglaive must choose the form of her glaive at 1st level. She can either form it into a light melee weapon, a one-handed melee weapon, or a two-handed melee weapon. Once chosen, her glaive stays in this form every time the kingsglaive forms her glaive. The light weapon deals 1d6 points of damage, the one-handed weapon deals 1d8 points of damage, and the two-handed weapon deals 2d6 points of damage. All damages are based on a Medium-sized creature wielding Medium-sized weapons; adjust the weapon damage as appropriate for different sized weapons. In all forms, the glaive has a critical range of 19-20/x2. A kingsglaive with powerful build or any similar ability forms an appropriately-sized glaive dealing the size-appropriate amount of damage. If the kingsglaive's chosen form is a light weapon, she may choose to form two light weapons when forming her glaive if she so chooses, but she suffers the standard penalties for two-weapon fighting. Regardless of the weapon form a kingsglaive has chosen, her glaive does not have a set damage type. When shaping her weapon and assigning abilities to it, the kingsglaive chooses whether it will deal bludgeoning, piercing, or slashing damage. The kingsglaive may change the damage type of an existing glaive, or may summon a new glaive with a different damage type, as a full-round action; otherwise, the glaive retains the last damage type chosen every time it is summoned. The blade can be broken (it has hardness 10 and 10 hit points); however, a kingsglaive can simply create another on her next move action. The moment she relinquishes her grip on her blade, it dissipates (unless she intends to throw it; see below). A glaive is considered a magic weapon for the purpose of overcoming damage reduction and is considered a masterwork weapon. A kingsglaive can use feats such as Power Attack or Combat Expertise in conjunction with the glaive just as if it were a normal weapon. She can also choose her glaive for feats requiring a specific weapon choice, such as Weapon Focus and Improved Critical. Powers or spells that upgrade weapons can be used on a glaive. The kingsglaive can use feats such as Weapon Finesse that work on light weapons with her glaive, but such feats only work on glaives in a light weapon form. Even in places where magical effects do not normally function, a kingsglaive can attempt to sustain her glaive by making a DC 20 Will save. On a successful save, the kingsglaive maintains her glaive for a number of rounds equal to her kingsglaive level before she needs to check again, although the glaive is treated for all purposes as a non-magical, masterwork weapon while in a place where magical effects do not normally function. On an unsuccessful attempt, the glaive vanishes. As a move action on her turn, the kingsglaive can attempt a new Will save to rematerialize her glaive while she remains within the magic-negating effect. She gains a bonus on Will saves made to maintain or form her glaive equal to the total enhancement bonus of her glaive (see below). The kingsglaive chooses the appearance of her glaive, although its shape must reflect the selections the kingsglaive has chosen: a bludgeoning glaive would be blunt, slashing would have an edge, etc.

Shape Glaive: The kingsglaive's glaive retains the last chosen form every time it is formed until the kingsglaive reshapes it. If the kingsglaive chooses to reshape her blade, it requires a full-round action to do so. She may also re-assign the type of damage dealt as part of reshaping her glaive if she so chooses. A kingsglaive can reassign the ability or abilities she has added to her glaive; see below. To do so, she must first spend 8 hours in concentration. These cannot be the normal 8 hours used for rest, even if the kingsglaive does not require sleep. After that period, the glaive materializes with the new ability or abilities selected by the kingsglaive.

Throw Glaive: All kingsglaives have some knowledge of how to throw their glaives, though the range increment varies by form and the largest of blade forms cannot be thrown. Light weapon glaives have a range increment of 20 feet. One-handed weapon glaives have a range increment of 15 feet. Two-handed weapon glaives cannot be thrown without the Two-Handed Throw kings exploit. Whether or not the attack hits, a thrown glaive then dissipates (unless using warp strike, see below).

Warp Strike (Su): At 1st level, the kingsglaive is able to throw her weapon and warp to it mid-flight or wherever it lands. Every two levels after 1st, the range increment increases by 5 feet. As a standard action, the kingsglaive may throw her glaive and teleport to it within the range increment thrown or upon landing on a surface or enemy. This provokes attacks of opportunity as normal.

At 3rd level, the kingsglaive can warpstrike with one additional creature of his size or smaller, up to 100 pounds per kingsglaive level.

At 5th level, performing a warp strike no longer provokes attacks of opportunity and may warp strike an enemy as a charge action.

At 7th level, she may perform a warp strike as a move action instead.

Kingsglaive Armament: Also at 1st level, the kingsglaive is given a suit of light armor to wear as uniform while under the service of the king. This armor is mostly made of black leather embroiled with the kings sigil with a patch on the left arm. Its light and durable and keeps the glaives light on their feet and protected.

Kingsglaive Uniform: Armor Bonus: +3. Max Dex: 5. Light and Durable, invokes no Armor Check penalty but has a 5% chance of Arcane spell failure. This uniform can be taken back to the king's quartermaster to be improved upon increasing in rank (levels).

At 1st level, the armor starts with a +1 enhancement bonus and grants a +2 circumstance bonus to Dexterity.

At 3rd level, it may be taken back to have its enhancement bonus increased to +2.

At 5th level, it is increased to +3.

At 7th level, it is increased to +4 with a +2 circumstance bonus to Charisma.

At 9th level, it is increased to +5.

While under the service of the king, the kingsglaive may be asked to undertake duties and missions when needed, ranging from guard duty, to infiltrating bases, or helping an adventuring group achieve their goal or anything the king needs. She is given an ear piece and com unit to communicate with other kingsglaives and her captain when the need arises. She is also given a salary of 500 gil per kingsglaive level, each month for her service. If she ever disobeys the king, she may have all her powers taken from her (see ex-kingsglaives) or if her king dies. When fighting with other kingsglaives of the same king, the kingsglaive gains a +1 bonus to morale bonus to attack rolls. When fighting alongside her king however, she gains the effects of the *Die Hard* feat.

Kings Reservoir (Su): At 2nd level, by drawing power from their king, the kingsglaive can perform exceptional feats of magic and daunting swordplay. Spending these points to use powers known as kings exploits (see below). This kings reservoir has a number of points equal to her kingsglaive level + her Charisma modifier. The pool refreshes once per day when the kingsglaive rests for a full 8 hours.

By spending 1 point from her kings reservoir as an immediate action, she may conjure up a magical forcefield to absorb damage. The kingsglaive gains a number of temporary hit points equal to her kingsglaive level + her Charisma modifier. These temporary hit points last until the start of her next turn. While this forcefield is up, the kingsglaive cannot make attacks of opportunity.

In addition, the kingsglaive can spend 1 point from her kings reservoir as a free action upon warp striking to reroll the warp strike with a +2 bonus to the attack roll. She must take the second roll even if it is worse. She may also spend a point as a free action to increase the range increment by 30 feet.

Kings Exploit (Ex or Su): Beginning at 2nd level and every even kingsglaive level thereafter, a kingsglaive may choose one of a number of abilities to add to her repertoire. Some kings exploits have prerequisites that

must be met before they can be chosen. All kings exploits may only be chosen once and require the kingsglaive to be using her glaive unless otherwise stated in the skill's description. Some exploits require you to spend a point from the kings reservoir to use, these exploits are marked with asterisk.

Additional Configurations (Su): The kingsglaive gains the ability to have a separate configuration for her glaive's enhancement bonus and special abilities. When she forms her glaive, the kingsglaive may choose either configuration. Creating this extra configuration functions just as reassigning the enhancement of her glaive, typically 8 hours of concentration, and when the kingsglaive reassigns her glaive configuration, she must reassign each configuration separately, taking the normal 8 hours of concentration per configuration. Additionally, the kingsglaive may configure the off-hand light weapon form of her glaive separately from the main hand configuration, if she chooses to form two glaives and spends the normal 8 hours of concentration. The off-hand glaive in both configurations can be separately configured in this way. If a kingsglaive with a separate off-hand configuration forms a one-handed or two-handed glaive, it always uses the current configuration set for the main hand, never the off-hand configuration. **Prerequisite:** The kingsglaive must be at least 4th level in order to select this kings exploit.

Alter Blade (Su): The kingsglaive gains the ability to shape her glaive into different weapon forms. She may change her blade's form to the light weapon, one-handed weapon, or two-handed weapon forms any time she forms her glaive. Additionally, the kingsglaive may choose to form her glaive into a one-handed weapon and a light weapon instead of two light weapons.

Assault Leader (Ex): When the kingsglaive misses with a warp strike on an opponent, he can designate a single ally who is adjacent of the target that his attack missed. That ally can make a single melee attack against the opponent as an immediate action.

Bladestorm (Su):* By spending 1 point from her kings reservoir, as a full attack, when wielding her glaive, the kingsglaive can give up her regular attacks and instead throw one glaive at her full attack bonus at all opponents within 30 feet, ignoring the normal range increments for throwing a glaive. Regardless of the number of attacks she makes, she only provokes attacks of opportunity as though she made a single ranged attack. **Prerequisites:** The kingsglaive must possess the Bladewind kings exploit to take this ability, this ability may not be used if the glaive is in a two-handed weapon form, and the kingsglaive must be at least 8th level to choose this kings exploit.

Bladewind (Su):* By spending 1 point from her kings reservoir, the kingsglaive gains the ability to momentarily fragment her glaive into numerous identical blades, each of which strikes at a nearby opponent. As a full attack, when wielding her glaive, a kingsglaive can give up her regular attacks and instead fragment her glaive to make one melee attack at her full base attack bonus against each opponent within reach. Each fragment functions identically to the kingsglaive's regular glaive. When using bladewind, a kingsglaive forfeits any bonus or extra attacks granted by other feats or abilities (such as Cleave or haste). The glaive immediately reverts to its previous form after the bladewind attack. **Prerequisite:** The kingsglaive must be at least 8th level to choose this kings exploit.

Blaze (Su):* By spending 1 point from her kings reservoir as a standard action, the kingsglaive may toss a fireball as a ranged touch attack at an enemy within 30 feet dealing 5d6 points of fire damage plus an extra 1d6 damage per three kingsglaive levels after 2nd. This deals half damage to all those adjacent to the target unless they pass a Reflex save (DC 10 + the kingsglaive's level + her Charisma modifier) to halve the damage.

Bolt (Su):* By spending 1 point from her kings reservoir as a standard action, the kingsglaive may release a streak of lightning upon an enemy within 30 feet as a ranged touch attack dealing 5d6 points of lightning damage plus an extra 1d6 damage per three kingsglaive levels after 2nd. This bolt pushes back enemies the same size category as the kingsglaive by 5 feet plus another 5 feet per three kingsglaive levels after 2nd. A Fortitude save (DC 10 + the kingsglaive's level + her Charisma modifier) can negate this push back.

Combat Feat: A kingsglaive may select any Combat feat instead of an exploit. A kingsglaive must still meet all prerequisites for this feat, including ability score and base attack bonus minimums. This exploit may be selected multiple times choosing a new Combat feat each time.

Combat Slide (Ex): Upon successfully striking an enemy in melee, the kingsglaive may immediately make a 5-foot step (even if she's already moved in the round, but not if she's taken a 5-foot step). In addition, when someone misses the kingsglaive with a melee attack, she may spend an immediate action to take a 5-foot step.

Dazzling Blade (Su):* By spending 1 point from her kings reservoir as a swift action, the kingsglaive may, as a standard action, channel magical energy into her glaive, dazzling all creatures within 30 feet. A successful Fortitude save negates this effect. The save DC is 10 + the kingsglaive's base attack bonus.

Deadly Blow (Ex): The kingsglaive's glaive critical multiplier increases by 1. **Prerequisite:** The kingsglaive must be at least 4th level to choose this kings exploit.

Deceptive Blade (Ex): When the kingsglaive feints in combat, she may also form her glaive in the same action as the feint. Additionally, Bluff is now a class skill for the kingsglaive. If the kingsglaive has the Improved Feint feat and the kings strike class feature, once per round she may also charge her kings strike when performing a feint and forming her glaive in the same action.

Defensive Roll (Ex): The kingsglaive can roll with a potentially lethal blow to take less damage from it than she otherwise would. When she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the kingsglaive can attempt to roll with the damage. To use this ability, the kingsglaive must attempt a Reflex saving throw (DC = damage dealt). If she succeeds, the kingsglaive takes only half damage from the blow; if she fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll; if she is denied her Dexterity bonus to AC, she can't use this ability. Since such damage would not normally allow a character to attempt a Reflex save for half damage, the kingsglaive's evasion ability does not apply to the defensive roll. **Prerequisites:** The kingsglaive must have the Evasion class feature or kings exploit and be at least 4th level to choose this kings exploit.

Disrupting Strike (Su):* By spending 1 point from her kings reservoir, as a full-round action, a kingsglaive can make one melee attack against each enemy adjacent to her. If she hits, the attack deals no damage, but each enemy hit takes a -5 penalty to all melee and ranged damage rolls until the start of the kingsglaive's next turn.

Dual Imbue (Su):* By spending 1 point from her kings reservoir, when utilizing multiple glaives, the kingsglaive may charge both blades with her kings strike ability at the same time.

Dueling Blade (Ex):* When a kingsglaive is fighting defensively, or using the Combat Expertise feat, with a glaive, and an opponent misses her in melee, she may spend 1 point from her kings reservoir as an immediate action to make an attack of opportunity against that opponent with her glaive. The kingsglaive ignores the penalty to attack rolls from fighting defensively for this attack.

Emulate Melee Weapon (Ex): The kingsglaive can form her glaive to replicate any single melee weapon, chosen at the time she takes this kings exploit. The kingsglaive is proficient with her glaive in this form and it functions in all ways as the chosen weapon. This kings exploit may be taken multiple times; each time, it allows the kingsglaive to form her glaive to replicate a different melee weapon.

Enhanced Range (Ex): The kingsglaive's range increment when throwing her glaive in any form doubles.

Evasion (Ex): The kingsglaive can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the kingsglaive is wearing light armor, medium armor, or no armor. A helpless kingsglaive does not gain the benefit of evasion.

Exploding Critical (Su):* When a kingsglaive confirms a critical hit, she can spend 1 point from her kings reservoir to deal her kings strike damage, even if her glaive was not charged with kings strike, and even if she already dealt kings strike on the attack. **Prerequisite:** The kingsglaive must be at least 6th level to choose this kings exploit.

Extended Strike (Ex): A kingsglaive may, as a standard action, make a single attack as if her reach was 5 feet longer. This kings exploit may be combined with the twin strike kings exploit. **Prerequisite:** The kingsglaive must be at least 6th level to choose this kings exploit.

Fire Blade (Su):* By spending 1 point from her kings reservoir, when the kingsglaive makes an attack with her glaive, she can choose to have it deal fire damage instead of its normal damage. In addition, the kingsglaive can spend an additional point from the kings reservoir when she hits with an attack to deal an additional +1d10 fire damage.

Firestorm (Su):* When the kingsglaive spends a point from the kings reservoir to damage an enemy via the Fire Blade kings exploit, if the damaged target is adjacent to the kingsglaive at the end of its next turn, the kingsglaive may spend 1 point from her kings reservoir deals 1d10 additional fire damage to it and each enemy within 10 feet of the damaged target. **Prerequisite:** The kingsglaive must have the Fire Blade kings exploit to choose this kings exploit.

Fluid Form (Su):* The kingsglaive may spend 1 point from her kings reservoir to make a minor modification to her glaive. She may remove up to one weapon special ability (if any) from her glaive's configuration, and add the ability's value to the glaive's enhancement bonus. She may also add up to one weapon special ability to her glaive's configuration, and subtract the ability's value from the glaive's enhancement bonus. Once she had made either or both of these changes, the glaive suffers a -1 penalty to its enhancement bonus; this penalty is cumulative with each time this kings exploit is used, and lasts until the kingsglaive rests for 8 hours or spends 8 hours in concentration to reconfigure her glaive. This kings exploit may not be used if this would reduce the glaive's enhancement bonus below +1, or if the final enhancement bonus would be above the kingsglaive's maximum.

Fluid Form, Improved (Su):* When the kingsglaive uses the Fluid Form kings exploit, she may change all of her glaive's weapon special abilities simultaneously. The glaive still suffers a cumulative -1 penalty to its enhancement bonus when the Fluid Form kings exploit is used. **Prerequisite:** A kingsglaive must have the Fluid Form kings exploit to choose this kings exploit.

Full Enhancement (Ex): When forming her glaive into multiple items, the kingsglaive suffers no reduction in enhancement bonus.

Furious Charge (Ex): A kingsglaive with this ability deals an additional 2 points of damage on every attack made at the end of a charge. The increased damage is only 1 per attack for off-hand attacks, but becomes 3 per attack when using the two-handed form of the glaive.

Furious Charge, Improved (Ex): A kingsglaive with this ability can spend 1 point from her kings reservoir as a swift action while making a charge to make an additional attack with her main hand, albeit at a -5

penalty on the attack roll, at the end of a charge action. If the kingsglaive is wielding two glaives and has the Twin Strike kings exploit, she may instead make an additional attack with each glaive, but each of these additional attacks suffers a -5 penalty on the attack roll in addition to the penalties for attacking with two weapons. The kingsglaive may only gain the benefit of this kings exploit once on any charge. **Prerequisites:** The kingsglaive must have the Furious Charge kings exploit and be at least 4th level to choose this kings exploit.

Freezing Ice (Su):* When the kingsglaive spends a point from the kings reservoir to slow an enemy via the Ice Blade kings exploit, if the slowed target is adjacent to the kingsglaive at the end of its next turn, its speed is reduced to 0 until the end of the kingsglaive's next turn. **Prerequisite:** The kingsglaive must have the Ice Blade kings exploit to choose this kings exploit.

Glaive Finesse: The kingsglaive gains Weapon Finesse as a bonus feat. In addition, whenever she makes a successful melee attack with her glaive, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the kingsglaive from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier.

Gruesome Riposte (Ex):* The kingsglaive may spend 1 point from her kings reservoir as an immediate action to attack an enemy who has successfully struck her in melee. This attack is assumed to happen after the successful attack, so she cannot use this ability if the attack would put her below 0 hit points, nor does dropping her enemy below 0 hit points prevent the attack from hitting.

Ice Blade (Su):* By spending 1 point from her kings reservoir, when the kingsglaive makes an attack with her glaive, she can choose to have it deal ice damage instead of its normal damage. In addition, the kingsglaive can spend an additional point from the kings reservoir when she hits with an attack to reduce the target's speed by half until the end of the kingsglaive's next turn.

Improved Enhancement (Su): The kingsglaive's enhancement bonus on her glaive increases by 1. This increase may be used to increase the actual enhancement bonus of the glaive (to a maximum of +5) or be spent on weapon special abilities, as normal. **Prerequisite:** The kingsglaive must be at least 6th level to choose this kings exploit.

Improved Evasion (Ex): This works like evasion, except that while the kingsglaive still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless kingsglaive does not gain the benefit of improved evasion. **Prerequisites:** The kingsglaive must have the Evasion class feature or kings exploit and be at least 4th level before selecting this kings exploit.

Improved Uncanny Dodge (Ex): A kingsglaive with this kings exploit can no longer be flanked. This defense denies a thief the ability to sneak attack the character by flanking her, unless the attacker has at least four more levels in a class that grants sneak attack than the kingsglaives class level. If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum level in a class that grants sneak attack required to flank the character. **Prerequisites:** The kingsglaive must be at least 4th level to choose this kings exploit and have Uncanny Dodge from another class or kings exploit.

Interrupting Throw (Ex):* If an enemy within 10 feet of the kingsglaive performs an action that would provoke an attack of opportunity, such as casting a spell without casting on the defensive, she may, as an immediate action and by spending 1 point from her kings reservoir, throw her glaive at that enemy as an attack of opportunity. **Prerequisite:** The kingsglaive must be at least 6th level to choose this kings exploit.

Knife to the Soul (Su): The kingsglaive gains the knife to the soul ability. When a kingsglaive with knife to the soul executes a kings strike, she can choose to substitute Intelligence, Wisdom, or Charisma damage (her

choice) for extra dice of damage. For each die of extra damage she gives up, she deals 1 point of damage to the ability score she chooses. A kingsglaive can combine extra dice of damage and ability damage in any combination, so long as no more than half of the kingsglaive's extra dice of damage are converted to ability damage. Knife to the soul may only be used once per round. The kingsglaive decides which ability score her kings strike damages and the division of ability damage and extra dice of damage when she imbues her glaive with the kings strike energy. **Prerequisite:** The kingsglaive must be at least 6th level to choose this kings exploit.

Lightning Arc (Su):* When the kingsglaive spends an point from the kings reservoir to penalize an enemy via the Lightning Blade kings exploit, if the penalized target is adjacent to the kingsglaive at the end of its next turn, the kingsglaive may spend 1 point from her kings reservoir to dazzle the target for one round and another enemy within 30 feet of the target takes 3d6 lightning damage. A successful Reflex Save (DC 10 + the kingsglaive's base attack bonus) halves the damage taken. **Prerequisite:** The kingsglaive must have the Lightning Blade kings exploit to choose this kings exploit.

Lightning Blade (Su):* By spending 1 point from her kings reservoir, when the kingsglaive makes an attack with her glaive, she can choose to have it deal lightning damage instead of its normal damage. In addition, the kingsglaive can spend an additional point from the kings reservoir when she hits with an attack to give the target a -2 penalty to attack and damage rolls until the end of her next turn. If the target is wearing metal armor, the penalty increases to -3.

Luci Blaze (Su):* When using the Blaze exploit, it now inflicts burning on the initial target and those adjacent to the target if they fail their Reflex save. **Prerequisite:** The kingsglaive must have the Blaze kings exploit to choose this kings exploit.

Luci Bolt (Su)* When using the Bolt exploit, it now sparks off to adjacent enemies dealing half damage to those adjacent to the target and inflicts *Blind* upon the initial target for a number of rounds equal to the kingsglaive's Charisma modifier, when they fail the Fortitude save. **Prerequisite:** The kingsglaive must have the Bolt kings exploit to choose this kings exploit.

Mark of the Challenger (Su):* By spending 1 point from her kings reservoir as a swift action, the kingsglaive charges her glaive with the ability to cause an enemy to focus on her. As a standard action, the kingsglaive makes a melee attack against a creature. If the attack is successful, the target takes a -2 penalty to attacks made against targets other than the kingsglaive until the end of its next turn.

Multiple Throw (Ex): The kingsglaive can throw a number of glaives per round equal to the number of melee attacks she could make. **Prerequisite:** The kingsglaive must be at least 6th level to choose this kings exploit.

Powerful Strikes (Su): The kingsglaive's kings strike deals an additional 1d8 damage.

Prescient Attack (Su):* The kingsglaive may spend 1 point from her kings reservoir as an immediate action after hitting a target with a weapon, ranged touch, or touch attack, allowing her to anticipate her opponent's defenses. The target is denied its Dexterity bonus against the kingsglaive's attacks until the end of her next turn.

Prescient Defense (Su):* The kingsglaive may spend 1 point from her kings reservoir as an immediate action after hitting a target with a weapon, ranged touch, or touch attack, granting her a premonition of her enemy's intentions. The kingsglaive gains a bonus to her AC and on Reflex saves equal to her Charisma modifier (minimum 0) against attacks by that opponent until the beginning of her next turn.

Quick Warp (Ex): Whenever the kingsglaive rolls initiative, she can also make a single warp strike as a swift action. She can use this ability only if she has her glaive in hand. If more than one kingsglaive has this exploit, their initiative check results determine the order in which they make their attacks. After these attacks are resolved, the round proceeds as normal.

Reaching Blade (Ex):* By spending 1 point from her kings reservoir, the kingsglaive increases her reach with her glaive by 5 feet until the start of her next turn. Unlike normal reach weapons, a kingsglaive may also attack adjacent opponents with her glaive.

Ready to Warp (Su): The kingsglaive is ready to go into a fight at any moment's notice to ensure her king and allies are safe. She gains a bonus to initiative equal to her Charisma modifier.

Reaper's Blade (Su): A kingsglaive with this ability automatically recharges her kings strike ability if she reduces an enemy's hit points to below 0 with a melee attack using her glaive. If her blade was already charged, her next kings strike deals 1.5 times the damage rolled. **Prerequisite:** The kingsglaive must be at least 6th level to choose this kings exploit.

Toppling Strike (Ex): If the kingsglaive's glaive has the Trip special feature, she may use it to make a single attack at her full base attack bonus as a standard action. If the attack hits, it deals damage normally and the kingsglaive can make a free trip attack (using her full base attack bonus) against the same foe. She does not provoke an attack of opportunity for this trip attempt. **Prerequisite:** The kingsglaive must have the Weapon Special kings exploit before selecting this kings exploit.

Toppling Strike, Improved (Ex): If the kingsglaive's glaive has the Trip special feature, she may use it to make a single attack at her full base attack bonus as a standard action. If the attack hits, it deals damage normally and the kingsglaive can make a free trip attack (using her full base attack bonus) against the same foe. If she successfully trips that foe, she may make an additional trip attack (using her full base attack bonus) against another foe within reach and adjacent to the first foe. As long as she successfully trips her foe, she may continue to make trip attempts against foes adjacent to the previous foe, so long as they are within her reach. She does not provoke attacks of opportunity for these trip attempts. **Prerequisites:** The kingsglaive must have the Toppling Strike and Weapon Special kings exploits before selecting this kings exploit.

Trade Blows (Ex): When the kingsglaive uses the total defense action, she may make a melee attack at her normal attack bonus on anyone that makes a melee attack against her, regardless of whether the opponent's attack hits. This attack is resolved immediately after the opponent's attack. The kingsglaive may make one such attack for each attack made against her. If multiple opponents attack the kingsglaive, each attack she makes must be against the enemy that triggered it. All such attacks are made with a -4 penalty on the attack roll, and are an exception to the rule that you cannot attack during the total defense action. **Prerequisite:** The kingsglaive must be at least 6th level to choose this kings exploit.

Trapfinder (Ex): The kingsglaive gains the trapfinding ability of a thief of her level. In addition, the kingsglaive treats Disable Device as a class skill.

Twin Strike (Ex): When making a single standard attack and wielding two glaives, the kingsglaive may attack with both of her glaives at the normal penalties for two-weapon fighting. She may also utilize this ability when making attacks of opportunity, but not for any other special attacks, unless specifically stated otherwise. **Prerequisite:** The kingsglaive must be at least 8th level to choose this kings exploit.

Two-Handed Throw (Ex): The kingsglaive gains the ability to throw her glaive if it is in two-handed form, with a range increment of 10 feet.

Uncanny Dodge (Ex): A kingsglaive with this kings exploit can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A kingsglaive with this exploit can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

Vanish (Su)*: By spending 1 point from her kings reservoir as a swift action, the kingsglaive may hide herself in shadows for a short time. Gaining the effect of *vanish* for rounds equal to her Charisma modifier.

Weapon Special (Ex): The kingsglaive may assign one of the following specials to her glaive when she shapes her glaive: brace, trip, or disarm. She may change the assigned ability by reshaping her glaive. This kings exploit may be taken more than once, allowing the kingsglaive to assign multiple abilities at once.

Wing Clip (Su)*: By spending 1 point from her kings reservoir, as a standard action, the kingsglaive may make a single melee attack against a single creature. If she hits, instead of dealing damage, the vibrations in her glaive damages the creature's ability to move, rendering it unable to move for a number of rounds equal to the kingsglaive's Strength modifier (minimum 1). A successful Fortitude save negates the effect. The DC of this save is 10 + the kingsglaive's base attack bonus.

Enhanced Glaive (Su): A kingsglaive's glaive improves as the character gains higher levels. At 3rd level and every odd level thereafter, the glaive gains a cumulative +2 enhancement bonus that she may spend on an actual enhancement bonus or on weapon special abilities. A kingsglaive's level determines her maximum enhancement bonus (see table below). The kingsglaive may (and must, when her total enhancement is higher than her maximum bonus) apply any special ability from Table: Weapon Special Abilities instead of an enhancement bonus, as long as she meets the level requirements. A kingsglaive can choose any combination of weapon special abilities and/or enhancement bonus enhancement bonus before assigning any special abilities. If the kingsglaive shapes her glaive into two items, the enhancement bonus of her glaive (if any) is reduced by 1 (to a minimum of 0). If this would reduce the enhancement bonus on the glaives to 0 and weapon special abilities are applied, the kingsglaive must reshape her glaive to make the options valid. Both glaives have the same selection of enhancement bonus that does not exceed the total allowed by the kingsglaive's level, but she must assign at least a +1 and weapon special abilities (if any).

Weapon Special Ability	Enhancement Bonus Value	Required Level
<i>Agile</i>	+1	3
<i>Allying</i>	+1	3
<i>Corrosive</i>	+1	3
<i>Cunning</i>	+1	3
<i>Defending</i>	+1	3
<i>Distance</i>	+1	3
<i>Dueling</i>	+1	3
<i>Flaming</i>	+1	3
<i>Frost</i>	+1	3
<i>Furious</i>	+1	3
<i>Ghost touch</i>	+1	3
<i>Huntsman</i>	+1	3
<i>Keen</i> ¹	+1	3

Weapon Special Ability	Enhancement Bonus Value	Required Level
<i>Lucky</i>	+1	3
<i>Menacing</i>	+1	3
<i>Merciful</i>	+1	3
<i>Mighty cleaving</i>	+1	3
<i>Seeking</i> ²	+1	3
<i>Shock</i>	+1	3
<i>Sundering</i>	+1	3
<i>Vicious</i>	+1	3
<i>Anarchic</i>	+2	5
<i>Axiomatic</i>	+2	5
<i>Collision</i>	+2	5
<i>Corrosive burst</i>	+2	5
<i>Flaming burst</i>	+2	5
<i>Holy</i>	+2	5
<i>Icy burst</i>	+2	5
<i>Shocking burst</i>	+2	5
<i>Unholy</i>	+2	5
<i>Wounding</i>	+2	5
<i>Nullifying</i>	+3	7
<i>Speed</i>	+3	7
<i>Brilliant energy</i>	+4	9
<i>Dancing</i>	+4	9
<i>Vorpal</i>	+5	9
¹ A <i>keen</i> glaive gains its benefits no matter the assigned damage type.		
² Ranged glaives only.		

Kings Strike (Su): As a move action, a kingsglaive of 3rd level or higher can imbue her glaive with destructive magical energy. This effect deals an extra 1d8 points of damage on any attack she wishes to activate it on (as long as the attack is made with her glaive). A kingsglaive may hold the charge as long as she likes without discharging. It does not go off on any attack unless she chooses to use it, and the charge is not wasted if an attack misses. (Unlike the thief's sneak attack, the kings strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits or more than 30 feet away.) A glaive deals this extra damage only once when this ability is called upon, but a kingsglaive can imbue her glaive with magical energy again by taking another move action. Additionally, she may recharge it as a swift action by spending 1 point from her kings reservoir. Once a kingsglaive has prepared her blade for a kings strike, it holds the extra energy until it is used (whether the attack is successful or not). Even if the kingsglaive drops the glaive (or it otherwise dissipates, such as when it is thrown), it is still imbued with magical energy when the kingsglaive next materializes it. If the kingsglaive forms her glaive into two weapons, she may imbue each glaive with kings

strike as normal. If she reshapes her glaive into a single weapon form, the additional kings strike imbued into the additional weapon is lost. At every odd level thereafter (5th, 7th, etc.), the extra damage from a kingsglaive's kings strike increases by 1d8.

Quick Draw: A 4th level kingsglaive may summon her glaive as a free action, though she may still only attempt to do so once per round (unless throwing the weapon multiple times using the Multiple Throw kings exploit).

Adaptive Form (Su): Once a kingsglaive has reached 6th level, she has learned how to rapidly alter her use of the glaive to adapt to any particular situation. As an immediate action and by 1 point from her kings reservoir, the kingsglaive can select any one kings exploit whose requirements she meets and be treated as having that kings exploit. The effect of the kings exploit selected lasts until she spends 1 point from her kings reservoir as an immediate action to change it.

Glaive Mastery (Su): At 10th level, a kingsglaive reaches the pinnacle of her art and her connection to her blade is so strong it cannot be severed. She no longer requires a Will save to maintain her glaive in a place with no magic, although it still loses any enhancement bonus and special abilities. In addition, she may change the configurations of her glaive's special abilities at will as a full-round action, which also resets any penalties that may have accrued from the Fluid Form and Improved Fluid Form kings exploits.

Ex-Kingsglaive: In the event the kingsglaive is seen unfit by her king to wield his power, through disobedience, or alignment or whatever the king feels is right can strip the power away. (This is up to GM discretion). The king may as a full round action strip the kingsglaive of her powers. The kingsglaive loses all supernatural abilities and cannot gain any more levels in kingsglaive until she regains the power through the king, or another. If the kingsglaive's king dies, the same effect applies.