

## Parivir

*There are some ronin who rather than find themselves in search of a new lord, opt instead to serve nature itself. Combining both swordsmanship and nature's fury, the parivir beats down foes with blindingly fast swordstrikes of deadly precision.*

The parivir is an archetype of the samurai class.

**Chosen Weapon (Ex):** At 1st level, a parivir chooses any melee light blade or heavy blade weapon as his chosen weapon. He gains a +1 bonus on attack and damage rolls with his chosen weapon. The bonus improves by +1 for every four levels beyond 1st.

This ability replaces forces of sen, kenki pool, and resolve.

**Swordsmanship Techniques:** At 1st level and every three samurai levels thereafter, a parivir gains a swordsmanship technique. To use these techniques, the parivir must be wielding his chosen weapon.

*Blade Bash (Su):* The parivir strikes the target with the face of his blade. If struck, the target takes weapon damage + 1d4 points of damage plus an additional 1d4 points of damage per three samurai levels after 1st and the target must roll a Fortitude save (DC 10 + half of the samurai's level + his Charisma modifier) to avoid being stunned for one round.

*Earthshatter Blade (Su):* The parivir strikes repeatedly at the target with a rocky blade. If struck, the target takes earth damage equal to his weapon damage and the target must make a Reflex save (DC 10 + half of the samurai's level + his Charisma modifier) to avoid becoming immobilized for 1d4 rounds.

*Hoarfrost Blade (Su):* The parivir strikes repeatedly at the target with a frozen blade. If struck, the target takes ice damage equal to his weapon damage and the target must make a Reflex save (DC 10 + half of the samurai's level + his Charisma modifier) to avoid becoming frozen for 1d4 rounds.

*Iai Blow (Su):* The parivir makes a swift and deadly swing at an adjacent opponent. If struck, the target takes weapon damage + 2d8 points of damage + an additional 1d8 points of damage per three samurai levels after 13th and must make a Fortitude save (DC 10 + half of the samurai's level + his Charisma modifier) to avoid becoming stunned for 1 round. If failed, then target must roll 1d100. If the results range from 95-100, then target suffers instant death. **Prerequisite:** The parivir must be at least 13th level to pick up this swordsmanship technique.

*Lifethread Blade (Su):* The parivir strikes repeatedly at the target with a darkened blade. If struck, the target takes shadow damage equal to his weapon damage and the target must make a Will save (DC 10 + half of the samurai's level + his Charisma modifier) to avoid becoming doomed for 2d4 rounds. **Prerequisite:** The parivir must be at least 16th level to pick up this swordsmanship technique.

*Riverwraith Blade (Su):* The parivir strikes repeatedly at the target with a watery blade. If struck, the target takes water damage equal to his weapon damage and the target must make a Reflex save (DC 10 + half of the samurai's level + his Charisma modifier) to avoid becoming exhausted for 1d4 rounds.

*Shimmering Blade (Su):* The parivir strikes repeatedly at the target with a flaming blade. If struck, the target takes fire damage equal to his weapon damage and the target must make a Will save (DC 10 + half of the samurai's level + his Charisma modifier) to avoid becoming confused for 1d4 rounds. **Prerequisite:** The parivir must be at least 13th level to pick up this swordsmanship technique.

*Shining Blade (Su):* The parivir strikes repeatedly at the target with a shining blade. If struck, the target takes holy damage equal to his weapon damage and the target must make a Reflex save (DC 10 + half of the samurai's level + his Charisma modifier) to avoid becoming slowed for 1d4 rounds.

*Skyfury Blade (Su):* The parivir strikes repeatedly at the target with a shocking blade. If struck, the target takes lightning damage equal to his weapon damage and the target must make a Will save (DC 10 + half of the samurai's level + his Charisma modifier) to avoid becoming berserked for 1d4 rounds. **Prerequisite:** The parivir must be at least 13th level to pick up this swordsmanship technique.

*Wind Slash (Su):* The parivir swings his katana around, engulfing a nearby enemy with razor winds. If struck, the target takes wind damage equal to his weapon damage and the target must make a Reflex save (DC 10 + half of the samurai's level + his Charisma modifier) to avoid becoming squalled for 1d4 rounds.

These abilities replace weaponskills.

**Fighter Talents (Ex):** As a parivir gains experience, he learns a number of talents that aid him and confound his foes. Starting at 2nd level, the parivir gains one fighter talent. He gains an additional fighter talent for every two levels of samurai attained after 2nd level. Unless specified otherwise, a parivir cannot select an individual talent more than once. A parivir counts his levels in samurai for his fighter levels for prerequisites for fighter talents.

A complete list of fighter talents can be found here: [Fighter Talents](#)

These abilities replace bushido arts and bushido pool.

**Weapon Boost (Ex):** At 3rd level, a parivir learns to harness the power of his strikes for the short duration. As a swift action, he can increase the damage of his attacks equal to half his samurai level for the round. The parivir can use this ability a number of times per day equal to 3 + his Charisma modifier.

This ability replaces blazing initiative, dragon defense, and kenki charge.

**Counterstrike (Ex):** At 9th level, a parivir gains the ability to counter blows when attacked. During his turn, he designates an opponent and once per round, if that opponent attacks him, he can immediately make an attack of opportunity. A helpless parivir (such as one who is unconscious or paralyzed) does not gain the benefit of this ability, nor can he use this ability when flat-footed.

This ability replaces greater resolve and true kenki charge.

**Swordsmanship Mastery (Ex):** At 11th level, whenever a parivir uses a swordsmanship technique, he can also apply a different swordsmanship technique to the attack.

This ability replaces third eye and merciful eyes.

**Death Strike (Ex):** At 13th level, the critical threat range for the parivir's chosen weapon is increased by 1. At 19th level, this increases by 1 again. This increase stacks with Improved Critical feat or Keen effects but is applied after.

This ability replaces deliverance and last stand.

**Unburden Soul (Su):** At 17th level, once per day, a parivir has learned to extend his life force to heal his allies. If the parivir is above half health, he may sacrifice all his remaining hit points (down to 0 HP) to restore all allies within 20 feet the amount of hit points sacrificed.

This ability replaces true resolve.