

Sword Saint

Deadly, focused, and relentless, the sword saint is a knight that believes in the strength of his blade and his arm, pouring his soul into his technique. Focused on improving his skill with a blade, he has awakened the essence of the sword he wields, striking forth with devastating effect. Mastering this unique understanding and power is an avenue of strength that greatly enhances their prowess in battle. Sword saints have developed their own magical force, focused through their blades, a highly offensive outpouring of skill and soul. Magically resistant creatures have no protection against such techniques, and even in areas void of magic the sword saint is a dangerous opponent not to be underestimated.

Role: Close and melee combat is the name of the game. Sword saints often have a sense of honor when it comes to combat, but that doesn't mean they'll hold anything back when they meet an opponent on the field. If a sword saint draws his weapon, he is expecting to kill someone, and nearly always does. You should usually focus your skills on weaker or more cumbersome enemies, relying on their inability to dodge your attacks to bring them low. However, a sword saint can easily transition into a more traditional fighting style and deal large amounts of damage to creatures with extraordinary reflexes. First blood gives you an excellent way to start the battle, putting your enemy on the defensive from the start. And last blood will help you finish an enemy decisively. Despite their belief that the best defense is a good offense, most sword sages are wise enough to know that sometimes they must pull back. Luck is ever a factor in battle and sometimes one must retreat for another day.

Alignment: Any.

Hit Die: d10.

Parent Classes: sword saint and Knight.

Starting Wealth: 5d6 × 10 gil (average 175 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The sword saint's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nobility) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Points Per Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Swordskills Known	Swordskills Readied
1 st	+1	+2	+0	+2	Swordplay (Basic), Defensive Focus, Martial Training, Aegis (+1, 10-ft.-radius), Limit Breaks	2	2
2 nd	+2	+3	+0	+3	Force of Personality, Sword Saint Talent	3	2
3 rd	+3	+3	+1	+3	Warleader, Warlord's Mark	4	2
4 th	+4	+4	+1	+4	Tactical Flanker, Sword Saint Talent	5	3
5 th	+5	+4	+1	+4	Practiced Skill, Aegis (+2)	5	3
6 th	+6/+1	+5	+2	+5	Sword Saint Talent, Aegis (20-ft.-radius)	6	3
7 th	+7/+2	+5	+2	+5	Armor Training, Never Outnumbered (+1)	6	3
8 th	+8/+3	+6	+2	+6	Sword Saint Talent, Tactical	7	4

					Assistance		
9 th	+9/+4	+6	+3	+6	First Blood, Aegis (+3), Surprising Strike	7	4
10 th	+10/+5	+7	+3	+7	Perfected Skill, Swordplay (Master), Sword Saint Talent	8	4
11 th	+11/+6/+1	+7	+3	+7	Stalwart, Swap Places	8	4
12 th	+12/+7/+2	+8	+4	+8	Advanced Sword Saint Talent, Aegis (30-ft.-radius), Never Outnumbered (+2)	9	5
13 th	+13/+8/+3	+8	+4	+8	Aegis (+4), War Sense	9	5
14 th	+14/+9/+4	+9	+4	+9	Advanced Sword Saint Talent, Bait the Dragon	10	5
15 th	+15/+10/+5	+9	+5	+9	Steel Defense, Unyielding Swordplay	10	5
16 th	+16/+11/+6/+1	+10	+5	+10	Advanced Sword Saint Talent Punishing Defenses	11	6
17 th	+17/+12/+7/+2	+10	+5	+10	Aegis (+5), Never Outnumbered (+3), Born of Steel	11	6
18 th	+18/+13/+8/+3	+11	+6	+11	Advanced Sword Saint Talent, Unstoppable Strike	12	6
19 th	+19/+14/+9/+4	+11	+6	+11	Deathless Defenses	12	6
20 th	+20/+15/+10/+5	+12	+6	+12	Last Blood, Advanced Sword Saint Talent	13	7

Class Features

All of the following are class features of the sword saint.

Weapon and Armor Proficiencies: A sword saint is proficient with all simple, martial weapons, and knight swords and with all armor (light, medium, and heavy) and shields (excluding tower shields).

Limit Breaks (Su): At 1st level, the sword saint receives the Limit Breaks (Master Swordsman and Perfect Parry).

Master Swordsman (Su): This Limit Break allows the sword saint to use any swordskill he knows (readied or not) without needing to expend or ready them. It also grants her a +2 insight bonus on attack and damage rolls + an additional +2 per four sword saint levels after 1st. In addition, while this limit break is active, the sword saint can make an additional attack with a full-attack action. This lasts for a duration of 1 round + 1 round per four sword saint levels after 1st. This limit break requires only a swift action.

Perfect Parry (Su): This Limit Break makes the sword saint a master of defense. Any melee or range attacks automatically misses unless a natural roll of 20 is rolled, and even then, the critical threat is unconfirmed unless another natural roll of 20 is rolled. This lasts for a duration of 1 round + 1 round per four sword saint levels after 1st. This limit break requires only a swift action.

Swordplay (Su): The hallmark ability of sword saints, they pour a bit of their very soul into their weapons, unlocking powerful sword techniques. These abilities, known as swordskills, can only be used while the sword saint is wielding a sword (a weapon from light blades or heavy blades weapon group from sword saint). This sword is a material focus for all swordskills, though it doesn't need to be a sword crafted by the sword saint. A sword saint can use any swordskill he knows at will, provided he is wielding a sword. As long as he is wielding a sword he forged himself, he increases the DCs of all his swordskills by 1.

Each sword skill is known by its type of form it goes under: Dark Sword, Holy Sword and Destroy Sword. Each has their own style of use. Universal forms have no designation and represents neutrality in the main forms. At 10th level, a sword saint can begin learning master sword skills, but these swordskills cannot be chosen to be practiced or perfected, only basic swordskills can be practiced and perfected.

A sword saint's swordskills are supernatural abilities; using a swordskill is a standard action that does not provoke an attack of opportunity. The save DC for all swordskills is 10 + half of the sword saint's level + his Charisma modifier. In later levels, he can focus on certain sword skills to increase his prowess with him. At first becoming Practiced, and then Perfected (see below). All sword skills deal focus sword damage, which is equal to the damage equal to the sword's weapon damage plus the sword saint's Charisma modifier instead of Strength.

A sword saint can ready his starting swordskill, but as he advances in level and learns more swordskills, he must choose which swordskills to ready. He readies his swordskills by going over battle tactics, through weapon drills, or spending time meditating in prayer for 10 minutes. The swordskills he chooses remain readied until he decides to repeat this again and change them. Any given swordskill may only be readied once. Sword saints do not need to sleep or be well rested to ready their swordskills; any time they spend 10 minutes in practice or meditation, they can change their readied swordskills. He begins an encounter with all readied swordskills unspent, regardless of how many times he may have already used them since he chose them. When the sword saint initiates a swordskill, he expends it for the current encounter, so each of his readied swordskill can be used once per encounter (until they are recovered, see below).

For a sword saint to recover expended swordskills, he must take stock of his situation to plan for his next movement. By focusing entirely on a defensive position to prepare his next move, he is able to regain swordskills expended to assist him to victory. By taking a full round action to plan his next move (activating his defensive focus class feature, see below), he recovers a number of expended swordskills equal to his Charisma modifier (minimum of 2). Alternately, he may take a brief pause in battle and recover a single swordskill of his choosing by spending a standard action on his turn.

- A complete list of swordskills can be found here: [Swordskills](#)

Defensive Focus (Ex): At 1st level, the defensive prowess of the sword saint is second to none, allowing him to focus his actions purely on defending himself and his allies in ways that cannot be replicated. The sword saint gains the Combat Reflexes feat as a bonus feat, using his Charisma modifier in place of his Dexterity modifier to determine the number of additional attacks of opportunity he may make each round. When recovering swordskills as a full round action, the sword saint sets up a defensive perimeter around himself to defend his allies, increasing his threatened area by 5 ft. for every 5 sword saint levels he possesses. Until the beginning of his next turn, he may make attacks of opportunity against any opponent in this threatened area that provokes attacks of opportunity. He may move as part of these attacks of opportunity, provided his total movement before his next turn does not exceed his speed (his movement provokes attacks of opportunity as normal).

Additionally, while using defensive focus, the sword saint adds his Charisma modifier plus his sword saint level to his CMD for the purposes of defending against enemies trying to use the Acrobatics skill to prevent him from getting attacks of opportunity against them.

At 10th level, his defensive focus improves further, causing the ground within his melee reach to be treated as if it were difficult terrain, hampering his foes' movement around him. If a foe tries to move through a space within his reach, the movement through those squares costs double (x2). Additionally, while using his defensive focus to make an attack of opportunity, his movement does not provoke attacks of opportunity.

Martial Training (Ex): At 1st level, a sword saint counts his total sword saint levels as fighter levels for the purpose of qualifying for feats.

Aegis (Ex): At 1st level, the sword saint's defensive prowess extends to those who choose to stay near to him. Allies who are within 10 feet of the sword saint's position gain a +1 morale bonus to Armor Class and to Will saves, his presence bolstering and shepherding the defenses of his allies. This bonus improves to +2 at 5th level (+3 at 9th level, +4 at 13th level, and +5 at 17th level). The sword saint does not receive this bonus, but may receive the benefits of this ability from another sword saint. If the ally cannot see or hear the sword saint, then the ally does not gain the benefits of this ability (such as if the sword saint is concealed or invisible).

At 6th level, his aegis' range increases its effective area, growing to a 20-ft.-radius. At 12th level, this increases again to 30 feet.

Sword Saint Talents (Su): As a sword saint gains experience, he learns a number of talents that aid him and his allies. Starting at 2nd level, a sword saint gains one sword saint talent. He gains an additional sword saint talent for every 2 levels of sword saint attained after 2nd level. Unless noted, a sword saint cannot select an individual talent more than once.

Additional Practiced Skill (Ex): The sword saint may pick a swordskill to gain its Practiced effect. This talent can be selected multiple times. **Prerequisite:** The sword saint must have the practiced skill class feature to select this talent.

Antagonistic Personality (Ex): This talent allows the sword saint to more quickly gain the attention of his foes. The sword saint may use the Antagonize feat as a move action instead of a standard action. **Prerequisite:** The sword saint must have the threat control sword saint talent or the Antagonize feat to select this talent/

Area-Focused Swordskill (Ex): When a sword saint uses a swordskill that affects multiple enemies, he can choose to reduce the number affected equal to his Charisma modifier. For each enemy ignored this way, increase the DC of the swordskill by 1.

Armored Confidence (Ex): While wearing armor, the sword saint gains a bonus on Intimidate checks based upon the type of armor he is wearing: +1 for light armor, +2 for medium armor, or +3 for heavy armor. This bonus increases by 1 at 7th level and every four sword saint levels thereafter. In addition, the sword saint adds half his armored confidence bonus to the DC of Intimidate checks to demoralize or antagonize.

Athlete (Ex): A sword saint adds half his sword saint levels as a bonus to all Acrobatic skill checks. A sword saint is considered always taking 10 on any Acrobatic skill checks. The sword saint can also take 20 in half the time.

Charismatic Swordplay (Ex): A sword saint may use his Charisma modifier instead of Dexterity for any ranged touch attack rolls of his swordskills.

Defensive Training: A sword saint may take this talent to gain one of the following feats as a bonus feat: Armor Focus, Armor Specialization, Bodyguard, Combat Expertise, Covering Defense, Diehard, Dodge, Endurance, Greater Armor Focus, Greater Armor Specialization, Greater Shield Focus, Greater Shield Specialization, Improved Shield Bash, Improved Shield Focus, Missile Shield, Mobility, Mounted Shield, Saving Shield, Shield Focus, Shield Master, Shield Mastery, Shield Slam, Shield Specialization, Shield Wall, Shield Ward, and Stand Still. This talent may be taken more than once. Each time, a different feat must be selected. The sword saint must meet all prerequisites for the feat chosen.

Extreme Effort (Ex): A sword saint that selects this talent may perform feats of extreme physical effort. When making a Strength check, the sword saint doubles his Strength bonus. At 11th level, triple the Strength

bonus, and at 16th level, quadruple the Strength bonus. The sword saint may always take 10 on any Strength checks. **Prerequisite:** The sword saint must have a Strength of 15 to select this talent.

Fast Movement (Ex): A sword saint that selects this talent increases his base speed by 10 ft.

Focused Strength (Ex): A sword saint with this talent adds his Strength modifier to his Focus Sword damage in addition to his Charisma modifier. **Prerequisite:** The sword saint must be at least 8th level to select this talent.

Halting Blow (Ex): If a foe's movement in the sword saint's threatened area provokes an attack of opportunity and the sword saint successfully hits the foe with the attack, the foe's movement ends immediately. The foe cannot move again until its next turn but can still take the rest of its action.

Hardened Fortitude (Ex): A sword saint only requires half as much sleep or meditation as normal and can survive twice as long without food and water before needing to make checks. In addition, the sword saint gains a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold his breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. And the sword saint may sleep in medium or heavy armor without becoming fatigued.

Improved Swordplay (Ex): A sword saint is able to produce an additional swordskill at a -5 penalty to attack rolls as a full-round action (if a swordskill doesn't have an attack roll, it instead suffers a -1 to DCs). **Prerequisite:** The sword saint must be at least 6th level to select this talent.

Improved Warleader (Ex): The sword saint's excellence in battle has enabled him to utilize the tactical skills of his allies as well as his own with greater speed. The sword saint may now use his warleader class feature as a move action. **Prerequisites:** The sword saint must be at least 8th level have the warleader class feature to select this talent/

Melee Defense (Ex): When wielding a melee weapon, a sword saint gains a +1 shield bonus to his AC. This shield bonus stacks with that granted by any shield he wields. If fighting with two weapons, he gains a +2 shield bonus to his AC. At 11th level, this bonus increases to +2/+4.

Melee Power (Ex): A sword saint with this talent adds +2 to damage with all melee weapons he wields. In addition, the sword saint may reroll 1s for damage with all melee weapons he wields.

Mighty Swordskill (Ex): A sword saint with this talent adds +2 damage to his Focus Sword damage. In addition the sword saint may reroll all 1s for damage from swordskills. **Prerequisite:** The sword saint must have the melee power sword saint talent to select this talent.

Offensive Verbiage (Ex): This talent allows the sword saint to make all around him feel anger towards him. When using the Antagonize feat, use the same check against all enemies within a 30-ft.-radius of the sword saint. **Prerequisite:** The sword saint must have the threat control sword saint talent or Antagonize feat to select this talent/

Parry (Ex): The sword saint can negate a melee attack by rolling an opposed attack roll, DC = the opponent's attack roll. This uses one of the sword saint's attacks of opportunity (if he has more with Combat Reflexes) for the round in which it is used. He receives a -5 penalty to his attack roll every time he uses this after the first. He must have a melee weapon in hand, and he must be aware of his foe and not flat-footed.

Prerequisites: The sword saint must be at least 4th level and have the melee defense sword saint talent to select this talent.

Provoke (Ex): A sword saint that selects this talent adds half his sword saint levels as a bonus to all Intimidate checks. This also reduces the DC check by 2.

Quick Insult (Ex): This talent allows the sword saint to find the best words to use against his targets. The sword saint may use the Antagonize feat as a swift action instead of a standard or move action. **Prerequisites:** The sword saint must have the threat control sword saint talent or Antagonize feat and the antagonist personality sword saint talent to select this talent.

Reaching Form (Ex): Select a swordskill form. The sword saint increases the range of all swordskills of that form by 15 feet. This talent does not affect the size of burst effect swordskills, but does affect line effect swordskills. This talent can be selected multiple times. Each time it's selected the sword saint chooses a different swordskill form.

Riposte (Ex): Once per encounter, as an immediate action, a sword saint may make a melee attack against an opponent whose attack the sword saint successfully parried this round. **Prerequisites:** The sword saint must be at least 6th level and have the melee defense and parry sword saint talents to select this talent.

Specialized Form (Ex): Select a swordskill form. The sword saint increases the DC of all swordskills of that form by 1. This talent can be selected multiple times. Each time it's selected the sword saint chooses a different swordskill form.

Steel Headbutt (Ex): While wearing medium or heavy armor, a sword saint can deliver a headbutt with his helm as part of a full attack action. This headbutt is in addition to his normal attacks, and is made using the sword saint's base attack bonus – 5. A helmet headbutt deals 1d3 points of damage if the sword saint is wearing medium armor, or 1d4 points of damage if he is wearing heavy armor (1d2 and 1d3, respectively, for Small creatures), plus an amount of damage equal to half the sword saint's Strength modifier. Treat this attack as a weapon attack made using the same special material (if any) as the armor. The armor's enhancement bonus does not modify the headbutt attack, but the helm can be enchanted as a separate weapon.

Tempered Will (Ex): The sword saint may reroll a failed Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The sword saint must take the second result, even if it is worse. This power can only be used once per encounter.

Threat Control (Ex): The sword saint gains the Antagonize feat as a bonus feat. Additionally, for every 5 the sword saint beats the DC, he antagonizes the target for 1 additional round. The antagonize condition does not end after 1 attack, only ends when the duration ends.

Uncanny Dodge (Ex): The sword saint can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A sword saint with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a sword saint already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead. **Prerequisite:** The sword saint must be at least 6th level to select this talent.

Unexpected Strike (Ex): The sword saint can make an attack of opportunity against a foe that moves into any square threatened by the sword saint, regardless of whether or not that movement would normally provoke an attack of opportunity. This power can only be used once per encounter.

Force of Personality (Ex): At 2nd level, the sword saint's forceful personality and bold, headstrong nature assist him in resisting the influence of others. Where others use personal serenity, awareness of the world around them, or plain old sensibility, the sword saint gets by with endless nerve. The sword saint may add his Charisma modifier in addition to his Wisdom modifier to determine his Will save bonus. If the character is ever able to add his Charisma modifier to his Will save through use of another ability (for example, the holy knight's divine grace) he may only add his Charisma modifier once to his Will save.

Warleader (Ex): The sword saint excels in the theater of war because he knows how best to work with his allies. At 3rd level, the sword saint becomes an ever more capable commander and may share tactics with his allies. As a standard action that the sword saint performs, the sword saint chooses a teamwork feat, (The sword saint must qualify for this feat) then, the sword saint and all allies within 30- ft. of him gain the benefits of the chosen teamwork feat. The sword saint and allies retain the use of this feat for 3 + the sword saint's Charisma modifier in rounds. The character may use this ability 1 + Charisma modifier times per day at 3rd level (minimum of 1), and one additional time per day for every four sword saint levels the character possesses after 3rd.

At 9th and 15th levels, the sword saint can use this ability to grant the benefits of an additional teamwork feat at the same time. He may choose one as a standard action, or multiple as a full-round action. He may use these feats to meet a prerequisite of another feat. Each individual feat selected counts toward his daily uses of this ability.

Warlord's Mark (Ex): At 3rd level, a sword saint is trained in how best to control his enemies and how they behave in battle, urging them to throw their all against the sword saint's indomitable armor. With a sharp blade, a clever taunt, or something that otherwise attracts his foe, the sword saint can direct the attention of enemies towards himself. Whenever the sword saint attacks a foe in combat and inflict at least 1 point of damage, as a free action he may mark them as his foe (he may even mark a foe during an attack of opportunity and may make the free action to do so, even though it is not his turn) and attempt to continue to force them to engage the sword saint only. The target is aware of being marked, and the mark remains for a number of rounds equal to his Charisma modifier (minimum of 1). Marked targets suffer a -4 penalty to attack rolls against foes that are not the sword saint, and arcane spellcasters suffer an increase in arcane spell failure of 10% + 1% per two sword saint levels until the mark expires. The sword saint may only maintain a number of marks equal to 3 + his Charisma modifier at a time, and he may make a number of marks per day equal to half his sword saint level + his Charisma modifier. At 10th level, this penalty increases to -6, and it increases again to -8 at 17th level. This ability functions on creatures with an Intelligence score of 1 or more, allowing him to mark animals and other beasts as well as sentient beings, but not mindless creatures such as skeletons. Multiple warlord's marks overlap (do not stack).

At 10th level, the sword saint may expend two uses of his warlord's mark to make a grand challenge to all enemies within a 30-ft.-radius and mark them with his words alone. Creatures affected must make a Will save (DC 10 + half of the sword saint's level + his Charisma modifier) against the sword saint's mark ability or suffer the penalties of being marked for a number of rounds equal to his Charisma modifier. This does not count against her normal marking limit. This is a language-dependent ability and does not effect creatures of less than 1 Intelligence.

At 17th level, the warlord's mark improves to allow him to recover an expended swordskill whenever he reduces a marked opponent's hit points to 0 or less (this can only trigger once per marked opponent).

Tactical Flanker (Ex): At 4th level, the sword saint is exceptionally gifted at working with his allies to bring down opponents and his skills assist any who ally with him. When flanking a target with an allied creature, both the sword saint and the ally may use the sword saint's Charisma modifier (minimum of +2) for the bonus they receive on flanking their opponent.

Practiced Skill (Ex): When a sword saint reaches 5th level, he has become so proficient in the basic skills that he can further his skill with that particular skill unlocking its true power, truly mastering his skills. He may select one basic sword skill he has learned and choose to gain its Practiced effect. The sword saint may choose an additional swordskill at 10th level and every five sword saint levels thereafter. The sword saint may, at the start of each day, after spending an hour to train, changed which sword skill to gain the Practiced effect.

Armor Training (Ex): Having improved his skill with his armor, the sword saint is a more capable combatant in it when protecting his allies or cause. At 7th level, whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every three levels thereafter (10th, 13th, 16th and 19th), these bonuses increase by +1 each time, to a maximum –5 reduction of the armor check penalty and a +5 increase of the maximum Dexterity bonus allowed. In addition, a sword saint can also move at his normal speed while wearing medium armor. At 10th level, a sword saint can move at his normal speed while wearing heavy armor.

Never Outnumbered (Ex): The sword saint's elite training makes them ideally suited for fighting against the odds. Starting at 7th level, a sword saint gains a +1 bonus on attack and damage rolls whenever he threatens two or more opponents. This bonus increases by +1 at 12th level and again at 17th level.

Tactical Assistance (Ex): At 8th level, the sword saint's gift for helping his allies in combat improves. The sword saint may use the aid another action for any single ally within 30 feet of his position as a move action, and when he successfully uses the aid another action, it affects all allies within 30 feet.

First Blood (Ex): At 9th level, when a sword saint charges a flat-footed opponent, he gains a +3 competence bonus to his attack roll and his attack ignores damage reduction equal to his Charisma modifier. If a sword saint can make more than one attack during a charge this ability applies only to the first attack.

Surprising Strike (Su): At 9th level, a sword saint's combat prowess is such that he can initiate swordskills even with only the barest amount of preparation. Once per day, the sword saint can use a swordskill that uses an attack roll in place of an attack of opportunity. He can use this ability twice per day at 14th level, and three times per day at 19th level.

Perfected Skill (Ex): When a sword saint reaches 10th level, he has become so extraordinarily adept in the basic skills and has perfected his power. He may choose a single sword skill that he has chosen to have practiced and now gain its Perfected effect. The sword saint may choose an additional swordskill at 15th level and another at 20th level. The sword saint may, at the start of each day, after spending an hour to train, changed which sword skill to gain the Perfected effect.

Swap Places (Su): At 11th level, a sword saint gains the ability to swap places with an ally once per encounter as an immediate action. In order to use this ability, the sword saint and an ally must be within long range (400 feet + 40 feet per sword saint level) of each other. If the sword saint uses this ability in response to one or more attacks or effects targeting himself or his ally, each becomes the potential target of such effects targeting the other. For example, if the sword saint is targeted with a charge attack, he can activate this ability to exchange places with his ally. The ally would then be the target of the charge attack. This is a teleportation effect, and if either the sword saint or his ally are prevented from teleporting for any reason, the ability fails and its use for the encounter is expended. At 17th level, the sword saint can use this ability twice per encounter.

Stalwart (Ex): At 11th level, a sword saint can use mental and physical resiliency to avoid certain attacks. If he makes a successful Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. A helpless sword saint does not gain the benefit of the stalwart ability.

Advanced Sword Saint Talents (Su): Starting at 12th level, a sword saint gains one advanced sword saint talent or can pick a sword saint talent. He gains an additional sword saint talent for every 2 levels of sword saint attained after 12th level. Unless noted, a sword saint cannot select an individual talent more than once.

Adaptable Training (Ex): The sword saint can use his base attack bonus in place of his ranks in one skill of his choice from the following list: Acrobatics, Climb, Disguise, Escape Artist, Intimidate, Knowledge (engineering), Profession (soldier), Ride, or Swim. The sword saint need not be wearing armor or using a shield to use this option. When using adaptable training, the sword saint substitutes his total base attack bonus (including his base attack bonus gained through levels in other classes) for his ranks in this skill, but adds the skill's usual ability score modifier and any other bonuses or penalties that would modify that skill. Once a skill has been selected, it cannot be changed and the sword saint can immediately retrain all of his ranks in the selected skill at no additional cost in money or time. In addition, the sword saint adds all skills chosen with this option to his list of class skills. A sword saint can choose this option up to four times.

Additional Perfected Skill (Ex): The sword saint can pick an additional swordskill that he has chosen with the Additional Practiced Skill sword saint talent and now gains its Perfected effect. This talent can be selected multiple times, each time selecting a swordskill selected by Additional Practiced Skill sword saint talent. **Prerequisites:** The sword saint must have the perfected skill class feature and the additional practiced skill sword saint talent to select this talent.

Advanced Specialized Form (Ex): Select a swordskill form chosen with specialized form. The sword saint increases the DC of all swordskills of that form by an additional 1. This talent can be selected multiple times. Each time it's selected the sword saint chooses a different swordskill form from which was chosen with specialized form. **Prerequisite:** The sword saint must have the specialized form sword saint talent to select this talent.

Advanced Swordplay (Ex): The sword saint is able to produce a third swordskill at a -10 penalty to attack rolls (or -2 to Dcs if no attack roll). **Prerequisite:** The sword saint must have improved swordplay sword saint talent to select this talent.

Armed Maneuver (Ex): The sword saint chooses one of the following combat maneuvers: bull rush, dirty trick, grapple, overrun, or steal. He adds his Charisma modifier on all combat maneuver checks he makes with that maneuver. In addition, if the sword saint has the Improved maneuver feat associated with that combat maneuver, he can make use of certain weapons to aid him when attempting such a maneuver. When wielding such a weapon he adds the weapon's enhancement bonus to attack rolls on the maneuver check. The maneuvers and weapon types are listed in the table below:

- **Bull rush or overrun:** Any shield the sword saint can shield bash with, two-handed weapons, or one-handed weapons wielded in two hands
- **Dirty trick:** Light weapons, weapons the sword saint can use with Weapon Finesse, or weapons with the distracting special feature
- **Grapple:** Weapons with the grapple special feature
- **Steal:** Weapons with the disarm special feature

The sword saint can choose this option more than once, each time it applies to a new maneuver.

Armor Specialization (Ex): The sword saint selects one specific type of armor with which he is proficient, such as chain shirts or scale mail. While wearing the selected type of armor, the sword saint adds one-quarter of his sword saint level to the armor's armor bonus, up to a maximum bonus of +3 for light armor, +4 for medium armor, or +5 for heavy armor. This increase to the armor bonus doesn't increase the benefit that the sword saint gains from feats, class abilities, or other effects that are determined by his armor's base armor

bonus. A sword saint can choose this option multiple times. Each time he chooses it, he applies its benefit to a different type of armor.

Armored Sprint (Ex): The sword saint gains Run as a bonus feat. If the sword saint is proficient with heavy armor, he treats heavy armor as if it were one category lighter for the purpose of determining how fast he can move while running in armor.

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

Critical Strike (Ex): The sword saint can choose to take a cumulative -2 penalty on all melee attack rolls and combat maneuver checks to gain a $+1$ bonus onto his critical threat range on all attacks with a weapon he wields for to a maximum of $+5$. This bonus is applied after doubling the critical threat range of the weapon from the Improved Critical Feat. **Prerequisite:** The sword saint must have the Improved Critical feat to select this talent.

Devastating Melee Smash (Ex): Once per encounter, before making the sword saint's attack roll, he may choose to add his sword saint levels to damage with a melee weapon. If he misses, this attempt is wasted. This talent may be selected multiple times, each time granting one additional attempt per encounter. **Prerequisite:** The sword saint must have the melee power sword saint talent to select this talent.

Ferocity (Ex): A sword saint that selects this talent may continue fighting without penalty until his hit points reach $-10 +$ his Constitution score. **Prerequisite:** The sword saint must have the Diehard feat to select this talent.

Hustle (Ex): Whenever the sword saint would be allowed to take a '5 ft. step' he may take a '10 ft. step' instead. Any ability, effect, feat, or rule that applies to a '5 ft. step' now applies when he takes a '10 ft. step'. **Prerequisite:** The sword saint must have the fast movement sword saint talent to select this talent.

Improved Fast Movement (Ex): A sword saint that selects this talent increases his base speed by 10 ft. **Prerequisite:** The sword saint must have the fast movement sword saint talent to select this talent.

Improved Uncanny Dodge (Ex): The sword saint can no longer be flanked. This defense denies a thief the ability to sneak attack the character by flanking him, unless the attacker has at least four more thief levels than the target does. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum thief level required to flank the character. **Prerequisite:** The sword saint must have the uncanny dodge class feature or sword saint talent to select this talent.

Indomitable (Ex): This talent allows a sword saint to add his Constitution modifier to his Will saving throws instead of his Wisdom. **Prerequisite:** The sword saint must have the hardened fortitude sword saint talent to select this talent.

Item Mastery: The sword saint gains an item mastery feat as a bonus feat, which functions with any magic weapon he wields, even if the magic weapon does not meet the feat's normal requirements. He must meet all of the feat's prerequisites.

Knockout Training (Ex): The sword saint takes no penalties on attack rolls when attempting to deal nonlethal damage with a weapon he is proficient with that normally deals lethal damage. In addition, whenever the sword saint deals nonlethal weapon damage, he deals additional damage equal to his Charisma modifier on the damage roll.

Master Warleader (Ex): The sword saint's peerless ability in the theater of war has enabled him to utilize the tactical skills of his allies as well as his own with the greatest of speed. The sword saint may now use his warleader class feature as a swift action. **Prerequisites**: The sword saint must be at least 16th level and have the warleader class feature and improved warleader sword saint talent to select this talent.

Reactionary (Ex): This talent allows a sword saint to add his Constitution modifier to his Reflex saving throws instead of his Dexterity. **Prerequisite**: The sword saint must have the hardened fortitude sword saint talent to select this talent.

Riposte Mastery (Ex): As per riposte, however, the sword saint may make an additional riposte for each attack he has successfully parried, however, all ripostes after the first receive a -5 penalty to his attack roll for each time used after the first one. **Prerequisites**: The sword saint must be at least 14th level and have the melee defense, parry, and riposte sword saint talents to select this talent.

Second Wind (Ex): Once per encounter, as a standard action, the sword saint may regain a number of hit points equal to twice his sword saint level plus his Constitution modifier. Any hit points he would gain from this ability over his maximum total are lost.

Staretdown (Ex): The sword saint may attempt the Demoralize action on all opponents within 30 ft. as a movement action. **Prerequisite**: The sword saint must have the provoke sword saint talent to select this talent.

Superior Swordplay (Ex): The sword saint is able to produce a fourth swordskill at a -15 penalty to attack rolls (or -3 to DCs if no attack roll). **Prerequisites**: The sword saint must be at least 18th level and have improved swordplay and advanced swordplay sword saint talents to select this talent.

War Sense (Ex): At 13th level, the sword saint has learned to sharpen his senses to surrounding threats and determine the best strategy for combat. Much like making a Knowledge check to learn about a foe, the sword saint can make a Perception check the same way, except to learn of any of the following:

- Any Ongoing Moral Bonus and its Source (If visible)
- Teamwork Feats possessed.
- Damage Reduction.
- Resistances
- Weaknesses
- Immunities
- Tactics

The longer combat persists, the easier it is to learn ones foe. Each round after the 1st, the sword saint gains a cumulative +1 insight bonus to the Perception check made to use this ability. This otherwise functions the same way as making a Knowledge check. The sword saint does not need to know what the target is to use this ability. If the sword saint can not clearly see the target to gauge the threat, this ability cannot be used.

Bait the Dragon (Ex): At 14th level, a sword saint's confidence and skill is such that he doesn't just seize openings from his opponents—he creates them. As a swift action, the sword saint can choose to take a -4 penalty to AC for one round. If he does so, any melee attack made against him for one round provokes an attack of opportunity from the sword saint. These attacks of opportunity are resolved after the attack that provoked them.

Steel Defense (Ex): At 15th level, the sword saint is capable of turning an otherwise lethal blow and continue the fight. When an attack that inflicts hit point damage from a natural attack, melee weapon, or ranged weapon

would reduce the sword saint to 0 or fewer hit points, he can make a Fortitude save (DC the attacker's attack roll) to deflect the attack to his armor or shield (light, heavy, or tower shields only), causing it to suffer the damage in his place (apply item hardness as normal). If this would break the character's armor, it gains the broken condition until it is repaired. The sword saint cannot use this ability with broken armor or a broken shield. The sword saint must be wearing armor or a shield to use this ability.

Unyielding Swordplay (Su): At 15th level, when the sword saint uses a swordskill, his power cannot be denied. When he is using a swordskill with a saving throw, he can still effect targets even if they normally are immune to making such saving throws. (Such as undead with Fortitude saves). Furthermore, his master sword skills and perfected swordskills ignore effects such as Stalwart and Evasion. Targets with Improved Evasion instead are treated as having Evasion instead to such swordskills.

Punishing Defenses (Ex): At 16th level, the sword saint has gained a great deal of skill in using offense as his best defense. When making an attack of opportunity, he inflicts an additional 2d6 points of damage. This damage is not multiplied if the sword saint scores a successful critical hit.

Born of Steel (Ex): At 17th level, the sword saint is so at home in his armor that it is like a second skin, protecting him with its familiar embrace. When wearing medium or heavy armor, the sword saint is more resistant to critical hits. When a critical threat is rolled against him, the sword saint may add his Charisma modifier to his AC against the critical confirmation roll.

Unstoppable Strike (Ex): At 18th level, a sword saint can take a standard action to make one attack with his weapon as a touch attack that ignores damage reduction (or hardness, if attacking an object).

Deathless Defenses (Ex): At 19th level, the sword saint can indefinitely hold a position to protect his allies, even if it may cost his life. The sword saint must expend two uses of his warlord's mark ability as an immediate action to activate his deathless defenses. While this ability is active, the sword saint is capable of maintaining his defensive focus as a move action (but recovers no swordskills unless he spends a full round to recover) but gains the full bonuses of his defensive focus. Additionally, he receives the benefits of his aegis ability as well. He is unable to die from hit point damage while this effect is in use. He may maintain the use of this ability each round at the cost of one use of his warlord's mark ability, or he may end it as a free action. Abilities or effects that don't inflict hit point damage, such as energy drain or ability damage, can still kill the sword saint. While this effect is in use, he is immune to mind-affecting abilities, as his focus prevents any from tampering with his mind. Once this ability ends, either voluntarily or if the character runs out uses of warlord's mark (assuming he is not dead), the sword saint is exhausted and must rest a full 8 hours to recover.

Last Blood (Ex): At 20th level, a sword saint is a fearsome foe, and becomes only more aggressive and dangerous when he is backed into a corner or he sees victory in sight. If the sword saint is below half his HP, he gains a +5 competence bonus to attack rolls and the DC of all his swordskills are increased by 2. Whenever a sword saint drops an enemy to -1 hit points or less, he gains a morale bonus to all damage rolls equal to twice his Charisma modifier for 1 round.