Sword Skills

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 sword's weapon damage plus the sword saint's Charisma modifier instead of Strength.

Below is the list of sword skill available, refer to the table below to understand the layout of each sword skill.

Name of Swordplay
Sword Skill: Type of Sword Skill **Prerequisites**: Requirements to obtain sword skill, if any. (Master Swordskills only)
Element: The type of damage for the focus sword damage and additional damage.
Range: The range of the ability.
Target: The designated targets within or from the range.
Saving Throw: Type of save for damage and effects.

Description of the sword skill.

Practiced: The additional effect if the sword skill is chosen as a practiced skill. (Basic Swordskills only)

Perfected: The additional effect if the sword skill is chosen as a perfected skill. (Basic Swordskills only)

Basic Sword Skills

Dark Sword Basic Swordskills

Darkness
Sword Skill: Dark Sword (Basic)
Element: Shadow
Range: Centered on sword saint
Target: Enemies in a 15-ft-radius.
Saving Throw: Fortitude half

The sword saint stabs the ground, sacrificing his life force to burst darkness from beneath him to blast his foes around him. He sacrifices 25% of his current HP and deals focus sword damage plus the damage sacrificed to those within the area of effect. A successful Fortitude save halves this damage.

Practiced: This swordskill with practice, inflicts *Shaken* status on targets for a number of rounds equal to the sword saint's Charisma modifier on a failed save.

Perfected: This swordskill when perfected, inflicts *Sickened* on targets for a number of rounds equal to the sword saint's Charisma modifier on a failed save.

Dusk Blade
Sword Skill: Dark Sword (Basic)
Element: Shadow
Range: 15 ft.

Target: One creature
Saving Throw: Reflex half (see text)

A violet sword curves out from the underworld under the target dealing focus sword damage plus an additional 1d4 points of MP damage per three sword saint levels to the target's MP pool. If the target does not have MP, they, instead, take hit point damage. A successful Reflex save halves this damage.

Practiced: This sword skill with practice deals the same damage to the target's stamina pool if applicable. If the target has both Stamina pool and MP, the damage is split between them.

Perfected: This sword skill when perfected, keeps the target from restoring stamina points or MP for a number of rounds equal to the sword saint's Charisma modifier on a failed save.

Minus Strike
Sword Skill: Dark Sword (Basic)
Element: Shadow
Range: Melee
Target: One creature
Saving Throw: Fortitude negates (see text)

The sword saint takes in the beating he has endured and, with vengeance, aims to deal the same to his foe. He makes a melee attack and, if successful, he deals focus sword damage plus damage equal to the difference between the sword saint's current hit points and max hit points. A successful Fortitude save negates the extra damage. This damage is not multiplied on a critical hit.

Practiced: This swordskill with practice, deals at least half damage on a failed save.

Perfected: This swordskill when perfected, makes this melee attack a melee touch attack instead.

Shadowblade
Sword Skill: Dark Sword (Basic)
Element: Shadow
Range: 15 ft.
Target: One creature
Saving Throw: Fortitude half (see text)

An abyssal sword forms from under the target, piercing upward dealing damage to the target equal to sword saint's focus sword damage plus an additional 1d6 damage per two sword saint levels. The sword saint also heals HP equal to the amount of damage dealt. A successful Fortitude save halves this damage and negates the healing effect.

Practiced: This swordskill with practice grants the sword saint temporary hit points equal to his sword saint level for the rest of the encounter or until lost.

Perfected: This swordskill when perfected, heals half the amount even if the target passes the save.

Umbra Strike
Sword Skill: Dark Sword (Basic)
Element: Shadow
Range: 15 ft.

Target: One creature
Saving Throw: Fortitude half (see text)

A black and purple sword pierces the target from the underworld, dealing focus sword damage plus 1d6 points of damage per two sword saint levels. A successful Fortitude save halves this damage.

Practiced: This swordskill with practice, inflicts *Blind* status for a number of rounds equal to the sword saint's Charisma modifier on a failed save.

Perfected: This swordskill when perfected, *Blinds* and *Deafens* the target for a number of rounds equal to the sword saint's Charisma modifier on a failed save.

Destroy Sword Basic Swordskills

Crush Accessory
Sword Skill: Destroy Sword (Basic)
Element: Non-Elemental
Range: 30 ft.
Target: One creature
Saving Throw: Fortitude half (see text)

A purple blade stabs upward from under the target, dealing focus sword damage plus an additional 1d6 damage per two sword saint levels. A successful Fortitude save halves this damage. Failing the save breaks a random magical item that is not a weapon, shield or armor that is worn by the target. The item ceases to function for 1 hour before its effects return. This can include materia that is attached to an item, wondrous items, and rings. If the target does not possess any breakable magical items, then this ability has no effect except for damage.

Practiced: This sword skill with practice increases the DC by 2.

Perfected: This sword skill when perfected, permanently breaks the item, giving it the broken condition and does not function until repaired.

Crush Armor
Sword Skill: Destroy Sword (Basic)
Element: Non-Elemental
Range: 30 ft.
Target: One creature
Saving Throw: Fortitude half (see text)

A crimson blade curves from behind the target from under the ground, slicing through their armor, dealing focus sword damage, plus an additional 1d6 damage per two sword saint levels. A successful Fortitude save halves this damage. Failing the save also breaks any armor of the target giving it the broken condition until repaired. If the target does not possess a breakable armor, then this ability has no effect except for damage.

Practiced: This sword skill with practice increases the DC by 2.

Perfected: This sword skill when perfected, lowers the armor's AC by an additional 2 points. The armor's AC cannot go lower than 0.

Crush Helm

Sword Skill: Destroy Sword (Basic)
Element: Non-Elemental
Range: 30 ft.
Target: One creature
Saving Throw: Fortitude half (see text)

A violet jagged blade shoots down from the sky onto the head of the target, dealing focus sword damage plus an additional 1d6 damage per two sword saint levels. A successful Fortitude save halves this damage. Failing the save gives the target a -4 penalty to AC for 1 minute.

Practiced: This sword skill with practice increases the DC by 2.

Perfected: This sword skill when perfected, increases the penalty to -8 for 1 minute.

Crush Shield
Sword Skill: Destroy Sword (Basic)
Element: Non-Elemental
Range: 30 ft.
Target: One creature
Saving Throw: Fortitude half damage (see text)

A jaded blade stabs upward from under the target, curving to strike their defense, dealing focus sword damage plus an additional 1d6 damage per two sword saint levels. A successful Fortitude save halves this damage. Failing the save gives breaks the target's shield, giving it the broken condition, until repaired. If the target does not possess a breakable shield, then this ability has no effect except for damage.

Practiced: This sword skill with practice increases the DC by 2.

Perfected: This sword skill when perfected, lowers the AC of the shield by 2. The shield's AC cannot be lower than 0.

Crush Weapon
Sword Skill: Destroy Sword (Basic)
Element: Non-Elemental
Range: 30 ft.
Target: One creature
Saving Throw: Fortitude half (see text)

An azure blade stabs upward from under the target, dealing focus sword damage plus an additional 1d6 damage per two sword saint levels. A successful Fortitude save halves this damage. Failing the save gives the target's wielded weapon the broken condition and a -2 to attack rolls until repaired. If the target is not wielding a weapon, the target, instead, has a -4 penalty on attack rolls for 1 minute.

Practiced: This sword skill with practice increases the DC by 2.

Perfected: This sword skill when perfected, increases the attack roll penalty to -4, or -6 on a target who isn't wielding a weapon.

Holy Sword Basic Swordskills

Hallowed Bolt

Sword Skill: Holy Sword (Basic)
Element: Half Holy / Half Lightning
Range: 15 ft.
Target: One creature and enemies adjacently to the target
Saving Throw: Reflex half (see text)

A blast of lightning strikes from the air onto his foes, forming a blade of light to burst from them, dealing damage equal to the sword saint's focus sword plus an additional 1d6 damage per three sword saint levels. A successful Reflex save halves this damage.

Practiced: This sword skill with practice also inflicts *Silence* for 1 round on a failed saved.

Perfected: This sword skill when perfected, also Dispels a single random magical effect on the targets on a failed save. This functions as the *Dispel* spell and the sword saint uses his sword saint level as his caster level for the Dispel check.

Judgment Blade
Sword Skill: Holy Sword (Basic)
Element: Half Holy / Half Ice
Range: 15 ft.
Target: One creature and enemies adjacently to the target
Saving Throw: Reflex half (see text)

Holy ice falls upon the sword saint's foes, dealing focus sword damage plus an additional 1d6 damage per two sword saint levels. A successful Reflex save halves this damage.

Practiced: This sword skill with practice, inflicts *Staggered* to targets on a failed save for 1 round.

Perfected: This sword skill when perfected, stuns the main target and staggers the targets in the area of effect on a failed save for 1 round.

Lightning Stab
Sword Skill: Holy Sword (Basic)
Element: Lightning
Range: 30 ft.
Target: One creature
Saving Throw: Fortitude partial (see text)

The sword saint charges lightning into his sword and stabs it forward at a target, making a ranged touch attack and, if successful, deals focus sword damage plus an additional 1d6 damage per three sword saint levels.

Practiced: This sword skill with practice inflicts the target with the *Static* status effect for a number of rounds equal to the sword saint's Charisma modifier or until discharged. A successful Fortitude save negates this effect.

Perfected: This sword skill when perfected, also damages enemies adjacent to the target and inflicts the *Static* status effect as the practiced version. These adjacent creatures can make a Fortitude save to half the damage and negate the status effect.

Split Punch
Sword Skill: Holy Sword (Basic)
Element: Holy

Range: 15 ft.
Target: One creature
Saving Throw: Fortitude half (see text)

An azure sword basked in smoke pierces from under the target, dealing focus sword damage plus an additional 1d6 damage per two sword saint levels. A successful Fortitude save halves this damage.

Practiced: This sword skill with practice also gives a cumulative -1 penalty to attack and damage rolls per round for a number of rounds equal to the sword saint's Charisma modifier on a failed save.

Perfected: This sword skill when perfected, inflicts 2d6 of bleed damage that lasts until healed (DC 15 Heal check or through any application of healing damage).

Stasis Sword
Sword Skill: Holy Sword (Basic)
Element: Holy
Range: 15 ft.
Target: One creature
Saving Throw: Reflex half (see text)

A holy sword of light falls from the sky, stabbing into the target, dealing focus sword damage plus an additional 1d6 damage per two sword saint levels. A successful Reflex save halves this damage. Those who fail the save have their movement speed lowered by 10 feet, and cannot run or charge.

Practiced: This sword skill with practice also inflicts *Slow* to the target on a failed save for a number of rounds equal to the sword saint's Charisma modifier.

Perfected: This sword skill when perfected, also inflicts *Stop* for 1 round on a failed save.

Universal Basic Swordskills

Astral Munition
Sword Skill: Universal (Basic)
Element: Non-Elemental
Range: 30 ft.
Target: One creature
Saving Throw: None

The sword saint charges energy into his sword and stabs forward, sending this blast of energy at a foe within range, making a ranged attack against them. If successful, he deals focus sword damage plus 1d6 damage per two sword saint levels.

Practiced: This sword skill with practice has its range increased to 60 feet.

Perfected: This sword skill when perfected is a ranged touch attack and has its range increased to 100 feet.

Azure Sword
Sword Skill: Universal (Basic)
Element: Water
Range: 15 ft.

Target: One creature
Saving Throw: Reflex half (see text)

A blue blade bubbling with water, bursts from the ground under the target, dealing focus sword damage plus 1d6 damage per two sword saint levels. A successful Reflex save halves this damage. On a failed save, this inflicts *Drenched* on the target for 1 round.

Practiced: This sword skill with practice, increases the duration of *Drenched* to 2d4 rounds on a failed save.

Perfected: This sword skill when perfected, also knocks the target prone on a failed save.

Blade Flash
Sword Skill: Universal (Basic)
Element: Physical
Range: 15 ft.
Target: Enemies in a 15-ft.-line
Saving Throw: Reflex half (see text)

The sword saint forms light around his sword and swings it horizontally, sending out a wave of blade beams in front of him, dealing focus sword damage plus 1d6 damage per two sword saint levels. A successful Reflex save halves this damage.

Practiced: This sword skill with practice also staggers opponents who fail the save for 1 round.

Perfected: This sword skill when perfected, lowers all enemies' Reflex saves by the sword saint's Charisma modifier on a failed save for a number of rounds equal to the sword saint's Charisma modifier.

Earth Rend
Sword Skill: Universal (Basic)
Element: Earth
Range: 15 ft.
Target: Enemies in a 15-ft.-line
Saving Throw: Reflex half (see text)

The sword saint drags his blade from the ground upward to send a force into the earth that blasts the ground before him dealing focus sword damage plus 1d6 damage per two sword saint levels. A successful Reflex save halves this damage.

Practiced: This sword skill with practice leaves the area affected as difficult terrain.

Perfected: This sword skill when perfected, knocks targets prone on a failed save.

Emerald Blade
Sword Skill: Universal (Basic)
Element: Wind
Range: 15 ft.
Target: One creature
Saving Throw: Reflex half (see text)

Wind churns over the target, and wind burst from under him along with a green blade, dealing focus sword damage plus 1d6 damage per two sword saint levels. A successful Reflex save halves this damage.

Practiced: This sword skill with practice, inflicts *Squalled* on the target for a number of rounds equal to the sword saint's Charisma modifier on a failed save.

Perfected: This sword skill when perfected, inflicts 2d6 points of bleed damage on the target on a failed save.

Glacial Sword
Sword Skill: Universal (Basic)
Element: Ice
Range: 15 ft.
Target: One creature
Saving Throw: Reflex half (see text)

Ice forms from under the target, and blasts upward with a crystalline, frozen blade, dealing focus sword damage plus 1d6 damage per two sword saint levels. A successful Reflex save halves this damage.

Practiced: This sword skill with practice, inflicts *Frozen* on the target for a number of rounds equal to the sword saint's Charisma modifier on a failed save.

Perfected: This sword skill when perfected, also inflicts Slow the target for 1 round on a failed save after Frozen wears off.

Raging Inferno
Sword Skill: Universal (Basic)
Element: Fire
Range: Centered on sword saint
Target: Enemies in a 15-ft.-radius burst
Saving Throw: Reflex half (see text)

Raising his fiery blade and slamming down, the fire explodes outward from him, dealing focus sword damage plus 1d6 damage per two sword saint levels. A successful Reflex save halves this damage.

Practiced: This sword skill with practice, inflicts *Burning* on the targets for a number of rounds equal to the sword saint's Charisma modifier on a failed save.

Perfected: This sword skill when perfected, inflicts Staggered on targets for 1 round on a failed save.

Thunder Sword
Sword Skill: Universal (Basic)
Element: Lightning
Range: 15 ft.
Target: One creature.
Saving Throw: Reflex half (see text)

A lightning sword blasts down on the target within range, dealing focus sword damage plus 1d6 damage per two sword saint levels. A successful Reflex save halves this damage.

Practiced: This sword skill with practice, inflicts *Static* on the target for a number of rounds equal to the sword saint's Charisma modifier or until discharged on a failed save.

Perfected: This sword skill when perfected, *Deafens* the target for a number of rounds equal to the sword saint's Charisma modifier on a failed save.

Master Sword Skills

Dark Sword Master Swordskills

Abyssal Slash
Sword Skill: Dark Sword (Master); **Prerequisites**: 2 Dark Sword (Basic) swordskills known
Element: Shadow
Range: 30 ft.
Target: Enemies in a 30-ft.-cone
Saving Throw: Reflex half (see text)

Charging darkness from his soul into his sword and swinging it all forward in a violent rage of darkness, the sword saint sacrifices 25% of his current HP to deal focus sword damage plus the amount of damage sacrificed to all enemies in the effect. This attack deals more damage the closer the targets are to the sword saint. Those within 5 feet take an additional 1d6 damage per two sword saint levels. Those within 10 feet take an additional 1d6 per three sword saint levels. Those within 15 feet take an additional 1d6 damage per four sword saint levels. A successful Reflex save halves this damage.

Crushing Blow
Sword Skill: Dark Sword (Master) **Prerequisites**: 2 Dark Sword (Basic) swordskills known
Element: Shadow
Range: 30 ft.
Target: One creature
Saving Throw: Fortitude half (see text)

Pulling the from the darkest pit in his soul, he pours this essence into his sword. The sword saint swings the unseen energy forth to swiftly explode as a concentrated dark blast on a target that he can see within range, dealing focus sword damage plus an additional 1d8 damage per two sword saint levels. A successful Fortitude save halves this damage. Failing the save inflicts *Stop* on the target for 1 round.

Infernal Strike
Sword Skill: Dark Sword (Master); **Prerequisites**: 2 Dark Sword (Basic) swordskills known
Element: Fire
Range: 30 ft.
Target: One creature
Saving Throw: Will or Fortitude half (see text)

A fiery hazy blade strikes from under a target, dealing focus sword damage plus an additional 1d6 damage per three sword saint levels to the target's MP. If the target has no MP, it deals damage to hit points instead. A successful Will save halves this damage. If the target does not have MP, they instead make a Fortitude save.

Night Sword
Sword Skill: Dark Sword (Master); **Prerequisites**: 3 Dark Sword (Basic) swordskills known
Element: Shadow
Range: 60 ft.
Target: Enemies in a 20-ft-radius
Saving Throw: Reflex half

Stabbing his sword into the ground, he pours darkness into it to cause it to explode outward from under his targets, dealing focus sword damage plus an additional 1d8 damage per two sword saint levels. A successful Reflex save halves this damage.

Sanguine Sword
Sword Skill: Dark Sword (Master); **Prerequisites**: 3 Dark Sword (Basic) swordskills and 1 Dark Sword (Master) swordskill known
Element: Shadow
Range: 60 ft.
Target: Enemies in a 60-ft.-cone
Saving Throw: Reflex half

The ultimate Dark Sword swordskill. A crimson aura forms over the sword saint's sword and he swings it outward, sending a devastating wave of crimson and black malice to devastate his foes. He deals focus sword damage plus 1d10 damage per two sword saint levels to all enemies within the area of effect. A successful Reflex save halves this damage. Any target that dies from this ability is completely disintegrated, leaving behind only ash. The target's equipment is left unaffected.

Unholy Sacrifice
Sword Skill: Dark Sword (Master); **Prerequisites**: 2 Dark Sword (Basic) swordskills known
Element: Shadow
Range: Centered on sword saint
Target: Enemies in a 15-ft.-burst
Saving Throw: Fortitude half (see text)

Raising his sword upward, the sword saint pours his soul into his sword to blast unholy energy around him to decimate those near him. The sword saint sacrifices hit points equal to 50% of his current hit points and all enemies within the area of effect are dealt focus sword damage plus the sacrificed damage. A successful Fortitude save halves this damage. Those who fail the save are *Nauseated* for a number of rounds equal the sword saint's Charisma modifier. If the sword saint was standing on the ground, the area of effect also becomes difficult terrain.

Destroy Sword Master Swordskills

Blade of Ruin
Sword Skill: Destroy Sword (Master); **Prerequisites**: 3 Destroy Sword (Basic) swordskills and 1 Destroy Sword (Master) swordskill known
Element: Non-Elemental
Range: 30 ft.
Target: One creature and adjacent enemies
Saving Throw: Fortitude half (see text)

The ultimate Destroy Sword swordskill. Focusing splitting energy into his sword to lash out, he swings his blade downward sending a large wave of energy to pierce through his target and nearby foes, cleaving through their bodies and leaving them weakened, leaving behind translucent swords in their bodies. The target and those adjacent are dealt focus sword damage plus an additional 1d10 damage per two sword saint levels. When using this ability, the sword saint chooses to deal damage to a single ability score (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma). He deals 2d4 ability damage to that attribute to as part of this ability. A successful Fortitude save halves this damage and negates the ability damage.

Blastar Punch
Sword Skill: Destroy Sword (Master); **Prerequisites**: 2 Destroy Sword (Basic) swordskills known
Element: Non-Elemental
Range: 30 ft.
Target: One creature
Saving Throw: Will partial (see text)

Aiming his sword to break his opponents physical defenses, his sword glows and sends out a wave as a range touch attack that, if successful, strikes his target, dealing focus sword damage plus an additional 1d8 damage per four sword saint levels. The target must make a Will save or be inflicted with *Deprotect* as the spell for a number of rounds equal to the sword saint's Charisma modifier. The sword saint uses his sword saint level as his white mage level to determine the level of the of effect of the spell. (I.E. A level 10 sword saint with this ability would inflict Deprotect III.)

Hellcry Punch
Sword Skill: Destroy Sword (Master); **Prerequisites**: 3 Destroy Sword (Basic) swordskills known
Element: Fire
Range: 30 ft.
Target: Enemies in a 20-ft.-radius
Saving Throw: Reflex half (see text)

Piercing his sword into the ground, the sword saint summons a flaming sword to burst and burn those with its blast, to burn away at their inner resources. Enemies within the area of effect are dealt focus sword damage plus an additional 1d8 damage per two sword saint levels. A successful Reflex save halves this damage. Those who fail the save, that have any "pool" resource, loses 2d4 points. (Arcane Pool, Ki Pool, Luck Pool, etc.)

Icewolf Bite
Sword Skill: Destroy Sword (Master); **Prerequisites**: 2 Destroy Sword (Basic) swordskills known
Element: Ice
Range: Melee
Target: One creature
Saving Throw: None

Ice covers the sword saint's sword and he makes a single powerful strike, aiming to shut down his opponent's magical effects, upon his target. If successful, he deals focus sword damage plus an additional 1d8 damage per three sword saint levels. The target is also effected with *Dispel* as the spell, using his sword saint level as his caster level.

Rend Blade
Sword Skill: Destroy Sword (Master); **Prerequisites**: 3 Destroy Sword (Basic) swordskills known
Element: Physical
Range: Melee
Target: One creature
Saving Throw: Fortitude partial (see text)

Pouring his essence into his sword, his sword glows that of the spirit of the sword saint and the sword saint strikes at his target to try and break him down with a single strike. He makes a single melee attack on a foe and, if successful, he deals focus sword damage plus an additional 1d8 damage per four sword saint levels to the target. This attack ignores damage reduction. The target must make a Fortitude save or he has either his Damage Reduction, Spell Resistance or Elemental Resistance negated for a number of rounds equal to the sword saint's

Charisma modifier. The type of resistance is chosen at random unless the sword saint knows what the target's resistances are and can choose to target it then when declaring the use of this ability.

Shellburst Stab

Sword Skill: Destroy Sword (Master); **Prerequisites**: 2 Destroy Sword (Basic) swordskills known
Element: Non-Elemental
Range: 30 ft.
Target: One creature
Saving Throw: Will partial (see text)

Aiming his sword to break his opponents magic defenses, his sword glows and sends out a wave as a ranged touch attack that, if successful, strikes his target, dealing focus sword damage plus an additional 1d8 damage per four sword saint levels. The target must make a Will save or be inflicted with *Deshell* as the spell for a number of rounds equal to the sword saint's Charisma modifier. The sword saint uses his sword saint level as his white mage level to determine the level of the of effect of the spell. (I.E. A level 10 sword saint with this ability would inflict Deshell III.)

Holy Sword Master Swordskills

Cleansing Strike

Sword Skill: Holy Sword (Master); **Prerequisites**: 3 Holy Sword (Basic) swordskills known
Element: Holy
Range: 20 ft.
Target: One creature
Saving Throw: Fortitude half (see text)

A large spiritual holy sword appears from the ground under the target, slicing through their soul, dealing focus sword damage plus an additional 1d6 damage per two sword saint levels. A successful Fortitude save halves this damage. Failing the save causes the creature to be inflicted with *Doom* status for 1d10+1 rounds.

Crush Punch

Sword Skill: Holy Sword (Master); **Prerequisites**: 2 Holy Sword (Basic) swordskills known
Element: Holy
Range: 30 ft.
Target: One creature
Saving Throw: Fortitude half (see text)

A holy crimson sword stabs the target from beneath them, dealing focus sword damage plus an additional 1d8 damage per two sword saint levels. A successful Fortitude save halves this damage. Those who fail the save are *Nauseated* for a number of rounds equal to the sword saint's Charisma modifier.

Divine Ruination

Sword Skill: Holy Sword (Master); **Prerequisites**: 2 Holy Sword (Basic) swordskills known
Element: Holy
Range: 60 ft.
Target: Enemies in a 60-ft.-line
Saving Throw: Reflex half (see text)

A blast of holy light rages in a line starting from the sword saint, dealing focus sword damage plus an additional 1d8 damage per two sword saint levels. A successful Reflex save halves this damage. Those who fail the save are *Confused* for a number of rounds equal to the sword saint's Charisma modifier.

Holy Explosion
Sword Skill: Holy Sword (Master); **Prerequisites**: 2 Holy Sword (Basic) swordskills known
Element: Holy
Range: 60 ft.
Target: Enemies in a 20-ft.-radius.
Saving Throw: Reflex half

Raising his sword to the sky calling upon holy light to envelope his enemies, a pinpointed area explodes in light, dealing focus sword damage plus an additional 1d8 damage per two sword saint levels to all enemies within the area of effect. A successful Reflex save halves this damage.

Northswain Strike
Sword Skill: Holy Sword (Master); **Prerequisite**: 3 Holy Sword (Basic) swordskills known
Element: Holy
Range: 20 ft.
Target: One creature
Saving Throw: Fortitude negates

A gleaming red sword appears from under the target slicing through their soul attempting to kill the target outright. A successful Fortitude save negates this effect. Those who pass the save take 1d8 points of damage per three sword saint levels instead and cannot be effected by the death effect from this ability for the next 24 hours.

Heavenly Judgment
Sword Skill: Holy Sword (Master); **Prerequisites**: 3 Holy Sword (Basic) swordskills and 1 Holy Sword (Master) swordskill known
Element: Holy
Range: Centered on sword saint
Target: Enemies in a 30-ft.-radius
Saving Throw: Reflex half (see text)

The ultimate holy sword skill, divine light envelops the sword saint's sword and lifts it to the sky to call upon the heavens to rain down a barrage of holy swords around him. He deals focus sword damage plus 1d10 damage per two sword saint levels to all enemies in the area of effect. A successful Reflex save halves this damage. Those who failed the save are *Staggered* for 1 round.

Universal Master Swordskills

Flame Purge
Sword Skill: Universal (Master) ;**Prerequisites**: 3 Universal (Basic) swordskills known
Element: Fire
Range: 30 ft.
Target: Enemies in a 20-ft.-radius.
Saving Throw: Reflex half

The sword saint summons multiple flaming swords to barrage out from behind him onto a designated area within range, to pierce down and explode, dealing focus sword damage plus 1d8 damage per two sword saint levels. A successful Reflex save halves this damage.

Earthsabre

Sword Skill: Universal (Master); **Prerequisites**: 3 Universal (Basic) swordskills known
Element: Earth
Range: Melee
Target: One creature
Saving Throw: Fortitude partial (see text)

The sword saint swings down with a powerful force on his target making a melee attack and, if successful, he deals focus sword damage plus 1d8 damage per four sword saint levels blasting the earth around the target. This causes the area under the target to become difficult terrain. A Fortitude save can be made and, if failed, the target is inflicted with *Slow* for a number of rounds equal to the sword saint's Charisma modifier.

Maelstrom Bolt
Sword Skill: Universal (Master); **Prerequisites**: 3 Universal (Basic) swordskills known
Element: Lightning
Range: 30 ft.
Target: Enemies in a 30-ft.-line
Saving Throw: Reflex half

The sword saint swings his blade horizontally before him, conjuring lightning to blast in a line, dealing focus sword damage plus 1d8 damage per two sword saint levels. A successful Reflex save halves this damage.

Shatterheart
Sword Skill: Universal (Master); **Prerequisites**: 3 Universal (Basic) swordskills known
Element: Ice
Range: 30 ft.
Target: Enemies in a 30-ft.-line
Saving Throw: Reflex half

Charging his sword with energy, the sword saint swings outward sending a wave of ice in front of him, dealing focus sword damage plus 1d8 damage per two sword saint levels. A successful Reflex save halves this damage.

Tides of Fate
Sword Skill: Universal (Master); **Prerequisites**: 3 Universal (Basic) swordskills known
Element: Water
Range: 30 ft.
Target: Enemies in a 30-ft.-line
Saving Throw: Reflex half

The sword saint swings his blade horizontally to send out a wave of water to blast his foes, dealing focus sword damage plus 1d8 damage per two sword saint levels. A successful Fortitude save halves this damage.

Ultima Sword
Sword Skill: Universal (Master); **Prerequisites**: 1 Master swordskill from 3 different forms
Element: Non-Elemental
Range: 100 ft.
Target: Enemies in a 60-ft.-radius
Saving Throw: Reflex half

The ultimate sword skill, this sword skill allows the sword saint to summon 12 swords of pure energy in the sky that encircles one larger sword and drops them all down towards his opponents and collide, exploding with a truly destructive force of raw energy. This ability deals focus sword damage plus 1d12 points of damage per two

sword saint levels to all enemies within the area the effect, leaving the area affected as difficult terrain if the ground was hit. A successful Reflex save halves this damage.

White Whorl

Sword Skill: Universal (Master); **Prerequisites**: 3 Universal (Basic) swordskills known
Element: Wind
Range: Centered on sword saint
Target: Enemies in a 20-ft.-radius
Saving Throw: Reflex half

Summoning a tornado of white wind upon his foes to tear them asunder, he brings his sword down and swings it to send this devastating wave of wind from himself, dealing focus sword damage plus 1d8 damage per two sword saint levels. A successful Reflex save halves this damage.