

Unbending Blade

These warriors walk onto any battlefield, blade in hand, and devastate their foes with sheer force and skill. Other swordsmen may opt for flashy techniques, but unbending blades fight for the skill of it, using their swords in a more physical manner to become unmatched on the battlefield. A single unbending blade is known to fight like a score of men, and those are met with their challenge and think they can best them swiftly meet their end.

The unbending blade is an archetype of the sword saint class.

Limit Break (Su): At 1st level, the unbending blade receives the Limit Break (Brand's Thunder).

Brand's Thunder (Su): This Limit Break allows the unbending blade to unleash a devastating attack against all enemies in a 10-ft.-wide, 30-ft.-line, dealing 2d6 points of lightning damage plus 2d6 damage per four sword saint levels after 1st. A successful Fortitude save (DC 10 + half of the sword saint's level + his Charisma modifier) halves this damage. Those who fail the save are also Nauseated for 1 round.

This ability replaces the Limit Break (Master Swordsman).

Challenge (Ex): At 1st level, once per day, an unbending blade can challenge a foe to combat. As a swift action, the unbending blade chooses one target within sight to challenge. The unbending blade's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the unbending blade's level. The unbending blade can use this ability once per day at 1st level, plus one additional time per day for every three sword saint levels beyond 1st, to a maximum of seven times per day at 19th level. Challenging a foe requires much of the unbending blade's concentration. The unbending blade takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends.

This ability replaces defensive focus and warlord's mark.

Blade Techniques (Ex): The unbending blade has trained his swordsmanship to use it to its full potential in battle. These techniques shows the unbending blades prowess with the sword is true and unmatched. At 1st level and every four sword saint levels thereafter, the unbending blade gains a blade technique to use from the list below. He can use each of these blade techniques up to 3 times a day plus his Charisma modifier. All blade techniques are standard actions to use unless otherwise noted.

Abide (Ex): This technique allows the unbending blade to use his weapon in a more aggressive manner to bring down his foes. As a move action, the unbending blade enters an aggressive stance and adds 1 point of his Charisma bonus (if any) per sword saint level to all melee attack and damage rolls, as well as ignoring damage reduction equal to his sword saint level that lasts for a number of rounds equal to his Charisma modifier.

Blade Bash (Ex): This technique allows the unbending blade to bash his opponent with the pommel or flat of his blade to disorient and slow them down. The unbending blade makes a single melee attack roll and, if successful, he deals normal melee damage and the target must make a Fortitude save (DC 10 + half of the sword saint's level + his Charisma modifier) or be Slowed for a number of rounds equal to the unbending blade's Charisma modifier.

Blade Wall (Ex): This technique allows the unbending blade to use his weapon in a defensive manner to block attacks. As a move action, the unbending blade enters a defensive stance, gaining the effects of the Deflect Arrows feat for as long as he is wielding a weapon and gaining an insight bonus to AC and Reflex saves equal to his Charisma modifier for a number of rounds equal to the unbending blade's Charisma modifier.

Cross Slash (Ex): This technique allows the unbending blade to swing twice in succession in an X form, dealing extra damage if both hits. The unbending blade makes two melee attack rolls against an opponent within range at a -2 penalty and, if successful, each deals normal melee damage. If both attacks hit, he deals an extra 1d10 points of damage plus double his Strength modifier. Additionally, if both attacks hit, a Fortitude save (DC 10 + half of the sword saint's level + his Charisma modifier) must be made or be knocked prone.

Level Slash (Ex): This technique allows the unbending blade to swing his blade with such force, he lets out a roar from his blade that cuts enemies from afar. The unbending blade makes a melee attack roll against all enemies in a 15-ft.-cone at a -2 penalty. If successful, he deals normal melee damage.

Thousand Cuts (Ex): This technique allows the unbending blade to swing at such speed, he is able to completely overwhelm an opponent with seemingly a thousand cuts. The unbending blade makes a full attack on a target within melee range, doubling the amount of attacks he would normally receive from BAB, and all attacks made this way have a -2 penalty to hit (does not include any additional attacks from anything that grants additional attacks like haste, flurry of blows, two-weapon fighting). **Prerequisite:** The unbending blade must be at least 13th level to select this blade technique.

These abilities replace swordplay and swordskills.

Practiced Skill and Perfected Skill (Ex): At 5th level, the unbending blade chooses a single blade technique. A single blade technique can be chosen multiple times, each time gaining a new effect. They may select one of the following options and that option is applied to one blade technique. They may select an additional option at 8th level and every three sword saint levels thereafter. He cannot select an ability multiple times unless the ability specifies otherwise.

- Increase the DC of a blade technique by 1. This option may be selected multiple times.
- Add his Charisma modifier to the damage rolls of a single blade technique.
- Whenever he uses a blade technique, he gains temporary HP equal to his Charisma modifier.
- Increase the duration of any effect of a blade technique by 1 round.
- Choose an element type: dark, earth, fire, ice, light, lightning, water, or wind. A blade technique can now deal that damage type instead of their normal damage type. This option may be selected multiple times, though each selection must be a different element type.

This ability alters practiced and perfected skill and replaces surprising strike, unyielding swordplay, and deathless defenses.

Unbending (Ex): At 20th level, the unbending blade has become famous for his swordsmanship. All attacks the unbending blade makes with a sword that threaten a critical hit automatically confirm and he cannot ever be disarmed when wielding a sword. In addition, swords he wields can never be sundered or broken.

This ability replaces last blood.