

Blade Saint

Blade saints seek perfection by synergising their martial skills with one and only one weapon. They will never touch another type of weapon, as it will reflect a shortcoming in their dogma. They view perfection with that weapon as an ultimate life goal. It is not the blade that is an extension of man, but rather man that becomes an extension to the blade. They are entitled to choose any weapon as their choice (not necessarily a blade).

Alignment: Any.

Hit Die: d8.

Class Skills

The sword saint's class skills (and the key ability for each skill) are [Balance](#) (Dex), [Climb](#) (Str), [Concentration](#) (Con), [Craft](#) (Int), [Diplomacy](#) (Cha), [Escape Artist](#) (Dex), [Hide](#) (Dex), [Jump](#) (Str), [Knowledge](#) (local/history) (Int), [Listen](#) (Wis), [Move Silently](#) (Dex), [Perform](#) (Cha), [Profession](#) (Wis), [Sense Motive](#) (Wis), [Spot](#) (Wis), [Swim](#) (Str), and [Tumble](#) (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Table: The Sword saint

	Base Attack Level Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of strikes Attack Bonus	Improved Strike ¹	AC Bonus
1st	+0	+2	+2	+2	Bonus feat, flurry of strikes, Soul Weapon	-2/-2	+1/+1	+0
2nd	+1	+3	+3	+3	Bonus feat, evasion	-1/-1	+1/+1	+0
3rd	+2	+3	+3	+3	Still mind	+0/+0	+1/+1	+0
4th	+3	+4	+4	+4	Ki strike (magic), slow fall 20 ft.	+1/+1	+1/+1	+0
5th	+3	+4	+4	+4	Purity of body	+2/+2	+2/+2	+1
6th	+4	+5	+5	+5	Bonus feat, slow fall 30 ft.	+3/+3	+2/+2	+1
7th	+5	+5	+5	+5	Wholeness of body	+4/+4	+2/+2	+1
8th	+6/+1	+6	+6	+6	Slow fall 40 ft.	+5/+5/+0	+2/+2	+1
9th	+6/+1	+6	+6	+6	Improved evasion	+6/+6/+1	+2/+2	+1
10th	+7/+2	+7	+7	+7	Ki strike, (lawful) slow fall 50 ft.	+7/+7/+2	+3/+3	+2
11th	+8/+3	+7	+7	+7	Diamond body, greater flurry	+8/+8/+8/+3	+3/+3	+2
12th	+9/+4	+8	+8	+8	Abundant step, slow fall 60 ft.	+9/+9/+9/+4	+3/+3	+2
13th	+9/+4	+8	+8	+8	Diamond soul	+9/+9/+9/+4	+3/+3	+2
14th	+10/+5	+9	+9	+9	Slow fall 70 ft.	+10/+10/+10/+5	+3/+3	+2
15th	+11/+6/+1	+9	+9	+9	Quivering strike	+11/+11/+11/+6/+1	+4/+4	+3
16th	+12/+7/+2	+10	+10	+10	Ki strike (adamantine), slow fall 80 ft.	+12/+12/+12/+7/+2	+4/+4	+3
17th	+12/+7/+2	+10	+10	+10	Timeless body, tongue of the sun and moon	+12/+12/+12/+7/+2	+4/+4	+3
18th	+13/+8/+3	+11	+11	+11	Slow fall 90 ft.	+13/+13/+13/+8/+3	+4/+4	+3
19th	+14/+9/+4	+11	+11	+11	Empty body	+14/+14/+14/+9/+4	+4/+4	+3
20th	+15/+10/+5/+12	+12	+12	+12	Perfect self, slow fall any distance	+15/+15/+15/+10/+5	+5/+5	+4

Class Features

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

Weapon and Armor Proficiency: Sword saints are proficient only one weapon. Sword saints are only proficient in light armor. When wearing medium or heavy armor, a sword saint loses his AC bonus, as well as his flurry of strikes abilities.

AC Bonus (Ex): When armor not heavier than light, the sword saint adds his Wisdom bonus (if any) to his AC. In addition, a sword saint gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five sword saint levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

These bonuses to AC apply even against touch attacks or when the sword saint is [flat-footed](#). He loses these bonuses when he is immobilized or [helpless](#), when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Flurry of Strikes (Ex): A sword saint may strike with a flurry of strikes at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table: The Sword saint. This penalty applies for 1 round, so it also affects attacks of opportunity the sword saint might make before his next action. When a sword saint reaches 5th level, the penalty lessens to –1, and at 9th level it disappears. A sword saint must use a full attack action to strike with a flurry of blows.

When using flurry of strikes, a sword saint may attack only with chosen weapon. A sword saint applies his Strength bonus (not Str bonus $\times 1\frac{1}{2}$ or $\times \frac{1}{2}$) to his damage rolls for all successful attacks, whether he wields a weapon in one or both hands. The sword saint can't use any weapon other than a special sword saint weapon as part of a flurry of strikes.

When a sword saint reaches 11th level, his flurry of blows ability improves. In addition to the standard single extra attack he gets from flurry of blows, he gets a second extra attack at his full base attack bonus.

Improved Strike: At 1st level, a sword saint gains the Improved Strike as ability. The attack bonus and damage dealt with his chosen weapon is increased by +1. For every 5 levels, starting at fifth level, the bonus increases by another +1. There is no such thing as an off-hand attack for a sword saint striking unarmed. A sword saint may thus apply his full Strength bonus on damage rolls for all his strikes.

Bonus Feat: At 1st level, a sword saint may select a bonus feat that is related to their weapon use. A sword saint need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): At 2nd level or higher if a sword saint makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a sword saint is wearing light armor or no armor. A [helpless](#) sword saint does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a sword saint gains an enhancement bonus to his speed, as shown on Table: The Sword saint. A sword saint in armor or carrying a medium or heavy load loses this extra speed.

Still Mind (Ex): A sword saint of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a sword saint's attacks are empowered with ki. His attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. Ki strike improves with the character's sword saint level. At 10th level, his attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. At 16th level, his attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

Slow Fall (Ex): At 4th level or higher, a sword saint within arm's reach of a wall can use it to slow his descent. When first using this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The sword saint's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his sword saint level until at 20th level he can use a nearby wall to slow his descent and fall any distance without harm.

Purity of Body (Ex): At 5th level, a sword saint gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): At 7th level or higher, a sword saint can heal his own wounds. He can heal a number of hit points of damage equal to twice his current sword saint level each day, and he can spread this healing out among several uses.

Improved Evasion (Ex): At 9th level, a sword saint's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A [helpless](#) sword saint does not gain the benefit of improved evasion.

Diamond Body (Su): At 11th level, a sword saint gains immunity to poisons of all kinds.

Abundant Step (Su): At 12th level or higher, a sword saint can slip magically between spaces, as if using the spell dimension door, once per day. His caster level for this effect is one-half his sword saint level (rounded down).

Diamond Soul (Ex): At 13th level, a sword saint gains spell resistance equal to his current sword saint level + 10. In order to affect the sword saint with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the sword saint's spell resistance.

Quivering Strike (Su): Starting at 15th level, a sword saint can set up vibrations within the body of another creature that can thereafter be fatal if the sword saint so desires. He can use this quivering blade attack once a week, and he must announce his intent before making his attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the sword saint strikes successfully and the target takes damage from the blow, the quivering strike attack succeeds. Thereafter the sword saint can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to his sword saint level. To make such an attempt, the sword saint merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the sword saint's level + the sword saint's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering strike attack, but it may still be affected by another one at a later time.

Timeless Body (Ex): Upon attaining 17th level, a sword saint no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Bonuses still accrue, and the sword saint still dies of old age when his time is up.

Tongue of the Sun and Moon (Ex): A sword saint of 17th level or higher can speak with any living creature.

Empty Body (Su): At 19th level, a sword saint gains the ability to assume an ethereal state for 1 round per sword saint level per day, as though using the spell *etherealness*. He may go ethereal on a number of different occasions during any single day, as long as the total number of rounds spent in an ethereal state does not exceed his sword saint level.

Perfect Self: At 20th level, a sword saint becomes a magical creature. He is forevermore treated as an outsider rather than as a humanoid (or whatever the sword saint's creature type was) for the purpose of spells and magical effects. Additionally, the sword saint gains damage reduction 10/magic, which allows him to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the sword saint can still be brought back from the dead as if he were a member of his previous creature type.