

STORMBLADE

Hit Die: d6

REQUIREMENTS

Race: Elf or Half-Elf (No bloodline or Spring bloodline)

Base Attack Bonus: +4

Skills: Concentration 4 ranks, Perform (Dance) 2 ranks, Balance 2 ranks.

Feats: Combat Reflexes, Dodge, Two Weapon Fighting.

Spells: Able to cast 2nd level arcane spells. Must be able to cast expeditious retreat and shocking grasp.

CLASS SKILLS

The class skills of the stormblade are: Balance (Dex), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (Int) (Arcane, History, Nobility), Perform (Cha), Profession (Wis), Spellcraft (Int).

Skill Points: 2+INT modifier

Class Level	Base Attack		SAVES		Special
	Bonus	Fort	Ref	Will	
1	+0	+0	+2	+2	Storm Blade Style, Fast Movement +5'
2	+1	+0	+3	+3	Lightning Blade,
3	+2	+1	+3	+3	Fast Movement +10', Rolling Thunder
4	+3	+1	+4	+4	Blossom of Light,
5	+3	+1	+4	+4	Fast Movement +15', Eye of the Storm, Improved Style

At 2nd & 4th level he stormblade gains +1 level of existing arcane spellcasting class.

CLASS FEATURES

All of the following are class features for the stormblade.

Weapon and Armor Proficiency: The stormblade gains proficiency with the scimitar and sickle if they are not already proficient with those weapons, but do not gain any new proficiency with armor or shields.

Spells per Day: At 2nd and 4th levels, the stormblade gains new spells per day as if they had also gained a level in an arcane spellcasting class they belonged to before taking levels in stormblade. They do not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If they had more than one arcane spellcasting class before becoming a stormblade, they must decide to which class they add the new level for the purpose of determining spells per day.

Storm Blade Style: When wielding a scimitar in one hand and a sickle in the other, in the storm blade style, the stormblade may use their Dexterity modifier instead of their Strength modifier on attack rolls. The stormblade also receives a +1 competence bonus on all attack rolls when wielding a scimitar in one hand and a sickle in the other. Other normal penalties for Two-Weapon Fighting still apply. The benefits of the storm blade style apply only when the stormblade wears light or no armor. They lose all benefits of this combat style when wearing medium or heavy armor.

Fast Movement (Ex): The stormblade gains an enhancement bonus to their speed, gaining an additional 5' to their base land speed at 1st level and every odd stormblade level thereafter (for a total of +15' at 5th level). This benefit applies only when wearing light or no armor and when carrying no more than a light load. They lose all benefits of this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Lightning Blades (Su): At 2nd level, the stormblade can temporarily imbue their blades with electric energy as a standard action once per day per stormblade level. To activate this power, the stormblade must

STORMBLADE

sacrifice a prepared spell or spell slot. The lightning blade effect lasts for 1 minute per spell level of the spell sacrificed. Once activated, the stormblade's weapons deal an additional +1d6 points of bonus electricity damage on a successful hit, acting just as the shock weapon enhancement. This ability only applies when the stormblade is wielding a scimitar in one hand and a sickle in the other and only when the stormblade wears light or no armor. They lose all benefits of this ability when wearing medium or heavy armor.

Rolling Thunder (Ex): At 3rd level when in combat, if the stormblade moves at least 5' during a round, they gain a +1 dodge bonus to their AC until their next turn. However, if they move their full base land speed during a round, they gain a +4 dodge bonus to their AC until their next turn. Any time the stormblade would lose their Dexterity bonus to AC, such as when caught flat-footed, they also lose this dodge bonus. The benefit of this ability applies only when the stormblade wears light or no armor. They lose all benefits of this ability when wearing medium or heavy armor.

Blossom of Light (Su): At 4th level, the stormblade's lightning blade ability improves to become the blossom of light. This ability remains a standard action usable once per day per stormblade level and lasts for 1 minute per spell level of the spell sacrificed to activate the power. Once activated, the stormblade's weapons deal an additional 1d6 points of bonus electricity damage on a successful hit, and also explodes with electricity upon striking a successful critical hit, dealing an additional +1d10 points of bonus electricity damage on any successful critical hit, acting as a shocking burst weapon enhancement. Subjects dealt a critical hit by a Blossom of Light weapon must also make a Fortitude save (DC 14+ the stormblade's Intelligence bonus) or be blinded permanently. This ability only applies when the stormblade is wielding a scimitar in one hand and a sickle in the other and only when the stormblade wears light or no armor. They lose all benefits of this ability when wearing medium or heavy armor.

Eye of the Storm (Ex): At 5th level, the stormblade's movement in combat becomes more disorienting against those trying to target them in combat. If the stormblade takes a move action to move their full base speed in a round, they gain the ability to reposition against attacks made on them by their opponents, until the beginning of their next turn. Any opponents who attack them and miss with a melee or natural attack, provokes an attack of opportunity from the stormblade. The attack of opportunity is made with a +4 circumstance bonus to the attack roll. This benefit only applies in light or no armor. They lose all benefits of this ability when wearing medium or heavy armor.

Improved Style: At 5th level, the stormblade improves their skill with the storm blade style. When wielding a scimitar in one hand and a sickle in the other, they are treated as having the Improved Two-Weapon Fighting Feat, even if they do not have the normal prerequisites for that feat. As before, the benefits of the storm blade style apply only when the stormblade wears light or no armor. They lose all benefits of this combat style when wearing medium or heavy armor.