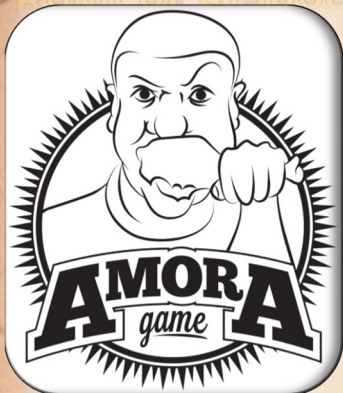


# Bevy of Blades

By Brian Moran

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## Bevy of Blades

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## **Words From the Designer**

The tome you hold in your hands started a very long time ago. Like all things it began with a simple idea; gargantuan swords! I became immediately drawn to the BFS trope through my first encounter with gaming over 20 years ago. What's not to love about wielding a massive weapon against your enemies? It seemed no matter what Role Playing Game I was immersed in, I would surreptitiously incorporate this archetypal character; whether it was a street samurai wielding a vibro katana or a power armor pilot swinging around a massive plasma sword. I would, without doubt, be the one running around with a giant melee weapon of some kind.

My decades of partaking in Role Playing Game's have given me the fortune of playing both the engrossed player and the stressed Game Master. However, it seemed that no matter how much I tried to dodge the responsibility, the challenge of Dungeon Mastering would usually fall upon my shoulders. Accepting this task, I would spend hours combing through my Role Playing Game collection, scouring online repositories and writing a novels worth of ideas and stories that would be woven into my new campaign. This journey became an adventurous ritual in and of itself. What new vistas could I create, what new plot hooks and villains could I throw in the path of my players? I held the intoxicating power of creating any manner of world, conjuring every sort of monster, villain or cityscape that I could dream up. In hindsight I may have overstepped certain boundaries many a time. My players still talk about encountering psionic rabbits, a herd of zombie sheep, whistling treant and goblins that used po..... never mind that one!

One of the most important duties of being a successful Dungeon Master is to know what a creature/opponent is capable of doing, hence my insatiable love and obsession over NPC stat blocks. An in-depth understanding of these stat blocks allowed me to create unique characters, ensuring that the same clichéd character would not fall into their midst. Though my group encounters more than their fair share of oversized weapon wielding giants, demons and halflings. I can assure you that in every instance of said maniac brandishing a large implement of doom, there was some other "shtick" that set the opponent apart from others of it's ilk.

Engaging as a player created an entirely different experience altogether and I come to realize that I gravitated towards the games that provided the most options. There's nothing better than having the ability to build an idea in a plethora of different ways, creating that concept in the manner that most suits your taste. Though I personally thrived in the abundance of options, there can be instances of bloat when it comes to base classes, archetypes and especially feats. It becomes imperative for both the players and Game Master to sit down and agree upon which sources are available to a game; maximizing the incredibly diverse options available while limiting them in a fashion appropriate to their gaming style.

What it all comes down to is this; I like big swords and I like warriors! Combine this with the ability to manipulate shadows, wield magic or Mother Nature's fury against your enemies and you have the basic premise of each class in this book. I know that most people will balk at having to wield large weapons so I want to make one thing clear; if you choose to play one of these classes you can wield any weapon you desire! These classes are not shoe-horned into using only two-handed weapons and it's up to the player to decide what sort of weapon their character wields. My original intent was to have the classes focus on large two-handed weapons, but realized that this went against one of the most important features of a Role Playing Game; the ability to build your character however you want. Each class is also able to either summon, empower, create or enchant their chosen implement of destruction. The ability to call forth a weapon has long been an iconic fantasy staple and something that has always been fascinating to me. So I thought it best that the ability be incorporated into each of the classes found throughout this sourcebook. Hopefully the result is a fresh and interesting take on a very simple concept.

In closing I would like to say thank you for purchasing this book as well as to my publisher Amora Games. It's been a long time in the making and I am extremely proud of completing it. The options found within are certainly not an exercise in creating new and incredible mechanics but mainly a foray into creating something unique and thematically similar base classes. The book offers alternatives to your regular meat-shield that will obviate the stiflingly boring choices that some players have to make, which is especially true for long time gamers like myself. In fact I have played enough fighters, warriors, cavaliers, paladins, mercenaries, gladiators, myrmidons, samurai, swashbucklers and glitter boy pilots in my time to fill a library. I hope all those hours of play have allowed me to provide you with a little something different.

***With the warmest regards,  
Brian Moran***



## Bevy of Blades

For some the magical arts are learned while others are able to manipulate eldritch energies through force of personality alone. The aether blade is an example of the later that are able to manifest their magical powers outwardly in the form of a weapon. This weapon, composed of arcane power, looks similar to a blade that's been wrought of eldritch runes, symbols and magical glyphs. Many arcane observers speculate that the aether weapon is similar to an *arcane mark*, and that each has its own unique form. Fundamentally the weapon is a physical manifestation and representation of an aether blade's magical prowess. Few understand, but have noted that an aether blade has a talent to "shatter" his own aether weapon, which in turns bolsters his allies. They theorize that it is the sharing of his inborn magic.

**Role:** An aether blade's place can be found in the thick of it, with blade in one hand and arcane in the other. He has some tricks that help to bolster his companions, such as his auras. His magical skills can aid his companions when dealing with obscure items, enemy spellcasters or eldritch monstrosities.

**Alignment:** Any

**Hit Die:** d10

**Starting Wealth:** 5d6 x 10 gp (175 gp)

### Class Skills:

The aether blade's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks per Level:** 2 + Int modifier.

### Class Features:

The following are class features of the aether blade.

**Weapon and Armor Proficiency:** Aether blades are proficient with all simple weapons, and aether blade (regardless of form). They are proficient with light armor and with bucklers. An aether blade cannot wear armor heavier than light armor, as it interferes with their innate connection to the arcane.

**Aether Weapon (Sp):** At 1st level, as a move action, an aether blade can form a solid weapon composed of magical energy distilled from his own soul. An aether blade must choose the form of his blade at 1st level. He can either form it into a light weapon, a one-handed weapon, or a two-handed weapon. Once chosen, this blade retains this form every time it is manifested.

If a light weapon is chosen, it deals 1d6 points of damage. If a one-handed weapon is selected it, deals 1d8 points of damage. Finally if a two-handed weapon is selected, it deals 2d6 points of damage. All aether weapon damages are based on a Medium-sized creature wielding Medium-sized weapons; adjust the weapon damage as appropriate for different sized weapons. In all forms, the blade has a critical range of 19-20/x2.

Regardless of the weapon form, his aether weapon does not have a set damage type. When manifesting his weapon, the aether blade chooses whether it will deal bludgeoning, piercing, or slashing damage. The aether blade can change the damage type of an existing blade, or may summon a new blade with a different damage type, as a full-round action. Otherwise, the blade retains the damage type from when it was last summoned.

The blade can be broken (hardness 10; 10 hit points), but the aether blade can call for a new one as a move. The moment he relinquishes his grip on his blade, it dissipates. If he intends to

## Aether Blade

throw this weapon, it dissipates on impact. At which point she must spend time summoning his weapon again. An aether blade is considered a magic weapon for the purpose of overcoming damage reduction and is considered a masterwork weapon.

A aether blade can use feats such as Power Attack or Combat Expertise in conjunction with the blade just as if it were a manufactured weapon. He can select his blade as his chosen weapon for feats, such as Weapon Focus and Improved Critical. Powers or spells that upgrade weapons can be used on a blade.

Even in places where magical effects do not normally function, an aether blade can attempt to sustain his blade by making a DC 20 Will save. On a successful save, the aether blade maintains his weapon for a number of rounds equal to his class level before he must perform the check again. The blade is treated for all purposes as a non-magical, masterwork weapon while in a place where magical effects do not normally function. On an unsuccessful attempt, the blade vanishes. As a move action on his turn, the aether blade can attempt a new Will save to rematerialize his blade while he remains within the magic-negating effect. He gains a bonus on Will saves made to maintain or form his blade equal to the total enhancement bonus of his blade (see below).

The blade's appearance is composed of a plane of magical energy with runes, glyph-like marks and arcane patterns etched upon its surface.

**Arcane Strike:** At 1st level, the aether blade receives the Arcane Strike feat as a bonus feat. For this feat the aether blade's level is his effective caster level.

**Aetheric Armor (Su):** The aether blade is protected on an intuitive level by the very magic that he so easily and naturally, manipulates. This defense grants the aether blade a bonus to his Armor Class equal to his Charisma modifier. This bonus does not apply to the aether blade's touch AC, nor does it apply if he is caught flat-footed. He loses these bonuses when he is cowering or helpless, when he wears any armor heavier than light, or when he carries a medium or heavy load.

**Aetheric Aura (Ex):** At 2nd level, the aether blade learns how to "shatter" his blade in order to create an area effect which bolsters his allies. When activated, his weapon bursts in a 20 foot radius glyph-like rune upon the ground. An instant later his sword reforms, however, there is now an ephemeral, barely noticeable image of the rune still present that is visible to his allies. This becomes an area of effect that is centered upon and moves with the aether blade, similar to an aura. All allies within the radius, are granted a +1 morale bonus applied to the type of aura selected. This bonus increases by an additional +1 at 7th, 13th, and finally at 18th level.

Activating aetheric aura is a standard action and can be maintained for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 2nd, an aether blade can use aetheric aura for 2 additional rounds per day. Each round, the aether blade can produce any one of the types of aetheric auras that he has learned. The aether blade can only maintain one such aura at level 2. This increases to two simultaneous auras at 11th level and three simultaneous auras at 19th level.

At 6th level, the aether blade can activate an aetheric aura as a move action instead of a standard action. At 11th level, the ability can be activated as a swift action.

The aether blade can select one aetheric aura from the following



**Table 1-1: Aether Blade**

Level	Base Attack					Auras Known
	Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+1	+2	+0	+2	Aether Weapon, Arcane Strike, Aetheric Armor	-
2nd	+2	+3	+0	+3	Aetheric Aura +1, Persona Magicka	1
3rd	+3	+3	+1	+3	Aura Vision, Eldritch Symbiosis (Apprentice)	1
4th	+4	+4	+1	+4	Assimilate Magic, Magical Knack (1st level)	1
5th	+5	+4	+1	+4	Arcane Resistance +1	1
6th	+6/+1	+5	+2	+5	Improved Aetheric Armor	2
7th	+7/+2	+5	+2	+5	Aetheric Aura +2	2
8th	+8/+3	+6	+2	+6	Magical Knack (2nd level)	2
9th	+9/+4	+6	+3	+6	Eldritch Symbiosis (Journeyman)	2
10th	+10/+5	+7	+3	+7	Arcane Resistance +2	3
11th	+11/+6/+1	+7	+3	+7	Dual Aetheric Aura	3
12th	+12/+7/+2	+8	+4	+8	Magical Knack (3rd level)	3
13th	+13/+8/+3	+8	+4	+8	Aetheric Aura +3	3
14th	+14/+9/+4	+9	+4	+9	Greater Aetheric Armor	4
15th	+15/+10/+5	+9	+5	+9	Arcane Resistance +3	4
16th	+16/+11/+6/+1	+10	+5	+10	Magical Knack (4th level)	4
17th	+17/+12/+7/+2	+10	+5	+10	Eldritch Symbiosis (Master)	4
18th	+18/+13/+8/+3	+11	+6	+11	Aetheric Aura +4	5
19th	+19/+14/+9/+4	+11	+6	+11	Three-Fold Aetheric Aura	5
20th	+20/+15/+10/+5	+12	+6	+12	Unearthly Mantle	5

list. He learns a new aura at 6th, 10th, 14th and 18th level.

**Aura of Celerity:** This aura grants a morale bonus on Initiative checks equal to the value of the aetheric aura.

**Aura of Concentration:** This aura grants a morale bonus on to all Concentration checks.

**Aura of Courage:** This aura causes those under its effects to deal more damage. Allies receive a morale bonus on all melee damage rolls.

**Aura of Defense:** This aura grants a morale bonus on CMD checks equal to the value of the aether blade's aetheric aura.

**Aura of Eldritch Empowerment:** This aura grants a morale on caster level checks .

**Aura of Elemental Protection:** This aura grants resistance to one element (acid, cold, electricity, fire, or sonic) chosen at the time of its activation equal to 5 times the value of the aether blade's aetheric aura.

**Aura of Fearlessness:** This aura grants a morale bonus on saves vs fear effects.

**Aura of Furious Assault:** This aura grants a morale bonus on attack rolls equal to the value of the aether blade's aetheric aura.

**Aura of Offence:** This aura grants a morale bonus on CMB checks.

**Persona Magicka (Ex):** An aether blade uses his Charisma modifier instead of his Intelligence modifier on all Knowledge (arcana) and Spellcraft skill checks.

**Aura Vision (Su):** At 3rd level, learning to manipulate magic, an aether blade gains the ability to see magical emanations as plain as day. This ability mimics the spell *detect magic*, and can last for a number of rounds per day equal to his aether blade level. These rounds need not be consecutive. So potent is his magical acuity that the aether blade automatically sees all magical auras as if he already spent 3 rounds studying the area.

**Eldritch Symbioses (Su):** An aether blade is able to expand his

magical repertoire by merging a held magic item into their aether weapon. At 3rd level, the aether blade possesses the ability to select from three different paths: the wand, staff and rod. Each path uses a magic item in a unique way that enhances his combat prowess. Once a path has been chosen it can not be changed. In order to use this ability the aether blade must have the item in hand while forming his aether weapon around the held item. The newly forged bond allows him to draw upon certain inherent aspects of the object. Wands are associated with offence, staves offer defensive capabilities, and rods are used for battlefield control. Traditionally a wand or rod becomes part of the handle of an aether weapon, whereas a staff extends from the grip to the tip of the weapon. If necessary, the staff is warped by the connection created so that it's length is appropriate regardless of the size of the weapon created by the character.

Each training level of this ability unlocks an additional ability. The item, which is dictated by the chosen path, is considered to be in hand and ready to use as long as the character's aether weapon is active). This allows him to utilize the abilities of the bonded object, if applicable, as a wizard of his level. Example: An aether blade has chosen the wand path as his specialty and is wielding a *wand of fireballs* when he forms his aether weapon. This would allow the aether blade to use the wand as though he had it in his hand. Fireballs launched in this fashion would appear to originate from the character's aether blade instead of the wand.

However, an aether blade cannot use the item as a physical weapon while this ability is active. For instance, if the aether blade chooses the staff path he could not, while using this ability, wield the staff as a physical weapon.

The aether blade starts at apprentice level at 3rd level, and progresses to journeyman at 9th level, and finally master at 17th level. These bonuses are only applicable to one aether weapon.

The three paths in which an aether blade can choose from are listed below.



**Wand:** An aether blade that takes the wand path gains the following:

**Apprentice:** The aether blade gains Power Attack as a bonus feat, even if he does not meet the prerequisites.

**Journeyman:** By drawing upon the naturally destructive nature of wands, the aether blade finds it easier to destroy items that he sunder. He inflicts additional damage on all sunder attacks checks equal to his Charisma modifier.

**Master:** As a master, he is able to use charges from the wand to empower his melee attacks. By expending 2 charges, as a swift action, the aether blade inflicts an additional 1d10 points of damage with his aether weapon until the beginning of his next turn. If he should confirm a critical hit, he instead inflicts an additional 2d10 points of damage.

**Staff:** The aether blade takes the unbending path of the staff gains the following:

**Apprentice:** An aether blade gains the Combat Expertise feat as a bonus feat, even if he does not meet the prerequisites.

**Journeyman:** At 9th level, he gains a +1 bonus to his Armor Class when fighting defensively or a +1 dodge bonus to Armor Class when he uses the Combat Expertise feat.

**Master:** An aether blade is able to imbue his aether blade with the *defending* special weapon property once per day as a free action. This lasts for a number of rounds equal to his Charisma modifier.

**Rod:** An aether blade that follows the path of the rod gains the following:

**Apprentice:** The aether blade gains the Improved Reposition feat as a bonus feat, even if he does not meet the prerequisites.

**Journeyman:** Once per day, as a standard action, when using his aether weapon, can make a melee attack which also acts as a *targeted dispel magic* if successful. The aether blade uses his aether blade level as his caster level of this ability.

**Master:** An aether blade is able to swap places with an ally as a move action, as though he had casted the *teleport* spell. This movement does not provoke an attack of opportunity, and only has a range of 10 feet + an additional 5 feet for every 2 levels of the aether blade class that he possesses. This ability can be used a number of times per day equal to the aether blade's Charisma modifier.

**Assimilate Magic (Su):** At 4th level, the aether blade has an intuitive feel for the arcane that allows him to absorb a magical weapon, shield or suit of armor in order to enhance his aetheric weapon. This is done by performing an 8 hour ritual that breaks down the magic item into its component magical parts. This energy is then absorbed by the aether blade and is used to power his aether blade. For each enhancement bonus possessed by the item, the aether blade is able to enhance his own aetheric weapon so that it gains the same amount of enhancement bonus.

However, the energy absorbed by the aether blade is malleable and allows the him to choose which enhancement bonuses he applies to his aetheric weapon. For instance, an aether blade comes across a +1 *flaming longsword* which is the equivalent of a +2 weapon. After performing this ritual, he can apply the +2 to his aether weapon. Although he can choose how he applies these bonuses. In this example the aether blade could make his aether weapon a +2 *aetheric weapon* or a +1 *keen aetheric weapon*. His

aether weapon cannot have an enhancement bonus greater than his aether blade level divided by 2. This ability cannot be used to absorb artifacts or intelligent magic items.

The aether blade can also reform the absorbed weapon by performing another 8 hour long ritual. This means that an aether blade is able to change the item which empowers his aetheric weapon as he comes across more powerful magical items.

**Magical knack (Sp):** The aether blade's command of magic is not versed as wizard, nor as flexible as a sorcerer's method of spellcasting. However, the aether blade casts spells in a more freeform and natural way, but in an extremely limited fashion. At 4th level, he can choose one 1st level arcane spell, chosen from the wizard/sorcerer spell list. He gains the ability to cast this spell as a spell-like ability once per day.

At 8th level, he gains the ability to choose a 2nd level spell that he is able to cast once per day as a spell-like ability. He also gains one additional daily use of his 1st level spell-like ability.

At 12th level, the aether blade can choose a 3rd level spell which can be casted once per day. With each of his previous spell-like abilities gaining one additional use per day.

Finally, at 16th level, he can choose a 4th level spell that he can cast once per day. Each of his previous spell-like abilities gain one additional use per day.

The aether blade treats his level as his caster level when casting one of his spell-like abilities, and uses his Charisma as his spell-casting attribute. Like a sorcerer, an aether blade is able to change one previously known spell-like ability when he attains the next level of spellcasting. For instance, an aether blade has just made it to 8th level, he gains a 2nd level spell from the sorcerer/wizard list. He also has the option of exchanging his previously know 1st level spell.

**Arcane Resistance (Ex):** At 5th level, the aether blade's body gains a natural resistance to the negative aspects of arcane magic. This results in him receiving the a +1 bonus on saving throws versus arcane spells and spell-like abilities. This bonus increases by an additional +1 at 10th and 15th level,

**Improved Aetheric Armor (Su):** At 6th level, the bonus granted by the aetheric armor ability, now applies to the aether blade's touch AC.

**Greater Aetheric Armor (Su):** At 14th level, the aether blade's aetheric armor bonus applies to his Armor Class when he is considered flat-footed, as well as to his CMD.

**Unearthly Mantle (Su):** The aether blade's magical powers are clear for all to see, as even his own flesh radiates an energized halo around his body. This aura is powerful enough to turn aside, or negate magic that is directed at him. The aether blade gains spell resistance (SR 20 + his Charisma modifier) against arcane spells. If the spell fails to the penetrate this spell resistance, he can as an immediate action, turn the offensive magic back upon the caster as per the *spell turning* spell. In addition, the aether blade is also able to cast one of his spell-like abilities as a free action, after confirming a critical hit.



## Bevy of Blades

Shadow blades are warriors which enhance their fighting capability by mastering stealth as well as the ability to manipulate and command shadows. Instead of wading into combat directly most shadow blades will seek to gain an advantage against their opponent. Whether it be striking from the shadows or launching a deadly volley of arrows from cover, a shadow blade seeks to first weaken his foe before closing in for the kill. This is achieved by directing the surrounding shadows to obfuscate their movements and position so that enemies are unable to detect their approach. Shadow blades are also capable of cloaking their armor and weapons in a sheen of pitch black night which both enhances their weapons as well as their speed and combat prowess.

**Role:** The shadow blade is primarily a warrior. Even though their abilities allow them to be stealthy, they still hold their ground along side front line fighters. Using some of their defensive abilities and still retaining the right to wear heavy armor allows them to engage in melee combat without fear.

**Alignment:** Any

**Hit Die:** d10

**Starting Wealth:** 5d6 x 10 gp (175 gp)

### Class Skills:

The shadow blade's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex) and Swim (Str).

**Skill Ranks per Level:** 4 + Int Modifier

### Class Features:

The following are class features of the shadow blade.

**Weapon and Armor Proficiency:** Shadow blades are proficient with all simple and martial weapons. They are proficient with all armor (heavy, medium, and light); but not with shields.

**Improved Feint:** Masters at disguising their own movements and attacking from where others least expect it. At 1st level, a shadow blade gains the Improved Feint as a bonus feat, even if she does not meet the prerequisites.

**Unexpected Strike:** Beginning at 1st level, if the shadow blade can catch an opponent when they are unable to defend themselves or is unaware of the shadow blade's attack, she can strike with devastating effect by targeting a vital area. This allows a shadow blade to inflict extra damage. Whenever her target is denied a Dexterity bonus to AC she inflicts an extra 1d6 points of damage with her attack. This extra damage increases by an additional 1d6 points of damage at 5th level and every four levels thereafter. This extra damage is not applicable when flanking an enemy unless the target is also denied their Dexterity bonus to AC nor is this extra damage multiplied on a critical hit. Ranged attacks can count as unexpected strike attacks only if the target is within 30 feet.

**Armored Finesse (Ex):** A shadow blade learns to adapt her movements to the restrictive nature of armor. Starting at 2nd level, she reduces the armor check penalty of any armor with which she is proficient with by 1 and increase its maximum dexterity bonus by +1. At 6th, 10th, and 14th levels, a shadow blade reduces the armor check penalty of such armor by an additional 1 and increases the maximum dexterity bonus by +1. This ability may

## Shadow Blade

not reduce the armor check penalty below 0. At 18th level, she has perfected the integration of her natural movements with her armor. From this point forward she will never suffer armor check penalties from armor, that she is proficient with, as well as increasing the maximum dexterity bonus by +5.

**Steel Shadows (Su):** At 2nd level, the shadows at her command seek to prevent harm to the shadow blade by intercepting attacks that would otherwise strike her. This grants the shadow blade a bonus to her Armor Class as a shield bonus.

**Beshadowed Blade (Su):** At 3rd level, the shadow blade is able to command the shadows to instantly envelope her weapon in a sheath of pitch black darkness. This shroud of shadow grants a bonus to feints checks made with her melee weapon equal to half of her class level. This benefit can only apply to one weapon at a time (commonly in her main hand). The effect applies to any held or wielded weapon to include weapons which are thrown. The effect ends at the end of her turn after making a ranged attack with a thrown weapon.

**Shadowsight (Ex):** At 3rd level, a shadow blade gains darkvision with a range of 30'. As she increases in level so to does her ability to see within shadows. At 6th, 14th, and 18th level this range is increased by an additional 30'. At 10th level, the shadow blade can see perfectly in darkness of any kind, including unnatural darkness created by *deeper darkness*.

**Shrouded Armor (Su):** The darkness clings to her armor. At 4th level, the shadow blade can imbue shadows into a suit of armor with which she is proficient with. The shadows laced into the suit of armor grant him a certain degree of grace. While wearing shrouded armor, the shadow blade does not suffer from a reduction in speed. She can only have one such suit of armor imbued with this ability. However, she may change the armor which this ability is applied to by performing a 10 minute ritual after an 8 hour rest.

**Twilight Tread (Su):** A shadow blade's body is so permeated by the tenebrous gloom that his very footsteps barely touch the ground. Instead his movement is composed of intermittent periods of quick, effortless dimensional travel and graceful dance-like steps. At 4th level, while he is within dim-light or darker, the shadow blade is able to move through difficult terrain without penalty or hindrance to his movement speed. Activating this ability is a free action that can be used for a number of rounds per day equal to his shadow blade level. These rounds need not be consecutive and can be expended in 1 round increments.

**Slip Between the Shadows (Su):** At 5th level, a shadow blade gains the ability to travel between shadows similar in effect to a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadow blade can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. For every two levels thereafter, the distance a shadow blade can jump each day increases by 20 feet. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. This ability is activated by a standard action. A 10th level activating this ability becomes a move action and at 15th level activating this ability becomes a swift action.

**Dark Revelation:** As a shadow blade progresses she unlocks additional abilities, known as dark revelations, which enhance her beshadowed blade as well as her command over shadows and darkness. These sudden insights grant the him enhancements to



Table 1-2: Shadow Blade

Level	Base Attack					Steel Shadows	Slip Between the Shadows
	Bonus	Fort Save	Ref Save	Will Save	Special		
1st	+1	+2	+2	+0	Improved Feint, Unexpected Strike +1d6	-	-
2nd	+2	+3	+3	+0	Armored Finesse 1, Steel Shadows	+1	-
3rd	+3	+3	+3	+1	Beshadowed Blade, Shadowsight (30')	+1	-
4th	+4	+4	+4	+1	Shrouded Armor, Twilight Tread	+1	-
5th	+5	+4	+4	+1	Unexpected Strike +2d6, Slip Between the Shadows	+1	20 ft
6th	+6/+1	+5	+5	+2	Armored Finesse 2, Shadowsight (60')	+1	20 ft
7th	+7/+2	+5	+5	+2	Dark Revelation	+2	40 ft
8th	+8/+3	+6	+6	+2	Shroud Secret	+2	40 ft
9th	+9/+4	+6	+6	+3	Unexpected Strike +3d6	+2	60 ft
10th	+10/+5	+7	+7	+3	Armored Finesse 3, Shadowsight (See in Darkness)	+2	60 ft
11th	+11/+6/+1	+7	+7	+3	Dark Revelation	+3	80 ft
12th	+12/+7/+2	+8	+8	+4	Shroud Secret	+3	80 ft
13th	+13/+8/+3	+8	+8	+4	Unexpected Strike +4d6	+3	100 ft
14th	+14/+9/+4	+9	+9	+4	Armored Finesse 4, Shadowsight (90')	+3	100 ft
15th	+15/+10/+5	+9	+9	+5	Dark Revelation	+3	120 ft
16th	+16/+11/+6/+1	+10	+10	+5	Shroud Secret	+3	120 ft
17th	+17/+12/+7/+2	+10	+10	+5	Unexpected Strike +5d6	+4	140 ft
18th	+18/+13/+8/+3	+11	+11	+6	Armored Finesse 5, Shadowsight (120')	+4	140 ft
19th	+19/+14/+9/+4	+11	+11	+6	Dark Revelation	+4	160 ft
20th	+20/+15/+10/+5	+12	+12	+6	Penumbral Paragon	+4	160 ft

his beshadowed blade. These abilities only function while she is wielding her beshadowed blade. At 7th, 11th, 15th, and again at 19th level, the shadow blade is able to select a dark revelation from the following list:

**Ephemeral Weapon (Su):** A beshadowed blade becomes a weapon of shadows, allowing it to harm incorporeal and ethereal creatures as though it were it possessed the *ghost touch* special weapon property. Furthermore, since the beshadowed blade is primarily composed of shadow, attacks and sunder attacks made directly against the beshadowed blade only incurs half the damage dealt.

**Feint Mastery (Ex):** The shadows that grip her weapon become far more erratic and chaotic, bending at nearly impossible angles. When using a beshadowed blade, she may choose to take 10 on Bluff skill checks when using a feint. A shadow blade must be of at least 11th level select this revelation.

**Herald of the Darkest End (Sp):** The shadow blade can use her beshadowed blade to tear a hole in the very fabric of reality which then acts as a doorway for a dark and terrible entity. As a full round action, a shadow blade can tear open reality in order to pull forth a greater shadow with the shadow lord template. However, the creature summoned does not possess the create spawn special ability. The creature remains for a number of rounds equal to the shadow blade's level and is under her direct control. This ability can be used once per day and the shadow blade must be of at least 19th level.

**Mirror Blade Strike (Sp):** As a standard action, the shadow blade can make one attack roll against a creature. If this attack is successful the target's shadow suddenly swells and heaves as a mirror-like duplicate of the shadow blade steps out of it. This functions as a *mirror image* spell. However, the duplicate has a number of hit points equal to  $\frac{1}{3}$  the shadow blades total. The shadow blade must use her beshadowed blade when activating this ability and can have only one illusory double active at a time. She gains one additional illusory double for every 4 levels beyond 7th level.

**Obfuscate Maneuver (Ex):** The shadow blade, as a swift action, can make a special feint check when making a combat maneuver check. If this check is successful the shadow blade adds a +4 bonus to her CMB when making the maneuver check. A shadow blade must be of at least 11th level.

**Phantom Strike Squad (Ex):** When making a full-attack, the shadow blade is able to teleport around her target so that she is able to flank with herself. By expending 10' increments of slip between the shadows, per attack, the shadow blade is able to flank with herself. The shadow blade is able to apply her unexpected strike bonus damage on any attack that is successful. The shadow blade must be of at least 19th level to select this revelation.

**Shadowed Feint (Ex):** The obfuscating effects of the shrouded weapon allow the shadow blade to perform a feint as a swift action.

**Shadow Stretch (Su):** By focusing the dark energies which envelope her beshadowed blade, the shadow blade is able to augment the reach of this weapon. When activating this ability as a swift action, the shadow blade may increase the reach of the beshadowed blade by an additional 5'. The weapon's form blurs, twists, and extends at odd and random jagged angles while this ability is active. The shadow blade can maintain this extended reach for a number of rounds per day equal to her shadow blade level. These rounds need not be consecutive. The shadow blade must be 15th level select this revelation.

**Shadow Strike (Su):** The shadow blade is able to strike an opponent at distance by using the target's own shadow. As a standard action, the shadow blade can target a creature within 30', she then plunges her shadow blade into her own shadow. A split-second later the blade erupts out of the target creature's shadow. The shadow blade can then make a melee attack roll. If this attack is successful, it is resolved as normal. In addition, if the attack is successful, the shadow blade can make a Stealth check as a free action. A successful attack is subject to unexpected strike damage.



**Soul Stealing Strike (Su)** - The umbral power of the beshadowed blade can strike at the very soul of a creature. Once per day the shadow blade may perform a soul stealing strike as a standard action. When using this ability she can attack a creature's shadow as a touch attack. If successful the target must then make a Fortitude saving throw (DC of 10 + ½ shadow blade level + Dexterity modifier) or die. Even if the save is successful, the target suffers damage as if the strike was an Unexpected Strike. The shadow blade must be 19th level.

**Tenebrous Tether (Su)**: As a standard action, the shadow blade can target an enemy within 30 feet and cause his shadow to reach out and merge with her opponents. By doing this the shadow blade hampers the target's ability to move. This reduction in speed reduces a creature's movement speed by 50%. This ability can be negated with a successful Reflex saving throw (DC 10 + ½ the shadow blade's level + her Dexterity modifier). Only one such creature may be tethered at a time and can maintain the tether as a free action for a number of rounds equal to his Dexterity modifier. A shadow blade must be of 15th level.

**Umbral Abode (Sp)**: This dark revelation functions as the spell *mage's magnificent mansion*. However, the entrance point must be created in an area of dim or darker light. The abode remains active for only 1 hour per caster level. This dark revelation can be used once per day. A shadow blade must be of at least 15th level.

**Shroud Secret**: As the shadow blade progresses she gains insights into her shrouded armor, called shrouded secrets. These secrets allow her to enhance and alter her selected shrouded armor in a number of different ways. The shadow blade learns a new secret at 8th, 12th, and 16th level. Secrets only function while the shadow blade is wearing her shrouded armor and these secrets are chosen from the list below:

**Cloaked Cowl (Su)**: The shadow blade is able to extend the shadows of her armor to encompass her head in a gloom filled cowl. The hood hides the shadow blade's features and grants a +4 bonus versus any light descriptor based spell or effect which uses light in order to inflict damage. The cowl also grants the shadow blade immunity to the dazzled condition so long as the effect is inflicted with a light based attack or effect. Activating this ability is a standard action which does not provoke attacks of opportunity. The ability remains active until the shadow blade expends another standard action to dismiss the cloaked cowl.

**Hide in Plain Sight (Su)**: Shrouded armor continually leaks streamers of shadows. This effect grants the shadow blade the ability to hide in plain sight, enabling her to make a Stealth skill check even while being observed. A shadow blade must be at least 16th level.

**Midnight Mantle (Su)**: The shadows clinging to her armor are thick and grant her a bonus on Stealth skill checks equal to half her shadow blade level.

**Reactive Shadow Flicker (Su)**: As an immediate action once per round, a shadow blade can blink in response to an attack made against her. If the shadow blade is struck during combat she can activate this ability and make a Stealth check opposed by the creature's Perception check. If the check is successful, the attack misses and the shadow blade expends 10 feet of her slip between the shadows ability (although she doesn't actually teleport

from her current position). A shadow blade must be of 12th level to select this secret.

**Shadowed Grace (Ex)**: Shrouded armor is instilled with the preternatural grace and fluidity of shadow. From this point forward she gains *evasion*, as the rogue class feature, only while wearing her shrouded armor (even if it is heavy armor).

**Shadow Spikes (Su)**: As a move action, she is able to cause vicious shadow spikes to emerge from her shrouded armor. These spikes function as armor spikes with an enhancement bonus equal to the enhancement bonus of the shrouded armor (if any). A shadow blade must be of 12th level to select this secret.

**Shadow Walk (Sp)**: While in her shrouded armor, it can pull her fully into the shadows. This allows her to use *shadow walk* as a spell-like ability once per day. A shadow blade must be of at least 16th level.

**Solid Shadows (Su)**: The darkness which permeates the her armor becomes rigid, which helps lessen the damage incurred. While wearing her shrouded armor, the shadow blade gains damage reduction 4/-. A shadow blade must be of 16th level.

**Tenebrous Veil (Su)**: Her shrouded armor is now so steeped in shadows and darkness that the armor grants her concealment against all attacks. A shadow blade must be 12th level or higher to select this secret.

**Penumbral Paragon**: At 20th level, the shadow blade becomes a truly terrifying entity which is mostly comprised of shadow-stuff and darkness. This gradual change culminates in one of the following final transformations. The shadow blade can select one of the following:

**Eclipse (Sp)**: The shadow blade can summon forth a torrent of shadow energy, centered upon her shrouded armor, which eclipses everything around her. This functions as the *deeper darkness* spell, except it has a radius of 10 feet per level and acts as if it were an 8th level spell for purposes of dispelling or negating its effects. The shadow blade is able to select a number of allies equal to her Dexterity modifier and grant them the ability to see within the darkness created by this ability. This ability can be used once per day.

**Forlorn Fortitude (Su)**: The darkness which enhances the shadow blade's armor has leached into her body replacing portions of your physical form with shadow. This grants the shadow blade the *heavy fortification* armor enchantment while wearing

her shrouded armor.

**Shade Soul (Su)**: The shadow blade's soul is forevermore changed by the constant exposure to the negative energy effects of the plane of shadow. The shadow blade gains immunity to cold, low-light vision, as well as DR10/-.





The call to serve the wilds of nature is answered by those that become rangers or druids. They are guided under the direction of an enclave or a druidic circle which teaches the methods and ways of the natural world. Then there are those that are never given a choice, but are chosen by nature itself to become a servant of the green. These individuals are usually marked in some way or are blessed with a knack for understanding and ability to live symbiotically with the world around them. Commonly this blessing takes the form of a thorn sheathed seed which begins to grow upon their body.

At first this might seem to be a curse, possibly even a malign infection of some sort, but over time the spirit of nature reveals to the character that they have become a chosen champion, a verdant blade. Verdant blades appear throughout history when great calamity or other danger is imminent. As a champion of nature, they receive a powerful weapon to assist in their endeavors. The weapon is known as a woad seed, and gifts the verdant blade with the ability to use this tool of great power to be used on nature's behalf. With his new found power as well as their other gifts, the verdant blade sets out to face these menaces.

**Role:** Verdant blades are champions of nature. Destined to protect the natural world including its residents from any calamity that might befall the world. With his woad seed and other abilities, he is able to meet enemies head on to trade blows with goblin-kind, giants and any other evil that might rear its ugly head. Their other blessings allow them to aid those in need by healing their wounds or helping farmers better understand the natural world around them. Not all problems are solved by a blade or the strength of their arm, but are won simply by tending to the needs of those around him.

**Alignment:** Any non-evil.

**Hit Die:** d10

**Starting Wealth:** 5d6 x 10 gp (175 gp)

## Class Skills:

The verdant blade's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

## Class Features:

The following are class features of the verdant blade.

**Weapon and Armor Proficiency:** A verdant blade is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

**Woad Weapon (Su):** At 1st level, a verdant blade forms a bond with a special weapon known as a woad weapon. This weapon is a specially grown seed that is bestowed to him by nature itself. The form of the weapon, which can be any simple or martial weapon, is chosen at 1st level. Once this choice is made it cannot be changed. If the verdant blade chooses the form of a composite bow, the strength rating is equal to his current strength modifier. The weapon itself is composed of vines, bark, thorns and other natural occurring flora. The look of each weapon is unique to the individual that forms it.

At will, the verdant blade can cause his woad weapon to as-

sume the form of a barbed seed which is rooted in verdant blade's body (usually the hand or wrist for ease of use). To call the weapon to hand, or to make it assume seed form, is the same as stowing or sheathing a regular weapon. If he has the Quick Draw feat he can instead call the weapon to hand or cause it to assume seed form once per round as a free action.

At 5th level, a verdant blade can add additional magic abilities to his woad weapon as if he possessed the Craft Magic Arms and Armor Feat. The magic properties of a his weapon only function for the verdant blade who owns it. If he selected a bow as his woad weapon, he is capable of increasing the strength rating of his bow. Each point of Strength bonus granted by the bow costs 100 gp. If a verdant blade dies the woad weapon immediately reverts back to seed form and quickly rots.

The woad weapon can be damaged as if it were a normal weapon of its kind. However, the weapon heals a number of hit points per night of rest equal to the amount healed by the verdant blade, so long as the weapon is planted in the ground and watered before sleeping for the night. If the woad weapon is destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per verdant blade level. This ritual takes 8 hours to complete. Woad weapons replaced in this way do not possess any of the additional enchantments of the previous weapon had.

**Implant Seed (Ex):** At 1st level as a free action, a verdant blade can decide to "implant" a seed into a creature's wound after successfully striking it with his woad weapon. This embedded seed must be a seed from the seed discovery class feature which inflicts upon the target a baneful effect. The duration of each implanted seed is equal to 3 + his Wisdom modifier in rounds. The save to resist an implanted seed is equal to 10 + ½ the verdant blade's level + his Wisdom modifier. A target can have no more than one seed active at a time. The verdant blade can use this ability a number of times per day equal to ½ his level + his Wisdom modifier.

**Seed Discovery:** At 1st, 5th, 9th, 13th, and finally at 17th level, the verdant blade learns the secrets of creating a different type of seed. The verdant blade selects from the following list:

**Entangling Seed:** After being lodged into a victim's wound, the seed suddenly germinates and releases a mass of entangling roots which seek purchase and nourishment in the ground surrounding the target. These roots cause the target to become entangled unless they succeed on a Reflex saving throw.

**Savage Seed:** This seed erupts instantly into a ball of thorns and barbs once embedded in a targeted creature. This causes intense pain to the target. While the seed remains imbedded the victim receives a -2 penalty to attack rolls. At 10th level the penalty increases to -4. This effect can be negated with a successful Fortitude save.

**Sudden Sprout:** The imbedded seed suddenly bursts open and grows into a small sapling. The roots of this tiny tree tear into the flesh of the victim causing terrible wounds. These wounds initially inflict 1d6 points of damage. This continues to inflict another 1d6 points of damage per round until the seed's duration ends. A successful Fortitude halves this damage.

**Insidious Seed:** This seed causes the target to exude pheromones scent similar to those of prey animals. Any animal or humanoid which attempts to hit the target gains a +1 morale bonus on all attack rolls. At 10th level the morale bonus increases to +2. This effect can be negated with a successful Will save.



Table 1-3: Verdant Blade

Spells per Day

Base Attack						Spells per Day			
Level	Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th
1st	+1	+2	+2	+0	Woad Weapon, Implant Seed, Woodsman	-	-	-	-
2nd	+2	+3	+3	+0	Weald Weaver, Woodland Stride	-	-	-	-
3rd	+3	+3	+3	+1	Arboreal Armor +1, Trackless Step	-	-	-	-
4th	+4	+4	+4	+1	Tempered Wood, Thorn Patch	0	-	-	-
5th	+5	+4	+4	+1	Seed Discovery	1	-	-	-
6th	+6/+1	+5	+5	+2	Nature's Mantle (ranged concealment)	1	-	-	-
7th	+7/+2	+5	+5	+2	Arboreal Armor +2	1	0	-	-
8th	+8/+3	+6	+6	+2	Witch Wood	1	1	-	-
9th	+9/+4	+6	+6	+3	Seed Discovery	2	1	-	-
10th	+10/+5	+7	+7	+3	Brood Blade	2	1	0	-
11th	+11/+6/+1	+7	+7	+3	Arboreal Armor +3	2	1	1	-
12th	+12/+7/+2	+8	+8	+4	Nature's Mantle (melee concealment)	2	2	1	-
13th	+13/+8/+3	+8	+8	+4	Seed Discovery	3	2	1	0
14th	+14/+9/+4	+9	+9	+4	Wooden Womb	3	2	1	1
15th	+15/+10/+5	+9	+9	+5	Arboreal Armor +4	3	2	2	1
16th	+16/+11/+6/+1	+10	+10	+5	Woad Warrior	3	3	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Seed Discovery	4	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6	Nature's Mantle (flight)	4	3	2	2
19th	+19/+14/+9/+4	+11	+11	+6	Arboreal Armor +5	4	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	Verdant Apotheosis	4	4	3	3

**Krazy Kernel:** The seed releases into the victim's bloodstream a potent narcotic. This causes the target to suffer a -2 penalty to Will saves unless they are successful on a Fortitude save. At 10th level, this penalty to increases to -4.

**Hindering Seed:** This discovery grows and extends its roots into the target's muscle system restricting the target's ability to deal damage. The target suffers a -2 penalty to all damage rolls. At 10th level this penalty increases to -4. This effect can be negated with a successful Fortitude save.

**Hobbling Seed:** This seed sprouts roots and vines which coat the targets extremities. Once covered the vines constrict hampering the target's movement, unless it makes a successful Reflex save. If the save fails the target's movement rate is halved.

**Verminous Seed:** This seed, once injected into the victim, bursts open to release a swarm of insect-like vermin. This functions as per the *summon swarm (spiders)* spell. However, the swarm only affects the target and is unable to harm any other creature. At 10th level, the see burst into a swarm of wasps. This seed does not allow a saving throw.

**Virulent Seed:** This seed infects the target with a virulent poison. This poison deals 1 point of Constitution damage per round. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. The verdant blade must be at least 5th level in order to select this type of seed.

**Woodsman (Ex):** At 1st level, the verdant blade enjoys a deep and intuitive connection with the natural world, which affords him a bonus on Survival and Knowledge (nature) checks equal to half his level.

**Weald Weaver (Ex):** At 2nd level, a verdant blade is able to shape simple objects from wood and plant matter after spending 1 minute scavenging the surrounding environment. The area in which he is searching must be natural such as, but not limited to, the following: forest, mountain, tundra, etc. After this time the verdant blade is able to create a simple items or tools (such as a hammer, piton, cup, pot, ladder, rope, etc) which together cannot

weigh more than 1 pound per verdant blade level. However, the item created cannot have moving parts such as a crossbow. The verdant blade can create such an item a number of times per day equal to his level. These items remain functional for 1 minute per level.

**Woodland Stride (Ex):** Starting at 2nd level, a verdant blade may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect him.

**Arboreal Armor (Su):** At 3rd level, the verdant blade's bond with nature causes his flesh to slowly, over time, take on the appearance and texture of wood. This change grants the character a +1 enhancement bonus to his natural armor. This bonus increases by an additional +1 at 7th, 11th, 15th and 19th level.

**Trackless Step (Ex):** Starting at 3rd level, a verdant blade leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

**Spells:** Beginning at 4th level, a verdant blade gains the ability to cast a small number of divine spells, which are drawn from the druid spell list. A verdant blade must choose and prepare his spells in advance.

To prepare or cast a spell, a verdant blade must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a verdant blade's spell is 10 + the spell level + his Wisdom modifier.

Like other spellcasters, a verdant blade can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Verdant Blade. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells). When Table: Verdant Blade indicates that the verdant blade gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.



## Bevy of Blades

A verdant blade must spend 1 hour per day in quiet meditation to regain his daily allotment of spells. A verdant blade may prepare and cast any spell on the verdant blade spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a verdant blade has no caster level. At 4th level and higher, his caster level is equal to his verdant blade level -3.

**Tempered Wood (Su):** At 4th level, the verdant blade's mastery over shaping wood allows him to create items of incredible durability and power. From this point forward all items created by his weald weaver, as well as the his woad blade, gain a bonus to hardness equal to the verdant blade's Wisdom modifier and extra hit points equal to the verdant blade's class level. Additionally, the woad weapon is treated as a magic weapon for the purpose of overcoming damage reduction.

**Thorn Patch (Su):** At 4th level, the verdant blade can cause spiked entangling growth to erupt around him in a stationary 5 foot radius burst. This treacherous area acts as if covered in caltrops and is also considered difficult terrain. This ability can be used 3 + Wisdom modifier times per day as a move action. The area remains hazardous for a number of rounds equal to his Wisdom modifier (minimum 1). The verdant blade and those he considers allies are immune to these effects.

**Nature's Mantle (Su):** The character is able to summon forth a swirling vortex of wind and leaves to protect himself from attacks. At 6th level these leaves grant concealment from ranged attacks. At 12th level, the vortex of wind increases in potency and the swirling debris now grants concealment against melee attacks. At 18th level, the supernatural vortex becomes powerful enough to propel the verdant blade through the air, thus granting him a fly



## Verdant Blade

speed of 30' with good maneuverability. This ability is activated as a swift action and has a duration equal to 1 round per verdant blade level plus his Wisdom modifier. However, these rounds need not be consecutive.

**Witch Wood (Su):** At 8th level, the verdant blade's woad weapon is treated as cold iron for the purpose of overcoming damage reduction.

**Brood Blade (Su):** At 10th level, the verdant blade can now implant two seeds into a target when using the implant seed ability. However, each seed consumes one daily use of the implant seed ability. A target can have no more than 2 seeds active simultaneously.

**Wooden Womb (Sp):** At 14th level, a verdant blade is able to sacrifice a portion of his woad weapon's power in order to bring a recently slain ally back to life by plunging their blade into the companion's heart. This attack does not inflict damage, but instead the woad weapon bursts apart and forms a wooden-like cocoon of plant, tree, and floral matter around the target. Once done the ally is brought back to life as if they were the recipient of a *breath of life* spell. Using this ability is a standard action which can be done once per day using the verdant blade's level as his caster level.

In order to power this ability the verdant blade must sacrifice a small portion of his weapons power and can only be performed if the woad has magical properties. For the next 24 hours his weapon's total enhancement bonus is reduced by 1. This loss cannot be overcome by any means and remains until the full 24 hours has elapsed.

**Woad Warrior (Su):** At 16th level, the verdant blade can plant his woad weapon into the ground and break it off at mid point as a standard action. The splintered blade then grows into a creature similar in respect to a treant. Use the statistics for an advanced treant. This ability can be used once per day and lasts for a number of rounds equal to the verdant blade's level plus his Wisdom modifier. The woad weapon inflicts damage as if it were one size category smaller while this ability persists.

**Verdant Apotheosis (Su):** Nature has blessed him with certain traits similar to the plants which he so easily shapes. From this point forward the character gains a 50% chance to negate any critical attack or sneak attack which successfully strikes him. The verdant blade only requires 1 hour worth of rest per night to benefit as though he rested for 8 hours. He also gains sustenance from the sun and environment as if he were a plant which negates his need to eat or drink if he so chooses. Additionally, the verdant blade becomes ageless like the great oak trees of ancient forests. This means that the verdant blade 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. Age bonuses still accrue, and the verdant blade still dies of old age when his time is up.



The vital blade is unique amongst martial practitioners as their focus is both on athleticism as well as the in-depth knowledge of the body's internal chemistry. Many believe that hidden deep within each of us, there exists fonts of power which can be harnessed through a plethora of ways. The vital blade, however, concentrates only on the inherent power found in one's own blood.

Through a combination of discipline, endurance and martial techniques, the character is able to call forth this power and use it to devastating effect. The most spectacular example of these effects is one that allows him to shape a weapon composed of his own blood. All vital blades are easily identifiable by their glyph; a crimson hued wound-like mark appearing somewhere on their body, usually the palm or back of the hand. It is through this self-inflicted stigmata that they are able to summon their weapons and command the very essence of their being.

**Role:** A vital blade is accustomed to the hardships, bloodshed and suffering which that it entails. Without pause, they will enter into any fray because he knows that the pain that he experiences in battle pales in comparison to that which he inflicts upon himself.

**Alignment:** Any

**Hit Die:** d10

**Starting Wealth:** 5d6 x 10 gp (175 gp)

## Class Skills:

The vital blade's class skills are Climb (Str), Craft (Int), Intimidate (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 2 + Int modifier.

## Class Features:

The following are class features of the vital blade.

**Weapon and Armor Proficiency:** A vital blade is proficient with all simple weapons and martial weapons, light armor, medium armor, heavy armor and shields (except tower shields).

**Gruesome Glyph (Su):** All vital blades exhibit the same wound-like rune that signifies their adherence to this gruesome discipline. With it they are able to more easily manipulate the energies found within their own blood. As an added benefit the mark enhances the vital blades intuitive use of his own blood. This grants the benefits of the Weapon Focus feat when using his sanguineous sword ability.

**Sanguineous Sword (Su):** All vital blades are experts at shaping their own blood into weapons. At 1st level, as a move action, the vital blade can form a melee weapon that he is proficient with. The weapon can be sundered as normally, although the vital blade can recreate a new one as a standard action if it is sundered. The weapon remains so long as the character wields it and if the weapon leaves his grasp, it dissipates at the end of the turn. For the purpose of combat feats, such as Weapon Specialization, a vital blade is treated as a fighter of equal level and can use his sanguineous sword as the weapon prerequisites for the feat.

At 8th level, a sanguineous sword can be created as a swift action, at 16th level it becomes a free action.

**Blood Pool (Su):** The vital blade has learned how to harness and better manage the complex workings of his own body. This allows him to store a small pool of excess blood which he can use to power certain abilities. The vital blade has a number of blood

pool points equal to 1 + his Constitution Modifier (a vital blade can never have more than this amount at any given time). This pool refreshes once per day after an 8 hour rest. While the vital blade has points remaining in his blood pool, he gains the benefits of the Diehard feat. A vital blade spends blood points to activate blood talents, but can also regain points in the following ways.

**Critical Hit with sanguineous weapon:** Each time the vital blade confirms a critical hit with his sanguineous blade, while in the heat of combat, it allows him to regain 1 blood point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the vital blade's level does not restore blood points.

**Killing Blow with sanguineous weapon:** When the vital blade reduces a creature to 0 or fewer hit points with an attack while in the heat of combat, it allows him to regain 1 blood pool point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the character's level to 0 or fewer hit points does not restore any points.

**Endurance:** A vital blade follows the path, pays a heavy toll in blood, sweat, and pain. Because of this the vital blade gains the Endurance feat as a bonus feat.

**Weeping Weapon (Su):** The vital blade is able to alter his blood by carefully controlling and manipulating his humors. After doing so he can instantly focus these chaotic and destructive fluids through his sanguineous sword. The weapon then weeps corrosive energy which, upon impact, it inflicts acid damage. A vital blade can use weeping weapon a number of times each day equal 3 + his Constitution modifier. Activating this ability is a swift action that must be declared before the character makes an attack (while using his sanguineous sword). Whether the attack is successful or not one use of weeping weapon is expended.

**Bleeding Bulwark:** At 3rd level, the vital blade is incredibly resistant to the effects of bleeding. From this point forward he lessens bleed damage he would incur by an amount equal to half his vital blade class level.

**Blood Talent (Su):** Through intense experimentation and blood lose, a vital blade is able to manipulate his blood in new, and often grotesque ways. Starting at 3rd level and every two levels there after, a vital blade chooses one blood talent. He may not select the same blood talent more than once.

**Accelerated Adrenaline (Ex):** Through careful control of certain body related functions, a vital blade is able to increase his reaction time. A vital blade may spend a blood point and gain a bonus to his Initiative check equal to his Constitution modifier. This decision must be made before rolling for initiative.

**Blood Bolt (Su):** The vital blade gains the ability to fire a bolt of blood and bone shrapnel from his gruesome glyph as a ranged attack. It has a range increment of 20 feet. This damage is equal to his weeping weapon damage dice. Using this talent is a standard action and requires the expenditure of one use of the weeping weapon ability.

**Blood Sense (Ex):** After damaging an opponent, he is able to detect its presence by sampling its blood as a move action. This grants the vital blade the scent special ability versus that target only. Using this ability requires the expenditure of 1 blood point and lasts until he chooses to use the ability on a different opponent.



Table 1-4: Vital Blade

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Max Enhancement Bonus
1st	+1	+2	+0	+2	Gruesome Glyph, Sanguineous Sword, Blood Pool	-
2nd	+2	+3	+0	+3	Endurance, Weeping Weapon (1d4)	-
3rd	+3	+3	+1	+3	Bleeding Bulwark, Blood Talent	-
4th	+4	+4	+1	+4	Sacrificial Imbuement, Magic in the Blood	1
5th	+5	+4	+1	+4	Blood Talent	1
6th	+6/+1	+5	+2	+5	Weeping Weapon (2d4)	2
7th	+7/+2	+5	+2	+5	Blood Talent	3
8th	+8/+3	+6	+2	+6	Sanguineous Sword (swift action)	3
9th	+9/+4	+6	+3	+6	Blood Talent	4
10th	+10/+5	+7	+3	+7	Weeping Weapon (3d4)	4
11th	+11/+6/+1	+7	+3	+7	Blood Talent	5
12th	+12/+7/+2	+8	+4	+8	Fluid Strike	5
13th	+13/+8/+3	+8	+4	+8	Blood Talent	6
14th	+14/+9/+4	+9	+4	+9	Weeping Weapon (4d4)	6
15th	+15/+10/+5	+9	+5	+9	Blood Talent	7
16th	+16/+11/+6/+1	+10	+5	+10	Sanguineous Sword (free action)	7
17th	+17/+12/+7/+2	+10	+5	+10	Blood Talent	8
18th	+18/+13/+8/+3	+11	+6	+11	Weeping Weapon (5d4)	8
19th	+19/+14/+9/+4	+11	+6	+11	Blood Talent	9
20th	+20/+15/+10/+5	+12	+6	+12	Hemoglobin	9

**Bulging Blade (Ex):** As a swift action, a vital blade can increase the size of his sanguineous weapon one category. This requires the expenditure of 1 blood point. This size increase does not stack with other size increases. The increase in size lasts for a number of rounds equal to vital blade's Constitution modifier.

**Canvas of Cuts (Ex):** He constantly experiments upon himself to further understand and manipulate his own body. Leaving it with crisscrossed scars and old wounds. This results in the toughening of his flesh and skin which grants the vital blade a Natural Armor bonus equal to the number of damage dice of his weeping weapon. For instance, a vital blade of 14th level would receive a Natural Armor bonus of +4.

**Caustic Cut (Ex):** The vital blade is able to turn his blood into an acidic fluid. If an opponent damages him in melee (those using reach weapons are not subject to this damage), they are splashed by his caustic blood. This inflicts 1d4 points of acid damage.

**Gory Glare (Ex):** With a mere thought, he turns eyes a solid red by bursting the capillaries. This causes him to weep a minute amount of blood while this talent is active. The vital blade's terrifying visage now grants him an insight bonus to Intimidation skill checks equal to his Constitution modifier. Activating this talent is a swift action, which requires the expenditure of 1 blood point.

**Gore Glyph (Sp):** After a performing a ritual which involves a sacrificing a portion of his blood with scalpels and other sharp objects, a vital blade is able to create a glyph which mimics the spell *glyph of warding*. However, the vital blade can only create a blast glyph and the damage must be either: fire, cold, or acid. Each use of this ability cost 1 blood point. The vital blade must be of at least 8th level to select this ability.

**Greater Gruesome Glyph (Su):** The vital blade carves upon his flesh a secondary (or a more complex version) of gruesome glyph, which he can form into another melee weapon as per his sanguineous sword ability. This secondary weapon can be any melee weapon that he is proficient with. Both weapons must be enchanted

separately from different creatures when using the imbue blood blade ability or expend blood points separately for each weapon.

**Plasma Puddle (Sp):** By expending a blood point, the vital blade can vomit, expel or bleed out a puddle of blood. This blood is extremely slippery and mimics the spell *grease*. However, this talent only has a range of 10 feet. Each use of this talent is a standard action, that does not provoke an attack of opportunity.

**Reactive Burst (Ex):** This talent allows a vital blade to instantly reform his weapon after a sunder attempt. However, he does so in a burst of retributive gore and blood. This retributive burst inflicts upon the opponent (which sundered the weapon) damage equal to the weeping weapon damage. A retributive burst can only be inflicted upon an enemy once per round. The vital blade must be of 16th level to select this talent.

**Rejuvenation (Ex):** Blood flows through the vital blade and he may tap into extra pool for survival. By spending 1 blood point, he gains fast healing 1, for a number of rounds equal to his Constitution modifier. The vital blade must be 6th level to select this talent.

**Sacrificial Empowerment (Ex):** By sacrificing a point from his blood pool, the vital blade is able to empower his weeping weapon ability. When used in this way it increases the damage dealt by one half. This talent is activated as a free action when using the weeping weapon ability, but before damage is rolled. This talent can only be used once per round.

**Sanguineous Sculptor (Su):** When shaping a weapon with the sanguineous sword, the vital blade can also shape any ranged (including thrown) weapons that he is proficient with. Although he must supply the required ammunition for bows, slings etc. This talent allows for the creation of mighty composite bows which will reflect the Strength the vital blade currently has when the weapon is formed. A thrown sanguineous weapon dissipates at the end of his current turn. A vital blade must be of at least 16th level or higher in order to make a full attack using thrown weapons (see the sanguineous sword (free action) ability for reference).



**Sanguineous Shield (Su):** By expending a blood point as a swift action, the vital blade is able to imbue his blood with an inherent protective quality. When an enemy attempts to strike him, his blood will animate from his gruesome glyph in order to intercept the attack. A vital blade is granted a shield bonus to AC equal to the number of damage dice rolled for his weeping weapon ability. This bonus lasts for a number of rounds equal to his Constitution modifier.

**Self-Harmer (Ex):** A vital blade that follows this path becomes injured, and very resistant, to damage inflicted upon oneself due to his constant self-mutilation and bloodletting practices. This talent grants him damage reduction equal the number of damage dice of his weeping weapon.

**Weeping Weapon (Entangling) (Ex):** When using his weeping weapon and by spending a blood point as a free action, on a successful attack is able to inflict the entangled condition. The vital blade must declare he is using talent before the attack roll is made. If the attack succeeds, the target is allowed a Reflex save negate this effect (DC: 10 + ½ his vital bladed level + his Constitution modifier). The entangled condition lasts for a number of rounds equal to the vital blade's Constitution modifier. This ability cannot be combined with sickening burst talent and can only be used once per round.

**Weeping Weapon (Sickening) (Ex):** On a successful weeping weapon attack, the vital blade is able to inflict the sickened condition by expending 1 blood point as a free action. He must declare that he is using this before the attack roll is made. The target can make a Fortitude save to negate this effect (DC: 10 + ½ his vital bladed level + his Constitution modifier). The sickened condition lasts for a number of rounds equal to the vital blade's Constitution modifier. This talent can only be activated once per round.

**Visceral Vision (Sp):** Due to a vital blades inherent knowledge of the body, they are able to gauge the vitality of those around them. He is able to cast the *status* spell, as a spell-like ability once per day. He may spend one blood point per use, for additional uses per day.

**Vital Vigilance (Ex):** Because he is able to control his blood, the vital blade can minimize his blood loss when attacked. This talent grants him a 25% miss chance to negate a critical attack. This talent can be taken more than once. If taken a second time the chance to negate a critical attack increases to 50%, and if taken a third time the chance increases to 75%. The vital blade must be at least 8th level this talent the first time. If selecting it for a second time he must be 12th level. If selects this for a third time, the vital blade must be at least.

**Sacrificial Imbue (Su):** Whenever the vital blade inflicts a killing blow upon a creature (or brings the creature to 0 hit points or lower) he siphons the last vestiges of the creature's life force, as free action, in order to empower his sanguineous weapon. By charging his sanguineous sword with this stolen life essence the vital blade is able to enchant his blade with magical properties.

Beginning at 4th level, the vital blade's sanguineous sword gains a cumulative +1 enhancement bonus for every two hit dice worth of the creature slain. These can be spent on actual enhancement bonuses or on weapon special abilities. A vital blade's level

determines his maximum enhancement bonus (see Table: Vital Blade). When his total enhancement is higher than his maximum bonus, he may apply them instead to weapon special properties, as long as he meets the level requirements. This empowerment remains active for 1 minute per class level or until the vital blade uses this ability again (after killing, or reducing a creature to 0 hit points, or by expending a point from his blood pool), or he dispels his sanguineous sword.

Instead of having to slay a creature in order to empower his weapon, the vital blade can instead sacrifice one point from his blood pool. Acting as if he had slain a creature, the vital blade receives a cumulative +1 enhancement bonus for every one blood point per two hit dice he spends, which he can then spend on abilities and enhancement bonuses so long as the weapon becomes a +1 enhancement bonus. If he kills a creature (or brings them to 0 hit points) he can immediately use the siphoned life-force to empower his blade and regain the lost blood pool points.

When assigning special abilities, the vital blade can choose from the following list: *agile, bane, keen, corrosive, corrosive burst, cruel, cunning, menacing, sundering, wounding, vicious, coup de grace.*

due to the convital blade's reduction as if official imbue-

**Magic in the Blood (Su):** At 4th level, stant influx of life empowering energy, the sanguineous sword now bypasses damage it were a magic weapon even when the sacrament ability is not active.

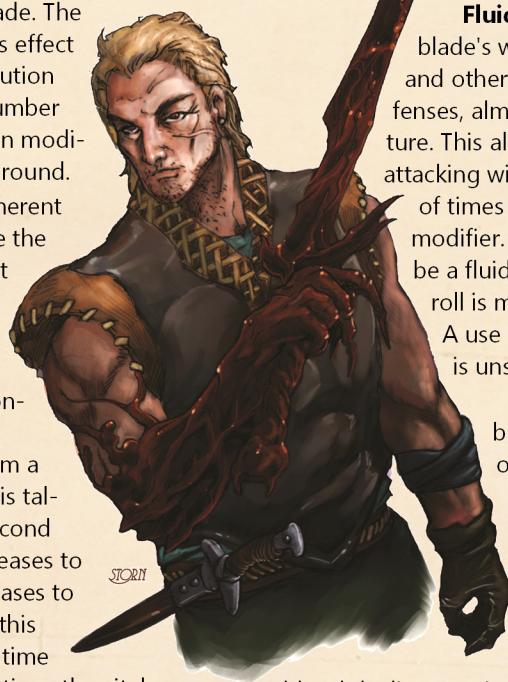
**Fluid Strike (Ex):** At 12th level, a vital blade's weapon is able to flow, contort, warp and otherwise snake through an opponent's defenses, almost as if the blade were a living creature. This allows him to make a touch attack, when attacking with his sanguineous weapon, a number of times per day equal to 3 + his Constitution modifier. The vital blade can declare an attack to be a fluid strike as a free action before the attack roll is made, but no more than once per round. A use of this ability is spent even if the attack is unsuccessful.

**Hemoglobin:** At 20th level, the vital blade must make a choice and select one of the following options:

**Hemophage (Su):** A vital blade is able to draw sustenance, similar to a vampire, and healing from those he damages with his sanguineous weapon. After inflicting damage upon a target with discernable anatomy, he drains it's

blood dealing 1 point of Constitution damage. The vital blade than heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to his Constitution score).

**Sanguine Lord (Su):** The vital blade's control and mastery of his own blood has been perfected. So potent is his lifeblood that the vital blade is now immune to bleed damage, poison, and disease (both magical and mundane). The character also regenerates his blood pool at the rate of 1 point per hour up to his maximum amount allowed.





# Bevy of Blades

## Aether Knight (Aether Blade Archetype)

Aether knights focus on protection and the ability to wear the heaviest armors instead of relying upon the protective qualities of their inborn eldritch talents. Their emphasis on defense extends to the aetheric item that they summon, which for aether knights, is a shield. Followers of this martial practice are able to, through an innate magical ability, heighten the qualities of magical armor as well as bolster their physical abilities.

An aetheric knight has the following class features.

**Armor Proficiency:** Aetheric knights is proficient with medium and heavy armor, as well as shields (except tower shields).

This replaces the aether blade's normal armor proficiency as well as the aetheric armor, improved aetheric armor, and greater aetheric armor class features.

**Aetheric Shield (Sp):** As a move action, an aether knight can form a semi-solid shield composed of magical energy distilled from her own soul. She must choose the form of her shield at 1st level. She can select the form of a buckler, light steel shield, or a heavy steel shield. Once this shape is chosen, it remains in this form every time the aether knight forms her shield. An aether knight with a powerful build or size alter racial ability, forms an appropriately sized shield that deals the size appropriate amount of damage.

The shield can be broken (hardness 10; 10 hit points), however, as she can manifest another one on her following turn as a move action. The moment she relinquishes her grip on her shield, it dissipates on impact. At which point she must summoning her shield again. This shield is considered magic for the purpose of overcoming any damage reduction and is also considered as a masterwork shield.

An aether knight can use feats such as Improved Shield Bash or Shield Mastery in conjunction with the shield as though it were a normal shield. Powers or spells that upgrade shields can be also target her aetheric shield.

Even in places where magical effects do not normally function, an aether knight can attempt to sustain her shield by making a DC 20 Will save. On a successful save, the aether knight maintains her shield for a number of rounds equal to her

class level before she needs to attempt the check again. Although, the shield is treated for all purposes as a non-magical, masterwork shield while



# Archetypes

in a place where magical effects do not normally function. When she is unsuccessful on a check, the shield vanishes.

As a move action on her turn, the aether knight can attempt a new Will save to rematerialize her shield while she remains within the magic-negating effect. She gains a bonus on Will saves made to maintain or form her shield equal to the total enhancement bonus of her shield (see below).

The shield's appearance is composed of a plane of magical energy with runes, glyph-like marks and arcane patterns etched upon its surface.

This ability replaces aetheric weapon.

**Eldritch Bastion (Su):** An aether knight's natural command of magic also extends to his ability to equip and wield magic armor. At 3rd level, an aether knight is able to form a bond with any suit of magical armor she dons. By doing so she is able to draw upon certain inherent aspects of the object's magical nature. The aether knight must be wearing a suit of magical armor in order for this ability to be active.

Each level attained (apprentice, journeyman, master) unlocks additional abilities.

**Apprentice:** The aether knight gains Bodyguard<sup>APG</sup> as a bonus feat even if he does not meet the prerequisites.

**Journeyman:** The aether knight is able to cast the spell *greater shield of fortification* as a spell-like ability a number of times per day equal to 1 + her Charisma Modifier.

**Master:** While wearing magical armor, an aether knight can add the armor's enhancement bonus to her touch AC as well as to her CMD.

This ability replaces eldritch symbioses.

**Assimilate Magic (Su):** This functions as the ability of the same name, but only the aether knight's aetheric shield can be enhanced.

**Arcane Empowerment (Su):** At 4th level the aether knight is able to empower her physical form by focusing her innate magical energy inward. This grants the aether knight a +2 enhancement bonus to one of the following:

Strength, Dexterity, Constitution, or to Natural Armor. At 8th, 12th, and finally at 16th level, this enhancement bonus increases by an additional +2. The aether knight can choose to apply the bonus to one attribute or divide the available enhancement bonus amongst the attributes listed above. This ability requires a full-round action to concentrate in order to focus the required energies upon herself. However, the distribution of enhancement bonuses can be changed after a full night's rest and expending another full round action.

This ability replaces magical knack.

## Crimson Inheritor (Vital Blade Archetype)

Most never realize that the power they wield is sometimes due to a sorcerous lineage. However, crimson inheritors discover this truth early in training and seek ways to master this font of power which resides within them. Their skill with manipulating the inherent magical nature of their blood also allows them to cast a very small number of arcane spells per day.

An crimson inheritor has the following class features.



**Armor Proficiency:** The crimson inheritor is not proficient with heavy armor.

**Blood Scion:** At 3rd level, a crimson inheritor gains access to a magical bloodline as though he were a sorcerer equal to his level. He selects one bloodline and gains its bloodline arcana. The crimson inheritor does not gain access to the bloodline's class skills or bonus spells. However, the crimson inheritor can select a bloodline's bonus feat or a corresponding bloodline instead of a blood talent.

This ability replaces the blood talents received at 3rd level, and alters the talents at 7th, 11th, 15th, and 19th level.

**Sanguine Arcana (Sp):** At 6th level, a crimson inheritor is capable of drawing forth the eldritch power of his bloodline, albeit in a limited fashion. The crimson inheritor gains access to cast his bloodline bonus spells by expending 1 blood point per spell level in order to cast a bloodline bonus spell as a spell-like. He gains access at a slow pace, using half his crimson inheritor as his bonus spell level. He uses his crimson inheritor level as his spellcaster level and his Charisma modifier to determine DCs and effects.

Example: A crimson inheritor of 10th level, that selected the aberrant bloodline, would be able to cast *enlarge person* and *see invisibility* each once per day as a spell-like ability by expending the required blood pool points. Later, when he gained enough experience to obtain 14th level, he would gain the ability to cast *tongues* once per day as a spell-like ability after expending 3 blood pool points.

This ability replaces endurance and bleeding bulwark.

**Crimson Paragon:** At 20th level the crimson inheritor gains the final bloodline power associated with his sorcerous bloodline.

This ability replaces hemoglobin.

## Umbral Prowler (Shadow Blade Archetype)

Umbral prowlers prize mobility and rely heavily upon their skills in order to overcome obstacles or opponents. Many followers of this discipline are celebrated assassins which are paid handsome sums in order to remove troublesome adversaries. Although their talents for death dealing are well known, umbral prowlers are equally adept at more skillful challenges and can easily fulfil the role of dungeon scout and trapfinder.

An umbral prowler has the following class features.

**Armor Proficiency:** An umbral prowler is proficient with only light armor.

**Saving Throws:** An umbral prowler's Fortitude progresses at the same rate as his Will Save.

**Skill Points per Level:** 6 + Int modifier

**Skills:** An umbral prowler adds Disable Device to their list of class skills.

**Trapfinding:** At 1st level, the umbral prowler gains the trapfinding ability as the rogue ability.

**Swift Shadows (Su):** The umbral prowler is blessed with the inherent speed of the shadows he commands. At 2nd level, this ability grants the umbral prowler a +5 feet bonus to his base movement speed. He movement increases by +5 feet at 6th, 10th and 14th level.

This ability replaces armored finesse 1, 2, 3, 4 and 5.

**Gloomy Gait (Su):** An umbral prowler is gifted with otherworldly movements which seem to obfuscate his position from opponents. Beginning at 2nd level, the umbral prowler gains a +1

dodge bonus to his Armor Class. This bonus improves by an additional +1 at 7th, 12th and 17th level.

This ability replaces steel shadows.

**Dark Revelations:** An umbral prowler gains access to a number of specialized dark revelations to choose from.

**Beshadowed Implements (Su):** An umbral prowler can command his beshadowed blade to assume the form of thieves tools. These tools grant an enhancement bonus on skill checks equal to the weapon's enhancement bonus. If the weapon does not have an enhancement bonus, these tools are treated as masterwork. Changing the form of the weapon is a standard action.

**Disappearing Trick (Sp):** An umbral prowler can become invisible, as if under the effects of *greater invisibility*, as a free action. She can remain invisible for a number of rounds per day equal to half her umbral prowler level. Her caster level for this effect is equal to her umbral prowler level. These rounds need not be consecutive. A umbral prowler must be 15th level or higher to select this trick.

**Phantom Legerdemain (Su):** An umbral prowler is able to summons tiny shadows that allow him to use Disable Device and Sleight of Hand at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and he cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. He can only use this ability if he has at least 1 rank in the skill being used. This ability can be used a number of times per day





equal to 1 + Dexterity his modifier. A umbral prowler must be 11th level or higher to select this trick.

**Shadow Stealing Strike (Ex):** As a standard action, he can attack a target while cloaking himself in a corona of shadow and darkness. If the attack is successful, he may attempt a free steal combat maneuver check as if he possessed the improved steal feat. However, the umbral prowler does not require one hand free as the shadows help him to liberate the item from the target. The umbral prowler also receives a bonus to his CMB check equal to his Dexterity modifier. A umbral prowler must be 19th level to select this trick.

This ability modifies the dark revelation ability.

## Verdant Florists (Verdant Blade Archetype)

Verdant florists are well aware of the multitudes of medicinal and helpful effects flowers can have. They use this knowledge, as well as the ability to grow flowers upon their woad weapon, to create magical blossoms, corsages, and bouquets. A verdant florist is capable of giving these floral arrangements to an ally. Each arrangement grants one, or several bonuses, to the recipient based upon the type of petal used.

A verdant florist has the following class features.

**Blossoming Blade (Su):** The verdant florist is able to grow beautiful aromatic flowers from his woad weapon. His woad weapon must be in hand when activating this ability. These flowers grant a beneficial effect when attached to a creature in a manner similar to a corsage. Growing and applying a petal requires a full round action that provokes attacks of opportunity. The target creature must be willing and be adjacent to the verdant florist. Each type of petal grants a +1 morale bonus to a single skill check, save, or ability check. This bonus increases by an additional +1 at 9th and 17th level. The effect remains active for a number of rounds equal to the verdant florist's level.

When the verdant would learn a seed discover he would instead learn a type of flowers from the following list:

**Angelica Flower:** Angelica flowers are known for strengthening the body and grant a +1 bonus to Strength checks. However, this bonus does not apply to attack or damage rolls.

**Begonia Flower:** Flowers from the begonia plant help to purge toxins from the body and grant a +1 bonus to saves vs poison.

**Bellis Perennis Flower:** These flowers help to maximize healing received by the target creature. Once attached these flowers grant an additional point of healing per die to those that receive a conjuration (healing) spell.

**Blue Lobelia Flowers:** Flowers from the blue lobelia are used to alleviate sickness and stomach upset and grant a +1 bonus to saves vs any effect that inflicts the sickened or nauseated conditions.

**Butterfly Weed Flowers:** Flowers from this weed help to alleviate pain. Once applied to a creature these flowers grant the recipient a +1 bonus vs any effect that inflicts pain such as the *inflict pain* spell.

**Calendula Flowers:** The calendula helps protect the skin from burns and grants a +1 bonus on saves vs fire.

**Carnation Flowers:** Carnation flowers alleviate drowsiness and grant a +1 bonus on saves vs any effect that inflicts fatigue or exhaustion.

**Corn Flower Flowers:** These flowers help to ward a creature's eyes against adverse effects. The flowers grant a +1 bonus on all saving throws vs effects that cause the blinded or dazed condition.

**Dandelion Flowers:** Dandelion flowers grant an invigorating boost a person's vigor. The flowers grant a +1 bonus on all Dexterity checks. Although this bonus does not apply to Reflex saving throws.

**Gardenia Flowers:** These flowers help to ward the mind against negative outside influences. Once applied, these flowers grant a +1 bonus vs any effect which inflicts the frightened, shaken, or panicked condition.

**Honeysuckle Flowers:** These naturally antiseptic flowers help to treat patients and grant a +1 bonus on heal skill checks.

**Hyssop Flowers:** The flowers of the hyssop plant grant a +1 bonus on Constitution checks. However, this bonus does not apply to Fortitude saves.

**Jasmine Flowers:** Jasmine flowers are known to be soothing and their sweet aromatic flowers grant a +1 bonus on Bluff checks.

**Nettle Flowers:** Nettle flowers are known for their ability to give a burst of energy. Once applied, these flowers grant a +1 bonus on Initiative checks.

**Passionflower Flowers:** These flowers exude an attractive and alluring scent which makes social interactions easier. The flowers grant a +1 bonus Diplomacy checks.

**Rosy Periwinkle Flowers:** These flowers grant a +1 bonus on saves vs disease, they aid the body in fighting off infections and viruses.

At 5th level, the verdant florist can combine 2 flowers into a pretty multi-colored corsage. This improves to 3 flowers at 13th level, which are combined into a rainbow hued bouquet. Each petal grown expends a daily use of this ability. This ability requires a full-round action, no matter how many flowers are grown and applied.

The verdant florist can grow a number of flowers per day equal to half his level + Wisdom his modifier.

This ability replaces implant seed and the seed discovery ability.



### Arcane Bulwark (Combat)

You draw upon your arcane power to create a defensive field of ablative energy.

**Prerequisites:** Ability to cast arcane spells.

**Benefit:** As a swift action, you can create an energy shield that grants you a number of temporary hit points equal to ½ your caster level + your spell casting modifier, that remain for 1 round. The temporary hit points gained from this feat do not stack upon each other.

### Arcane Celerity (Combat)

You focus magical energies inward instead of outward which greatly enhances your speed.

**Prerequisites:** Ability to cast arcane spell.

**Benefit:** As a swift action, you empower yourself with a burst of vibrant energetic power. For 1 round, you gain a bonus to your base land speed equal to half your caster level (rounded down). You also gain a bonus to Armor Class against attacks of opportunity equal to your Charisma, Intelligence, or Wisdom Modifier, whichever is higher.

### Extra Blood Talent

You have discovered a new aspect of your blood related mastery.

**Prerequisite:** Blood Talent class ability.

**Benefit:** You gain one additional Blood Talent. You must meet all of the prerequisites for this talent.

### Magic Manipulator

You are able to manipulate the eldritch powers of a metamagic rod so that it functions with your spell-like abilities.

**Prerequisites:** The ability to use spell-like abilities, Spellcraft 5 ranks.

**Benefit:** You are able to apply the benefits of a lesser metamagic rod to your spell-like abilities.

### Potent Flowers

**Prerequisites:** Blossoming blade, knowledge (nature) 6 ranks.

**Benefit:** The morale bonus granted by the blossoming blade ability increases by an additional +1.

## Favored Class Bonuses

### Aether Blade

**Dwarf:** Gain 1/5 of an additional magical knack.

**Elf:** Add +1/5 to the aether blade's Charisma score for the purpose of determining his bonus to Armor Class from the aetheric armor class ability.

**Gnome:** Add +1/6 to the DC of any illusion spell-like abilities when using the magical knack ability.

**Half-Elf:** Add +1/6 to the bonus damage granted when using the Arcane Strike feat.

**Half-Orc:** Add +1/4 on critical hit confirmation rolls when wielding a aether weapon.

**Halfling:** The aether blade gains +1/5 daily uses of the spell-like ability chosen at 4th level magical knack.

**Human:** Add +1/2 feet to the radius of the aether blade's aetheric aura ability.

### Shadow Blade

**Dwarf:** Add +1/6 shrouded secret.

**Elf:** Add +1/5 as a competence bonus on Stealth checks.

**Gnome:** Add +1 to the shadow blade's CMD when resisting a dirty trick or steal attempt while wielding a beshadowed blade.

**Half-Elf:** Add +1/5 as a competence bonus on Perception checks.

**Half-Orc:** Add +1/5 to Intimidate checks when wielding a beshadowed blade.

**Halfling:** Add +1/5 additional points of damage when using the unexpected strike ability.

**Human:** Add +1/6 dark revelation.

### Verdant Blade

**Dwarf:** Add +1 to the verdant blade's CMD when resisting a bull rush or overrun.

**Elf:** Add +1 to the verdant blade's base speed. In combat this option has no effect unless the verdant blade has selected it five times (or another increment of five).

**Gnome:** Gain +1/5 bonus seed discovery.

**Half-Elf:** Add a +1/2 bonus on Knowledge (nature) checks relating to plants and animals native to forests.

**Half-Orc:** Add +1/6 natural armor bonus provided by the arboreal armor ability.

**Halfling:** Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the verdant blade selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

**Human:** Add +1/6 to the saving throw DC of one seed discovery.

### Vital Blade

**Dwarf:** Add +1/6 blood pool point.

**Elf:** Add +2 on rolls to stabilize when dying.

**Gnome:** Add +1/2 to the vital blade's Constitution score for the purpose of determining when he dies from negative hit points.

**Half-Elf:** Add +1 to the vital blade's CMD when resisting two combat maneuvers of the character's choice. This bonus only applies while wielding a sanguineous weapon.

**Half-Orc:** Inflict an additional +1/5 points of damage when using weeping weapon.

**Halfling:** Add +1/5 on Initiative checks. This bonus only applies while wielding a sanguineous weapon.

**Human:** Add +1/6 additional blood talents.



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