SWORDMASTER

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Swordmaster

Perfect swordplay requires a tenuous harmony of discipline and passion. Discipline yields anticipation and precision. Passion yields inspiration and speed. A swordsman who has known this harmony knows that it can never be maintained; it must constantly be achieved. It is the tireless pursuit of this harmony, the undying quest for clarity of self and blade, that defines a swordmaster.

Role: No warrior is more formidable in single combat than the swordmaster. His artful feints and parries annihilate lesser swordsmen while his steel thwarts his enemies' advance in a derisive chorus.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 2d6 x 10 gp (70 gp).

Class Skills

The swordmaster's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Intimidate (Cha), Knowledge (Local) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis) and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the swordmaster.

Weapon and Armor Proficiency: Swordmasters are proficient with all simple and martial swords, plus the quarterstaff. They are proficient with light armor, but not with shields.

Art of Swordplay (Ex): Swordmasters perform advanced techniques known as sword arts. Sword arts must be performed while wearing light or no armor, not using a shield and wielding only a single sword. Each sword art is either an opener, a sequitur or a finisher. Sequiturs must follow a successful opener or sequitur; finishers must follow a successful sequitur. Each successful opener and sequitur establishes a window during which a sequitur or finisher may follow. Unless otherwise stated, sword arts' progression is specific to a single target - the target of a successful opener is the only valid target of a sequitur, and the target of a successful sequitur is the only valid target of a finisher. When an opener, sequitur or finisher is performed, all windows established by previously performed openers and sequiturs end. A series of sword arts directly or indirectly enabled by the same opener is defined as a compound.

Sword art damage is identical to the swordmaster's normal weapon damage, except that it does not benefit from his Strength bonus or the Power Attack feat and he adds his Dexterity bonus to the damage result. When using a two-handed sword, he adds 1-1/2 times his Dexterity bonus to the damage result. A swordmaster's Dexterity bonus does not apply to damage results against objects or creatures that are immune to precision damage, even though sword art damage is not precision damage. If the swordmaster has a Strength penalty, half that penalty (rounded down) applies to sword art damage.

A swordmaster begins play knowing the sword arts misdirection (opener), incisive strike (sequitur) and deadly arc (finisher).

Sword arts are listed at the end of this class entry.

Partnered Blade (Ex): A swordmaster begins play with a masterwork sword of any type. The swordmaster and this blade are partners. A blade becomes an intelligent object upon partnership with a swordmaster. However, it loses any intelligent item powers and intelligent item senses and communication abilities gained through swordmaster class features once the partnership ends. A partnered blade's alignment is usually the same as the swordmaster's, though exceptions may occur (at the GM's discretion). It begins with mental ability scores of 10. It may have a specific purpose (at the GM's

discretion), but its purpose must be associated with the swordmaster's (according to his story, the plot of the campaign, etc.). A swordmaster's partnered blade never requires him to make a Will save. However, neither the swordmaster nor his partnered blade can refuse, override or subvert an action the other wishes to take for longer than 3 rounds without permanently and irrevocably ending their partnership.

If a swordmaster loses or abandons his partnered blade for more than 24 hours, if his partnered blade is destroyed or if his partnered blade chooses to end their partnership, he gains 2 permanent negative levels. These negative levels persist for 1 month and can only be cured by regaining possession of the lost sword in willing and working condition. Negative levels gained through the loss of a partnered blade never result in a swordmaster's death or reduce his maximum hit points to less than half his normal maximum hit points. At any time, a swordmaster may adopt a new masterwork or magical sword as his partnered blade. Once he does, his previous partnered blade ceases to be his partner and the negative levels imposed by its loss can no longer be cured by regaining possession of the sword in willing and working condition.

Tactful Deflections (Ex): When wearing light or no armor, not using a shield and wielding only a single sword, a swordmaster gains a +1 deflection bonus to AC per class level, up to a maximum of his Intelligence modifier. If a swordmaster is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus. This bonus does not stack with the bonus provided by a duelist's canny defense ability - a swordmaster that could benefit from both must choose which to apply.

Tactful Strikes (Ex): When wearing light or no armor, not using a shield and wielding only a single sword, a swordmaster may use his Dexterity modifier instead of his Strength modifier on attack rolls made with swords. A swordmaster's Strength modifier does not apply to the damage rolls of tactful strikes. If the swordmaster has a Strength penalty, half that penalty (rounded down) applies to the attack rolls of tactful strikes.

Awakened Blade (Ex): At 2nd level, a partnered blade begins to awaken. The blade gains intelligent item powers and intelligent item senses and communication abilities of its choice totalling a value based on the swordmaster's level, as depicted on Table: Swordmaster. A partnered blade does not need to choose intelligent item properties immediately; it may refrain from gaining new properties until it has
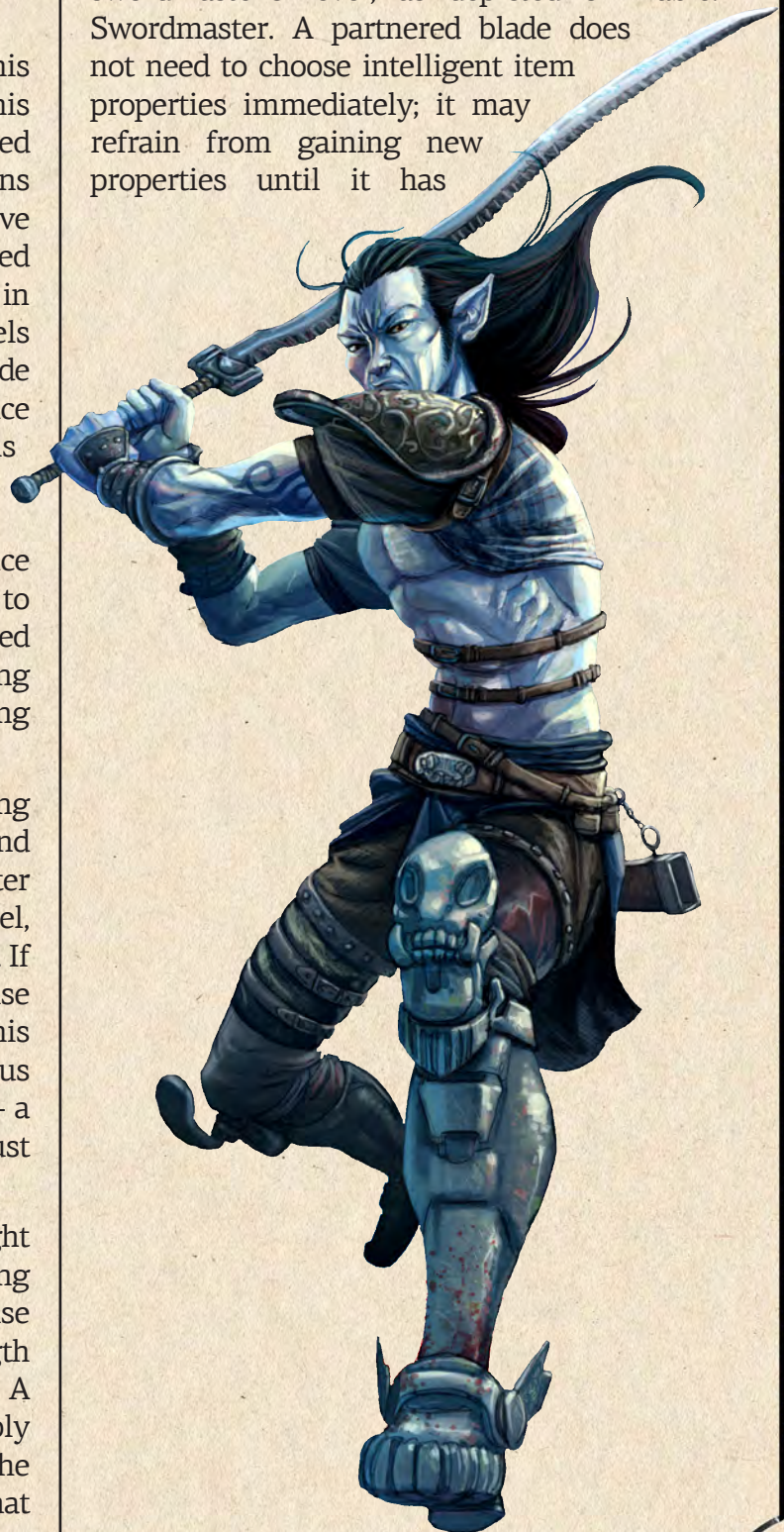
Table: Swordmaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Intelligent Value	Magic Value
1	+1	+2	+2	+0	Art of swordplay, partnered blade, tactful deflections, tactful strikes	-	-
2	+2	+3	+3	+0	Awakened blade, sword art	500 gp	-
3	+3	+3	+3	+1	Devouring blade +2, sword art	1,000 gp	2,000 gp
4	+4	+4	+4	+1	Redouble 1/day, sword art	1,500 gp	2,000 gp
5	+5	+4	+4	+1	Sword art, swordsman's intuition	2,500 gp	8,000 gp
6	+6/+1	+5	+5	+2	Devouring blade +4, sword art	3,500 gp	8,000 gp
7	+7/+2	+5	+5	+2	Sword art	4,500 gp	18,000 gp
8	+8/+3	+6	+6	+2	Advanced sword art	5,500 gp	18,000 gp
9	+9/+4	+6	+6	+3	Advanced sword art, devouring blade +6, redouble 2/day	7,000 gp	32,000 gp
10	+10/+5	+7	+7	+3	Advanced sword art	8,500 gp	32,000 gp
11	+11/+6/+1	+7	+7	+3	Advanced sword art	10,000 gp	50,000 gp
12	+12/+7/+2	+8	+8	+4	Advanced sword art, devouring blade +8	11,500 gp	50,000 gp
13	+13/+8/+3	+8	+8	+4	Advanced sword art	13,000 gp	72,000 gp
14	+14/+9/+4	+9	+9	+4	Advanced sword art, redouble 3/day	15,000 gp	72,000 gp
15	+15/+10/+5	+9	+9	+5	Advanced sword art, devouring blade +10	17,000 gp	98,000 gp
16	+16/+11/+6/+1	+10	+10	+5	Advanced sword art	20,000 gp	128,000 gp
17	+17/+12/+7/+2	+10	+10	+5	Advanced sword art	24,000 gp	162,000 gp
18	+18/+13/+8/+3	+11	+11	+6	Advanced sword art, devouring blade +12	29,000 gp	200,000 gp
19	+19/+14/+9/+4	+11	+11	+6	Advanced sword art, redouble 4/day	35,000 gp	200,000 gp
20	+20/+15/+10/+5	+12	+12	+6	Advanced sword art	42,000 gp	200,000 gp

awakened enough to gain a particular property.

A partnered blade cannot increase its mental ability scores directly. Instead, its mental ability scores increase by +2 for each point of literal enhancement bonus it has (maximum +10).

If a swordmaster adopts a partnered blade that had intelligent properties prior to their partnership, the value of the blade's inherent intelligent item properties must be subtracted from the value depicted on Table: Swordmaster.

Sword Art (Ex): At 2nd level and every level thereafter, a swordmaster learns a sword art. Each time the swordmaster learns a sword art, he may also unlearn a single sword art and learn another in its place.

Devouring Blade (Ex): At 3rd level, a partnered blade gains a +2 bonus to hardness. It also gains a +2 bonus on damage rolls against objects during tactful strikes. These bonuses increase to +4 at 6th level, +6 at 9th level, +8 at 12th level, +10 at 15th level and +12 at 18th level.

When a partnered blade destroys a magical weapon, a magical shield or a magical suit of armor, it devours that object's magic. The blade may express devoured magic in the form of any

enhancement bonus or special ability it desires, so long as that expression is both appropriate to its type and equal or less in value than the magic it has currently available. Once an ability has been expressed, it can never be changed. A partnered blade does not need to express devoured magic immediately; it may continue to devour magic until it has enough available to express a particular enhancement bonus or special ability. This ability only enables a partnered blade to express a new enhancement bonus or special ability if that expression would result in a total value equal to or less than an amount based on the swordmaster's level, as depicted on Table: Swordmaster.

A partnered blade's capacity for magic properties is independent from its capacity for intelligent properties.

Redouble (Ex): At 4th level, a swordmaster may treat a failed opener or sequitur as if it had been successful for the purpose of compounding sequiturs or finishers. At 4th level, a swordmaster may use this ability once per day. At 9th level and every 5 levels thereafter, he gains an additional use of this ability. A swordmaster may not use this ability more than once during an individual compound.

Swordsman's Intuition (Ex): At 5th level, a swordmaster treats all swords as intelligent items. He treats swords that do not have mental ability scores as if their mental ability scores were equal to 10 + twice their literal enhancement bonus. He also gains a bonus to Will saves related to using swords equal to his class level.

Advanced Sword Art (Ex): At 8th level and every level thereafter, the swordmaster may select an advanced sword art in place of a sword art. Each time the swordmaster learns an advanced sword art, he may also unlearn a single advanced sword art and learn another in its place.

Advanced sword arts are listed at the end of this class entry.

Ex-Swordmasters

A swordmaster whose swordmaster level falls below half his character level gains 1 permanent negative level for each level by which his swordmaster level falls below half his character level (maximum his swordmaster level). These negative levels cannot be removed by any means.

A swordmaster with more combined ranks in Craft and Profession skills than half his swordmaster level (rounded down) gains 1 negative level for each rank by which his combined Craft and Profession skills exceed half his swordmaster level (maximum his swordmaster level). These negative levels cannot be removed by any means.

Sword Arts

Sword arts are categorized by their position within a sequence (openers, sequiturs, finishers), then listed alphabetically. Level 1 sword arts are listed together before the others.

Reading Sword Arts: Sword arts are listed according to the following format:

Sword arts that have the potential to fail may contain the following entries.

NAME (TYPE)

Action: The action a sword art requires.

Trigger: The event a sword art must follow.

Performance: The means by which a sword art is performed.

Success: The consequences of a sword art's success (a hit, a successful feint, etc.).

Window: The time frame within which a sequitur or finisher may follow.

Sword arts that do not have the potential to fail may contain the following entries.

NAME (TYPE)

Action: The action a sword art requires.

Trigger: The event a sword art must follow.

Effect: The effects of a sword art.

Special: Circumstances required for a sword art to enable a sequitur or finisher.

Window: The time frame within which a sequitur or finisher may follow.

A sword art that does not include damage in its success or effect line cannot deal damage of any type (such as sneak attack damage, extra damage from spells, etc.), even if it is performed by making an attack that hits. Multipliers (half, double, triple) apply to all damage dealt.

Unless otherwise stated, only one sword art can be performed at a time. Sword arts that can be made as any attack cannot be used in conjunction with sword arts that are performed as a full-attack. Also, unless otherwise stated, all attacks made while performing sword arts must be melee attacks.

All 5-foot steps enabled by sword arts ignore difficult terrain. Additionally, a 5-foot step enabled by a sword art never counts against a creature's normal limit of one 5-foot step per round.

While wielding a sword that is only capable of dealing piercing damage, a swordmaster gains a +1 bonus to attack rolls and Bluff checks performed through sword arts.

Fundamental Sword Arts

Swordmasters know the following three sword arts at level 1.

MISDIRECTION (OPENER)

Action: Move action.

Performance: Feint a creature within reach that can see you.

Success: As a successful feint, but the effects only apply to your next sword art.

Window: The end of your next turn.

INCISIVE STRIKE (SEQUITUR)

Action: Standard action.

Performance: Attack your target.

Success: Sword art damage.

Window: The end of your next turn.

DEADLY ARC (FINISHER)

Action: Full-round action.

Performance: Attack your target.

Success: Double sword art damage.

Openers

BEAT (OPENER)

Action: Move action.

Performance: Attack a creature within 1 size category of you. This attack targets touch AC.

Success: The creature suffers a -2 penalty on attack rolls with a single weapon of your choice for 1 round. Additionally, you gain a +1 bonus to the attack roll of your next sword art against that creature until the end of your turn.

Window: The end of your turn.

CUNNING SWORDPLAY (OPENER)

Action: Standard action.

Performance: Make an opposed Intelligence check against a creature you can see.

Success: Ready a sequitur that requires a standard action to perform. If your target attacks you or provokes an attack of opportunity from you, perform that sequitur prior to their action.

Window: The start of your next turn.

FIND TELL (OPENER)

Action: Standard action.

Performance: Feint a creature within reach that can see you with a -5 penalty to your Bluff check.

Success: Gain a permanent +1 insight bonus to attack rolls and feint checks against the target.

Window: The end of your next turn.

INVITE OPENING (OPENER)

Action: Move action.

Effect: Take a 5-foot step into a 5-foot square that is adjacent to a creature. This step provokes an attack of opportunity from that creature.

Special: The creature must attack you and miss with the attack this sword art provokes.

Window: The end of your current turn.

MEASURE FAILINGS (OPENER)

Action: Standard action.

Trigger: A creature's damage reduction negated a portion of the damage you would have dealt with a melee attack during your previous turn.

Performance: Maintain concentration on that creature until the start of your next turn as if casting a 3rd level spell, adding your class level and Intelligence modifier to concentration checks.

Success: You gain an insight bonus to sword art damage rolls against that creature equal to your Intelligence modifier (maximum their DR) for 3 rounds.

Window: The end of your next turn.

OPPORTUNIST'S FEINT (OPENER)

Action: Immediate action.

Trigger: An ally hits a creature that the two of you are flanking together and that creature can see you.

Performance: Feint that creature.

Success: You and the ally with whom you are flanking gain an additional +2 bonus to attack rolls while flanking that creature for 1 round.

Window: The end of your next turn.

PRESS IN (OPENER)

Action: Free action.

Trigger: A creature within 10 feet hits you and it is not a critical hit.

Effect: The hit becomes a critical hit. If you are 10 feet away from that creature, you can take a 5-foot step toward them.

Special: This opener only works against a mindless attacker or an attacker that has never seen you perform it. It can still cause an attacker that has seen you perform it to score a critical hit against you, but it does not enable you to perform a sequitur against them.

Window: The end of your next turn.

TACTICAL REPARTEE (OPENER)

Action: None.

Performance: At the start of your turn for at least 2 consecutive rounds, you must use a move action to speak and successfully bait a creature into replying to a single topic. On the third round, you must use a free action to make a statement that the creature finds disconcerting. You may perform this sword art while performing other sword arts.

Success: Immediately perform a sequitur against the creature. This sequitur cannot have a trigger and must require less than a full-round action to perform. Its performance does not consume an action.

Window: Immediate.

THROW SWORD (OPENER)

Action: Standard action.

Performance: Throw your partnered blade as if it were a dagger. If your partnered blade has the returning ability, it can return to you even after you move.

Success: Sword art damage.

Window: The end of your next turn.

WHIRLING DEFENSE (OPENER)

Action: Standard action.

Effect: You gain a +4 deflection bonus to AC. Choose one creature you can see. You gain an additional +4 bonus to AC against that creature. This bonus stacks with other deflection bonuses. You can't combine the benefits of whirling defense with fighting defensively or the benefits of the Combat Expertise feat. You can make attacks of opportunity while using whirling defense. While performing whirling defense, you are treated as if taking the total defense action for the purpose of feats and class features.

Special: The chosen creature must attack you and miss you with the last attack it makes against you.

Window: The end of your next turn.

Sequiturs

ACROBATIC ARRAY (SEQUITUR)

Action: Move action.

Effect: Move up to half your speed. Each step must pass through a 5-foot square threatened by your target. You gain a bonus to all Acrobatics checks made during this movement equal to half your swordmaster level.

Special: You cannot be hit by an attack of opportunity during this movement.

Window: The end of your next turn.

BLADE DANCE (SEQUITUR)

Action: Any attack.

Performance: Take a 5-foot step and attack any creature within reach.

Success: Sword art damage. This sword art does not enable you to perform a finisher.

Window: The end of your current turn.

COMPOUND FEINT (SEQUITUR)

Action: Move action.

Trigger: You successfully feint your target.

Performance: Feint your target.

Success: As a successful feint, plus you gain a +2 bonus to attack rolls against your target for 1 round. These effects only apply to sword arts.

Window: The end of your next turn.

DISRUPTIVE STRIKE (SEQUITUR)

Action: Standard action.

Performance: Ready an action to attack your target before they make an attack or cast a spell. You need only ready this action within an opener's window; the attack can occur outside that window.

Success: Sword art damage. Your target suffers a penalty to the triggering attack's attack roll or the triggering spell's concentration check equal to your Intelligence modifier.

Window: The end of your next turn.

IMPASSIONED ADVANCE (SEQUITUR)

Action: Standard action.

Performance: Attack your target with a -2 penalty to the attack roll.

Success: Sword art damage +4.

Window: The end of your next turn.

MEASURED STRIKE (SEQUITUR)

Action: Any attack.

Performance: Attack your target with a +2 bonus to the attack roll. Your weapon's critical multiplier is increased by 1 during this attack.

Success: Half sword art damage.

Window: The end of your next turn.

SEAMLESS ENGAGEMENT (SEQUITUR)

Action: Any attack.

Trigger: The last opener or sequitur you performed within the round killed a creature or knocked them unconscious.

Performance: Take three 5-foot steps and attack a different creature.

Success: Sword art damage.

Window: The end of your next turn.

SHALLOW CUT (SEQUITUR)

Action: Standard action.

Performance: Attack your target with a weapon that deals slashing damage.

Success: Sword art damage. Your target may dodge this hit by taking a 5-foot step away from you. If they do, you may take a 5-foot step in pursuit to gain a +4 circumstance bonus to attack rolls and AC against the target until the end of your next turn. A dodged hit counts as a success for the purpose of compounding sword arts.

Window: The end of your next turn.

SLIDING THRUST (SEQUITUR)

Action: Free action.

Trigger: You miss an adjacent target with a sequitur on your turn. Unlike most sequiturs, this sword art must follow a failed sequitur.

Performance: Drop prone, attack your target and slide (take a 5-foot step) into another 5-foot square adjacent to your target. This does not provoke attacks of opportunity. Your turn immediately ends.

Success: Half sword art damage.

Window: The end of your next turn.

WHIRLING PURSUIT (SEQUITUR)

Action: Move action.

Effect: Move up to 1-1/2 times your speed toward your target. You gain a +4 deflection bonus to AC during this movement. This bonus stacks with other deflection bonuses.

Special: You must end your movement adjacent to your target without getting hit by an attack of opportunity.

Window: The end of your next turn.

Finishers

DANCE OF FLAME (FINISHER)

Action: Full-round action.

Performance: Make a full-attack against your target.

Success: Each hit deals sword art damage and grants you a cumulative +2 bonus to melee weapon damage rolls against the target until the end of your next turn.

DANCE OF STONE (FINISHER)

Action: Full-round action.

Performance: Make a full-attack against your target.

Success: Each hit deals sword art damage and grants you a cumulative +2 bonus to CMB against the target until the end of your next turn.

DANCE OF WATER (FINISHER)

Action: Full-round action.

Performance: Make a full-attack against your target.

Success: Each hit deals sword art damage and grants you a cumulative +2 dodge bonus to AC for 1 round.

DANCE OF WIND (FINISHER)

Action: Full-round action.

Performance: Make a full-attack against your target.

Success: Each hit deals sword art damage and increases your initiative by 2 points. If your initiative was at the top of the initiative order prior to a hit, that hit causes your initiative to drop to the bottom of the initiative order and enables you to act again this round. This does not affect the duration of effects that are affecting you.

FORCEFUL SLASH (FINISHER)

Action: Any attack.

Performance: Attack your target with a weapon that deals slashing damage.

Success: Sword art damage, plus apply your attack result as a bull rush attempt. If you successfully bull rush your target, treat this finisher as a sequitur with a window that lasts until the end of your next turn or until your target hits you.

HALTING SWEEP (FINISHER)

Action: Immediate action.

Trigger: Your target attempts to leave a 5-foot square that is adjacent to you and enter a 5-foot square that is not adjacent to you.

Performance: Make a trip attempt against your target, even if their movement does not provoke an attack of opportunity. Failure by 10 or more does not knock you prone. If you successfully knock your target prone, treat this finisher as a sequitur with a window that lasts until the end of your next turn.

Success: You knock your target prone.

PIERCING LUNGE (FINISHER)

Action: Standard action.

Performance: Take a 5-foot step, attack your target and take another 5-foot step.

Success: Sword art piercing damage, plus half your class level bleed damage. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. The effects of this sword art stack.

POMMEL SMASH (FINISHER)

Action: Any attack.

Performance: Attack your target.

Success: Sword art bludgeoning damage, plus your target must attempt a Fortitude save to avoid becoming staggered for 1 round (DC 10 + 1/2 your swordmaster level + your Intelligence modifier).

QUICK REVERSE (FINISHER)

Action: Free action.

Performance: Attack your target.

Success: Half sword art damage.

WINGS OF DEATH (FINISHER)

Action: Standard action.

Performance: Attack your target. You must descend at least 10 feet immediately prior to this attack (a 10-foot vertical jump requires a DC 40 Acrobatics check as a move action). You can use nearby terrain, including an adjacent wall, to divide an Acrobatics check that precedes this attack into two separate jumps, though using terrain in this manner adds +5 to the DC of each check (two DC 25 Acrobatics checks, assuming footing that is 5 feet tall). This movement provokes an attack of opportunity from all creatures except your target.

Success: Triple sword art damage and you become staggered for 1 round.

Advanced Sword Arts

Advanced sword arts are categorized by their position within a sequence (openers, sequiturs, finishers), then listed alphabetically.

Advanced Openers

APPEL (OPENER)

Action: Move action.

Effect: Choose one creature within reach and stomp your foot loudly.

Special: The creature must be able to hear you stomp.

Window: The end of your current turn.

ARCING DRAW (OPENER)

Action: Move action.

Performance: Draw your partnered blade from a sheathed position, make one attack roll and apply the result to up to three creatures within reach. Then take a 5-foot step.

Success: Half sword art damage.

Window: The end of your current turn.

AWAIT OPENING (OPENER)

Action: Swift action.

Effect: Choose one creature. You gain a +2 dodge bonus to AC against their attacks.

Special: You must start your next turn adjacent to that creature.

Window: The end of your next turn.

CREATE OPENING (OPENER)

Action: Swift action.

Effect: Take a 5-foot step into a 5-foot square that is adjacent to a creature. This step provokes an attack of opportunity from that creature.

Special: That creature must either decline to take or miss you with the attack this sword art provokes.

Window: The end of your current turn.

DEATHLESS RESOLVE (OPENER)

Action: None.

Trigger: Your turn comes up in the initiative order, you are dead or dying due to actions a creature other than you took within the past minute and you have not used this opener today.

Effect: Stand up and arm yourself with any object within reach that can be used as a slashing or piercing weapon. Treat that object as a sword of an appropriate type.

Special: This opener enables a sequitur against one creature of your choice. You ignore the effects of the disabled, dead and unconscious conditions until you fail to hit and deal damage to that creature with at least one attack during your turn. You cannot gain hit points during this time.

Window: The end of your current turn.

ELDRITCH BEAT (OPENER)

Action: Immediate action.

Trigger: Your partnered blade's limited-use ability causes a creature within reach to fail a saving throw or suffer damage.

Performance: Attack that creature.

Success: Half sword art damage.

Window: The end of your next turn.

ISOLATE SOUNDS (OPENER)

Action: Full-round action.

Effect: Choose one creature whose presence you are aware of and close your eyes. You are blinded until you choose to open them.

Special: The creature cannot benefit from concealment or total concealment against you during any round in which they generate sound. This effect lasts until you open your eyes. You treat the creature as if you could see them perfectly (although you are blind to everything but that creature). Additionally, you gain the effects of uncanny dodge and improved uncanny dodge against that creature until you open your eyes.

Window: The end of your next turn.

REDOUBLEMENT (OPENER)

Action: Full-round action.

Trigger: You missed a creature within reach with your last attack made through a sequitur or finisher during your previous turn.

Performance: Make a full-attack against that creature.

Success: Each hit deals sword art damage. This sword art only enables you to perform a sequitur if at least half of its attacks hit.

Window: The end of your next turn.

RUPTURE TENDON (OPENER)

Action: Full-round action.

Performance: Drop prone, then attack a creature within reach.

Success: Half sword art damage. That creature must attempt a Fortitude save (DC 10 + 1/2 your swordmaster level + your Intelligence modifier) to avoid falling prone. Creatures that are immune to trip attempts are immune to this effect, and creatures receive a +2 bonus to this saving throw for each pair of legs they have in excess of 1.

Window: The end of your next turn.

SECOND INTENTION (OPENER)

Action: Any attack.

Performance: Attack a creature within reach.

Success: You gain a +5 bonus to attack rolls against that creature for 1 round.

Window: The end of your current action.

SUBTLE MISDIRECTION (OPENER)

Action: Swift action.

Performance: Feint a creature within reach that can see you.

Success: As a successful feint, but the effects only apply to your next sword art.

Window: The end of your current turn.

Advanced Sequiturs

ADDER STRIKE (SEQUITUR)

Action: Move action.

Performance: Make an opposed Reflex save against your target while adjacent to them. A winner that can reach the loser makes a melee attack against the loser that automatically hits (the attack is not rolled). If the result is a tie, you both make an attack but only the creature with the higher attack result hits. If this results in a second tie, you both hit each other. A natural 20 on the opposed Reflex save results in a critical hit if no attack is rolled, and a natural 1 on the opposed Reflex save results in the loser being critically hit if an attack is rolled.

Success: Sword art damage.

Window: The end of your next turn.

DARTING ADVANCE (SEQUITUR)

Action: Any attack.

Performance: Take a 5-foot step and attack any creature within reach.

Success: Sword art damage.

Window: The end of your next turn.

FLICK (SEQUITUR)

Action: Move action.

Performance: Attack your target with a +2 bonus to the attack roll.

Success: Half sword art damage.

Window: The end of your next turn.

FURIOUS ADVANCE (SEQUITUR)

Action: Any attack.

Performance: Attack your target with a -2 penalty to the attack roll.

Success: Sword art damage +6.

Window: The end of your next turn.

IMPALE (SEQUITUR)

Action: Standard action.

Performance: Attack your target.

Success: Sword art damage and your turn immediately ends. If your target is within 2 size categories of you, they must make a Fortitude save (DC 10 + 1/2 your swordmaster level + your Intelligence modifier) to prevent you from grappling them until the start of your next turn by impaling them with your sword. This grapple cannot be broken by normal means, though the subject can voluntarily suffer 1d6 points of Constitution damage to end it as a move action. If using your partnered blade, it conducts any effect that causes a creature to traverse space (such as *teleport* and *shadow step*) so that you and your target are mutually affected by any such effect until the grapple ends.

Window: The end of your next turn.

INSPIRED FOOTWORK (SEQUITUR)

Action: Swift action.

Performance: Take between one to three 5-foot steps. This sword art can only enable a sequitur if you end this movement adjacent to your target. If you end this movement adjacent to your target, you and your target make an opposed Dexterity or Intelligence check (whichever is your target's higher ability score).

Success: You gain a +2 bonus to attack rolls against your target until the end of your turn.

Window: The end of your current turn.

KEEN STRIKE (SEQUITUR)

Action: Any attack.

Trigger: Your last attack threatened or scored a critical hit against your target.

Performance: Attack your target. Your weapon's critical threat range is increased by your Intelligence modifier during this attack (maximum 5). This effect stacks with other effects that increase a weapon's critical threat range, but it is always additive (the bonus never increases, even if your critical threat range is doubled).

Success: Sword art damage.

Window: The end of your next turn.

MINUTE LUNGE (SEQUITUR)

Action: Any attack.

Performance: Attack your target. This attack does not end previously established windows.

Success: Sword art damage.

Window: The end of your next turn.

PIERCING THRUST (SEQUITUR)

Action: Standard action.

Performance: Attack your target.

Success: Sword art piercing damage, plus your Intelligence modifier bleed damage. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. The effects of this sword art do not stack.

Window: The end of your next turn.

REMISE (SEQUITUR)

Action: Free action.

Trigger: You miss a sequitur or finisher against a target that has never seen you perform this sword art. Unlike most sequiturs, this sword art must follow a failed sequitur or finisher.

Performance: Attack your target.

Success: Half sword art damage.

Window: The end of your next turn.

YIELD GROUND (SEQUITUR)

Action: Immediate action.

Trigger: Your target attacks you.

Effect: Take a 5-foot step away from your target and gain a +2 dodge bonus to AC against their attacks for 1 round. Your target can take a 5-foot step in pursuit, and their action is not lost.

Special: Your target must pursue you.

Window: The end of your next turn.

Advanced Finishers

COULÉ (FINISHER)

Action: Immediate action.

Trigger: Your target misses you.

Performance: Attack your target.

Success: Sword art damage and your target suffers a -4 penalty on attack rolls for 1 round.

DANCE OF STORMS (FINISHER)

Action: Full-round action.

Performance: Make a full attack against the target. Your weapon's critical threat range is increased by your Intelligence modifier during this attack (maximum 5). This effect stacks with other effects that increase a weapon's critical threat range, but it is always additive (the bonus never increases, even if your critical threat range is doubled).

Success: Each hit deals sword art damage and grants you the effects of Dance of Flame, Dance of Earth, Dance of Water or Dance of Wind. You must know a dance in order for this finisher to grant you its effect.

DEVOURING STRIKE (FINISHER)

Action: Standard action.

Performance: Attack your target.

Success: Sword art damage. If using your partnered blade, it can make a targeted dispel check against your target as if it had cast *dispel magic*. There is a 20% chance that your partnered blade grants you each dispelled effect for which you are a valid target. Stolen effects last for the remainder of their original durations.

ELDRITCH STRIKE (FINISHER)

Action: Standard action.

Performance: Attack your target.

Success: Sword art damage. If using your partnered blade, it can expend half a daily use of any limited-use ability available to it with a range of touch to use that ability on the target.

FATAL TOUCH (FINISHER)

Action: Standard action.

Performance: Attack your target.

Success: Sword art damage. If this attack is a critical hit, the subject must make a Fortitude save (DC 10 + 1/2 your swordmaster level + your Intelligence modifier) or die.

GRACEFUL MANEUVER (FINISHER)

Action: Any attack.

Performance: Make a disarm, trip or sunder attempt against your target with a bonus equal to half your swordmaster level. This attempt does not provoke attacks of opportunity.

Success: You disarm your target, knock your target prone or damage your target's weapon.

MASTERFUL TOUCH (FINISHER)

Action: Standard action.

Performance: Attack your target.

Success: Triple sword art damage.

OVERWHELMING ASSAULT (FINISHER)

Action: Full-round action.

Performance: Attack your target.

Success: Sword art damage. You may take two 5-foot steps and repeat this finisher against any creature you have not hit with this finisher during this turn. You may repeat this finisher until it has granted a number of attacks equal to your Dexterity modifier or until you miss (whichever comes first).

SCATHE ARM (FINISHER)

Action: Any attack.

Performance: Attack your target.

Success: Sword art damage plus 1d6 points of Strength damage.

SCATHE LEG (FINISHER)

Action: Any attack.

Performance: Attack your target.

Success: Sword art damage plus 1d6 points of Dexterity damage.

STUNNING BLOW (FINISHER)

Action: Standard action.

Performance: Attack your target.

Success: Sword art damage plus your target must attempt a Fortitude save to avoid becoming stunned for 1 round (DC 10 + 1/2 your swordmaster level + your Intelligence modifier).

Handling Sword Arts:

Sword arts create dynamic and exciting gameplay. However, if handled inefficiently, they can be overwhelming.

The previous format is ideal for detailing rules, but it is less than ideal for helping you choose or manage your sword arts.

Choosing Sword Arts:

Before choosing sword arts, we highly recommend that you refer to the tables on the following pages. It sorts sword arts by type and arranges them by action. It also features columns for trigger, performance / effect, success / special, damage and window to help you create a balanced character who can cope with a wide variety of situations.

Referencing Sword Arts:

Before playing your swordmaster, we highly recommend you create a reference page for your sword arts. It makes your turns much faster and it will make you much less likely to overlook an ability. A reference page tends to be most readable if you arrange your openers in a column to the left, your sequiturs in a column down the center and your finishers in a column to the right. Listing your sword arts in order of ascending action, from top to bottom, is also very helpful.

We recommend you use a sword art's full description when you begin playing, then gradually move toward abbreviated descriptions as you gain additional sword arts and become increasingly familiar with them.

A sample reference page is provided immediately following the sword art tables. Custom reference pages can be produced very easily using the following methods:

If you are proficient with image software:

Copy your sword arts from this PDF and arrange them on a page in landscape format.

If you hail from the Renaissance:

Print this PDF, cut out every sword art individually and arrange your sword arts on a single page. Paperclips, tape, staples and glue can all accomplish this task, but we recommend you use the least permanent method available so that you can exchange and rearrange your sword arts at a later time with minimal effort.

Experienced swordmasters:

Use the methods above, but use the sword art tables instead of their descriptions, arranging your sword arts vertically in order of openers, sequiturs and finishers.

Note that there is no need to draw a distinction between normal sword arts and advanced sword arts on a reference page. However, before retraining a sword art, be sure that you are replacing it with another sword art of the same tier (normal or advanced).

Action	Name	Trigger	Perform / Effect	Success / Special	Dmg	Window
			OPENERS			
None	Tactical Repartee	-	Bait 2 responses as move actions	Perform a sequitur for no action	-	Instant
Immd	Opportunist's Feint	Flanking ally hits	Feint	+2 to you and their attacks vs. target for 1 round	-	Next
Immd	Press In	Target hits you	Hit becomes crit	Target has never seen this SA	-	Next
Move	Beat	-	Attack	+1 attack / target -2 attack for 1 round	-	Current
Move	Invite Opening	-	1 step (provokes)	Target must miss you	-	Current
Move	Misdirection	-	Feint	As feint, but only next SA	-	Next
Stand	Cunning Swordplay	-	Opposed Int check	Ready sequitur, perform if target attacks you or provokes	-	Next
Stand	Find Tell	-	Feint (-5 penalty)	Permanent +1 attack vs. target	-	Next
Stand	Measure Failings	DR applies	Concentrate	+Int damage vs. target for 3 rounds	-	Next
Stand	Throw Sword	-	Ranged attack	-	1	Next
Stand	Whirling Defense	-	+4 / +8 AC	Must be missed by last attack	-	Next
			SEQUITURS			
Free	Sliding Thrust	Miss sequitur	Fall prone, attack, slide, turn ends	-	1/2	Next
Move	Acrobatic Array	-	Move 1/2 speed (+1/2 level Acrobatics)	Don't get hit	-	Next
Move	Compound Feint	Successfully feint target	Feint	As feint, plus +2 to attack vs. target for 1 round	-	Next
Move	Whirling Pursuit	-	Move 1-1/2 speed (+4 AC)	End adjacent to target, don't get hit	-	Next
1 Atk	Blade Dance	-	1 step, attack (any)	No finisher	1	Current
1 Atk	Measured Strike	-	Attack (+2 hit, +1x crit)	-	1/2	Next
1 Atk	Seamless Engagement	Fell target	3 steps, attack (any)	-	1	Next
Stand	Disruptive Strike	-	Ready attack	Triggering attack / spell takes Int penalty to hit / concentration	1	Next
Stand	Impassioned Advance	-	Attack (-2 hit, +4 dmg)	-	1	Next
Stand	Incisive Strike	-	Attack	-	1	Next
Stand	Shallow Cut	-	Attack (slashing only)	Target may 1 step to dodge, 1 step to pursue for +4 hit / AC	1	Next
			FINISHERS			
Free	Quick Reverse	-	Attack	-	1/2	-
Immd	Halting Sweep	Target moves	Trip	Target is prone, as sequitur	-	Next
1 Atk	Forceful Slash	-	Attack (slashing only)	Treat attack as bull rush	1	Next
1 Atk	Pommel Smash	-	Attack	Bludgeoning, Fort vs. staggered	1	-
Stand	Piercing Lunge	-	1 step, attack, 1 step	1/2 level bleed damage (stacks)	1	-
Stand	Wings of Death	-	Descend 10 ft., attack	You are staggered for 1 round	3	-
Full	Dance of Flame	-	Full-attack	+2 damage / hit	1 / hit	-
Full	Dance of Stone	-	Full-attack	+2 CMB / hit	1 / hit	-
Full	Dance of Water	-	Full-attack	+2 AC (and CMD) / hit	1 / hit	-
Full	Dance of Wind	-	Full-attack	Rise 2 initiative / hit	1 / hit	-
Full	Deadly Arc	-	Attack	-	2	

Action	Name	Trigger	Perform / Effect	Success / Special	Dmg	Window
			ADVANCED OPENERS			
None	Deathless Resolve	Start turn dead or dying	Stand up and arm yourself	Ignore disabled, dead and dying, fight until you can't hit target	-	Current
Immd	Eldritch Beat	PB inflicts dmg / effect	Attack	-	1/2	Current
Swift	Await Opening	-	+2 AC	Start next turn adjacent to target	-	Next
Swift	Create Opening	-	1 step (provokes)	Target must not hit you	-	Current
Swift	Subtle Misdirection	-	Feint	As feint, but only next SA	-	Current
Move	Appel	-	Stomp	Target must hear you	-	Current
Move	Arcing Draw	-	Draw PB, attack up to 3 foes, 1 step	-	1/2	Current
1 Atk	Second Intention	-	Attack	+5 hit vs. target for 1 round	-	Current
Full	Isolate Sounds	-	Close your eyes	Blind to all, act as if you see target	-	Next
Full	Redoublement	Miss seq/fin	Full-attack	-	1 / hit	Next
Full	Rupture Tendon	-	Fall prone, attack	Fort vs. prone	1/2	Next
			ADVANCED SEQUITURS			
Free	Remise	Miss seq/fin	Attack	Target must have never seen this SA	1/2	Next
Immd	Yield Ground	Be attacked	1 step, +2 AC for 1 round, target can step	Target must pursue you	-	Next
Swift	Inspired Footwork	-	1-3 steps, opposed Dex / Int check	-	-	Current
Move	Adder Strike	-	Opposed Reflex saves, winner auto-hits loser	-	1	Next
Move	Flick	-	Attack (+2 hit)	-	1/2	Next
1 Atk	Darting Advance	-	1 step, attack (any)	-	1	Next
1 Atk	Furious Advance	-	Attack (-2 hit, +6 dmg)	-	1	Next
1 Atk	Keen Strike	Threatened critical hit	Attack (+Int crit range)	-	1	Next
1 Atk	Minute Lunge	-	Attack (does not end previous windows)	-	1	Next
Stand	Impale	-	Attack	Fort vs. grapple, Con dmg to end	1	Next
Stand	Piercing Thrust	-	Attack	Piercing, Int bleed damage (~~stack~~)	1	Next
			ADVANCED FINISHERS			
Immd	Coulé	Be missed	Attack	Target -4 hit for 1 round	1	-
1 Atk	Graceful Maneuver	-	Disarm, trip or sunder (+1/2 level CMB)	As the maneuver performed	-	-
1 Atk	Scathe Arm	-	Attack	1d6 Str damage	1	-
1 Atk	Scathe Leg	-	Attack	1d6 Dex damage	1	-
Stand	Devouring Strike	-	Attack	PB casts *dispel magic*, 20% chance to grant you dispelled effects	1	-
Stand	Eldritch Strike	-	Attack	PB can use touch ability for 1/2 use	1	-
Stand	Fatal Touch	-	Attack	Critical hit forces Fort vs. death	1	-
Stand	Masterful Touch	-	Attack	-	3	-
Stand	Stunning Blow	-	Attack	Fort vs. stunned	1	-
Full	Dance of Storms	-	Full-attack (+Int crit range)	As Dance of Flame, Stone, Water or Wind (you must know that dance)	1 / hit	-
Full	Overwhelming Assault	-	Attack	2 steps, attack other; repeat 1 / Dex	1 / hit	-

Openers

Sequiturs

Finishers

DEADLY ARC (FINISHER)

Action: Full-round action.

Performance: Attack your target.

Success: Double sword art damage.

DANCE OF WATER (FINISHER)

Action: Full-round action.

Performance: Make a full-attack against your target.

Success: Each hit deals sword art damage and grants you a cumulative +2 dodge bonus to AC for 1 round.

SLIDING THRUST (SEQUITUR)

Action: Free action.

Trigger: You miss an adjacent target with a sequitur on your turn. Unlike most sequiturs, this sword art must follow a failed sequitur.

Performance: Drop prone, attack your target and slide 5 feet into another 5-foot square adjacent to your target. This does not provoke attacks of opportunity. Your turn immediately ends.

Success: Half sword art damage.

Window: The end of your next turn.

BLADE DANCE (SEQUITUR)

Action: Any attack.

Performance: Take a 5-foot step and attack any creature within reach.

Success: Sword art damage. This sword art does not enable you to perform a finisher.

Window: The end of your current turn.

INCISIVE STRIKE (SEQUITUR)

Action: Standard action.

Performance: Attack your target.

Success: Sword art damage.

Window: The end of your next turn.

OPPORTUNIST'S FEINT (OPENER)

Action: Immediate action.

Trigger: An ally hits a creature that the two of you are flanking together and that creature can see you.

Performance: Feint that creature.

Success: You and the ally with whom you are flanking gain an additional +2 bonus to attack rolls while flanking that creature for 1 round.

Window: The end of your next turn.

MISDIRECTION (OPENER)

Action: Move action.

Performance: Feint a creature within reach that can see you.

Success: As a successful feint, but the effects only apply to your next sword art.

Window: The end of your next turn.

THROW SWORD (OPENER)

Action: Standard action.

Performance: Throw your partnered blade as if it were a dagger. If your partnered blade has the returning ability, it can return to you even after you move.

Success: Sword art damage.

Window: The end of your next turn.