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# BLADE-SIREN

HYBRID CLASS



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



A Pathfinder Compatible 3.5 OGL Hybrid Class by Ray Machuga



# BLADE-SIREN BLADE-SIREN

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**PATHFINDER®**  
**ROLEPLAYING GAME COMPATIBLE**



# BLADE-SIREN

## BLADE - SIREN

Blade-Sirens are the mythical warrior-champions of the elves, epitomizing and representing the elven race as powerful warriors and soldiers of their people. Blade-Sirens study an ancient and powerful martial art called The Blade Song, which combined philosophy, swordplay and powerful magic into a deadly art form. Blade-Sirens are powerful warriors, using the magic of the Blade Song style in a beautiful dance of death against the enemies of their people. When they fight, their blades move the air and seem to sing, a trait of their style that is attributed to their name.

**Role:** Blade-Sirens are typically separatist and xenophobic, preferring the company of true elves to all others. Their esoteric studies and devotion to their martial art sets them apart from the average adventuring group, but their strength and abilities tend to make even the most lone-wolf of their kind into a valuable ally and the wise adventurer can see past their quiet, fringe behavior and see the blade-siren for what she truly is. In battle, they move with a fluid grace, turning battle into an art form and leaving fields of bodies in their wake.

**Hit Die:** D8

**Alignment:** While most elves tend toward chaotic good alignment, blade-sirens tend more toward lawful neutral alignment as the study of their martial art and the traditions of their people drive them far more than any other force.

**Starting Wealth:** 1d6 x 10 gp (average 35 gp). In addition, a blade-siren begins play with an outfit worth 10 gp or less.

## CLASS SKILLS

The blade-siren's skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Spellcraft (Int), Survival (Wis) and Use Magic Device (Cha).

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





# BLADE-SIREN

## CLASS FEATURES

The following are the class features of the blade-siren.

**Armor and Weapon Proficiencies:** A blade-siren is proficient in all swords as well as all weapons with sword in their name, plus all simple and martial weapons. They are proficient with light armor and are not proficient with shields.

**Bonus Feats:** At 1st level, and every third level thereafter, the blade-siren gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from feats listed as combat or metamagic feats.

**Blade-Magic (Su):** At 1st level, the blade-siren learns to cast spells and wield her weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, the blade-siren must be wielding a sword. As a full-round action, she can make attacks as normal at a -2 penalty, and can also cast any spell from the blade-siren spell list with a casting time of 1 standard action. Any attack roll made as a part of this spell also suffers from the penalty. If she casts a spell defensively, she can decide to take an additional penalty on her attack rolls up to her Charisma modifier and add the same amount as a circumstance bonus to her concentration check. If the check fails, the spell is wasted but the attacks still take the penalty. The blade-siren may choose to cast the spell first or make the weapon attacks first. If the blade-siren has multiple attacks, she may cast the spell between weapon attacks.

**Blade Songs (Ex):** As the blade-siren fights, her weapon moves at incredible speeds and sings as it parts the air with the motion. At 1st, 3rd, 5th, 8th, 11th, 14th and 17th level, the blade-siren may choose one song from the blade-siren song list. When the blade-siren gains a new level, she may also choose to exchange one of her songs for another.

Whenever this occurs, the blade-siren forgets the previously known song in exchange for the new one. A blade-siren can only use one song at a time, which must be determined at the beginning of each turn.

**Spells:** A blade-siren casts spells drawn from the blade-siren spell list. The blade-siren must prepare her spells ahead of time. To learn, prepare or cast a spell, she must have a Charisma score equal to at least 10 + the spell level. The difficulty class for a saving throw against a blade-siren's spells is 10 + the spell level + the blade-siren's Charisma modifier. A blade-siren may cast a number of spells of each spell level per day. Refer to the Blade-siren Table. In addition, she receives bonus spells per day if she has a high Charisma score. A blade-siren may know any number of spells. A blade-siren must choose and prepare her spells ahead of time by sleeping for at least 8 hours and spending at least one hour meditating or practicing with her focused weapon.

A blade-siren's spells are cast using the blade-slinger's sword and use her weapon as a separate, required component for her spells. Without her blade, the blade singer must roll a concentration check in order to cast spells with a DC equal to 12 + the spell's level. In addition, touch attacks are inflicted through the touch of her weapon instead of through her hands and may explicitly be combined with attacks using that weapon according to the rules of the blade magic blade-siren class ability. Ranged spells are cast by swinging the sword instead of through her hands, as well.

**Cantrips:** A blade-siren can prepare a number of cantrips, 0-level spells, each day as noted on the Blade-siren Table under "spells per day."

**Elf Status (Ex):** The blade-sirens are a caste of their own among the elves. As paragons of everything the elves hold dear, they are offered quite a bit of respect and deference. The blade-siren gains



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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0th	1st	Spells per Day		5th	6th
1st	+1	+2	+0	+2	Bonus Feat, Blade Magic, Song, Elf Status (+1)	3	1				
2nd	+1	+3	+0	+3	Fluid Defense, Blade Bond	4	2				
3rd	+2	+3	+1	+3	Bonus Feat, Arcane Edge, Song	4	3				
4th	+3	+4	+1	+4	Uncanny Dodge, Fast Movement (+10)	4	3	1			
5th	+3	+4	+1	+4	Song, Whirlwind, Elf Status (+2)	4	4	2			
6th	+4	+5	+2	+5	Bonus Feat, Armor Training, Blade Flurry	5	4	3			
7th	+5	+5	+2	+5	Greater Arcane Edge, Greater Fluid Defense	5	4	3	1		
8th	+6/+1	+6	+2	+6	Fighter Training, Song	5	4	4	2		
9th	+6/+1	+6	+3	+6	Bonus Feat, Fast Movement (+20), Elf Status (+4)	5	5	4	3		
10th	+7/+2	+7	+3	+7	Dance Of Death	5	5	4	3	1	
11th	+8/+3	+7	+3	+7	Song, Highborn Defender	5	5	4	4	2	
12th	+9/+4	+8	+4	+8	Bonus Feat, Elf Status (+6), Rage Power	5	5	5	4	3	
13th	+9/+4	+8	+4	+8	Advanced Armor Training	5	5	5	4	3	1
14th	+10/+5	+9	+4	+9	Song, Fast Movement (+30)	5	5	5	4	4	2
15th	+11/+6/+1	+9	+5	+9	Bonus Feat, Rage Power	5	5	5	5	4	3
16th	+12/+7/+2	+10	+5	+10	Elf Status (+10)	5	5	5	5	4	3
17th	+12/+7/+2	+10	+5	+10	Song	5	5	5	5	4	4
18th	+13/+8/+3	+11	+6	+11	Bonus Feat, Rage Power	5	5	5	5	5	4
19th	+14/+9/+4	+11	+6	+11	Fast Movement (+40)	5	5	5	5	5	5
20th	+15/+10/+5	+12	+7	+12	Mastery of the Sword, Elf Status (+15)	5	5	5	5	5	5

a bonus equal to half their level (minimum +1) to Bluff, Diplomacy, Intimidate and Sense Motive against all elves except Drow. Against drow, this bonus becomes a penalty.

**Fluid Defense (Ex):** When wielding a sword, the blade-siren uses the strange motions of her dancing and deceptive sounds of her blade's song to make herself harder to hit. At 2nd level, the blade-siren gains a dodge bonus to their AC equal to half her Charisma modifier (minimum +1). At 7th level, this bonus becomes her entire Charisma modifier.

**Blade-Bond (Ex):** During their training, a blade-siren always ends up favoring one sword type over all others. This is known as the blade-bond. This bond is seen as a sacred manifestation of the style. At 2nd level, a blade-siren automatically gains the weapon focus feat for free. The weapon chosen in this way must be a sword.

**Arcane Edge (Su):** At 3rd level, the blade-siren is able to use the power stored in her memorized spells to give her blade additional power. As a movement action, the blade-siren may sacrifice one spell slot in order to charge her weapon. The weapon becomes a +1 magical weapon until the beginning of her next turn. In addition, for every spell level of the spell sacrificed in this way, the character's next successful attack this round gains +1d4 magical damage. If the blade-siren does not successfully strike an opponent that round, the charge is gone forever and the spell is still lost.

**Uncanny Dodge (Ex):** At 4th level, the blade-siren becomes so agile that she cannot be caught flat-footed even if the attacker is invisible. She still loses her dexterity bonus to AC if immobilized. If the blade-siren already has uncanny dodge from another class, she automatically gained improved uncanny dodge.



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**Fast Movement (Ex):** At 4th level, the blade-siren has attained such familiarity with movement that her speed increases by +10. At 9th level, she gains +20 movement. At 14th level, she gains +30 movement. At 19th level, the blade-siren gains +40 movement speed. These bonuses to movement are not cumulative.

**Whirlwind (Ex):** The blade-siren spins and twists, striking in a distracting flourish. As a movement action, the character can make a Perform check with a DC of 15. If successful, the blade-siren must make a single attack roll against everyone within threat range. These attacks add an amount of damage equal to the character's Charisma modifier. The character must attack all available targets. The blade-siren may use this ability a number of times per day equal to her charisma modifier.

**Bladeflurry (Ex):** Starting at 6th level, the blade-siren can make a flurry of sword attacks as a full attack action. She may make one additional attack, taking a -3 penalty on the first additional attack roll. The blade-siren may make a number of attacks equal to half her level. Each additional attack suffers a cumulative -1 penalty. The first attack suffers -3, the second suffers -4, etc.

**Armor Training (Ex):** At 6th level, the blade-siren becomes able to use her blade-siren abilities and cast spells while using medium armor. She gains proficiency with all medium armor.

**Greater Arcane Edge (Su):** At 7th level, this feature replaces arcane edge. It works exactly the same way as arcane edge, except that the weapon gains a +2 bonus, and extra damage becomes 1d6, instead.

**Fighter Training (Ex):** Starting at 8th level, the blade-siren counts half her total levels as fighter levels for the purposes of qualifying for feats. If the blade-siren has levels in fighter, these levels stack.

**Dance of Death (Ex):** The blade-siren becomes a dervish of death and destruction. At 10th level, the

a number of attacks against equal to her charisma modifier. The opponent must make a reflex save with a DC equal to 10 + the blade-sirens perform score, or be considered flat-footed against the blade-siren's attacks until the beginning of her next turn. Against the target, the blade singer also gains a dodge bonus to her AC equal to her charisma modifier until the beginning of her next turn against that opponent. This ability can be used a number of times per day equal to her charisma modifier.

**Highborn Defender (Ex):** Elves that become blade-sirens are sworn to uphold and defend the elf culture. With this ability, the blade-siren gains +5 to all skill checks involving elf culture, or other elves. In addition, the blade-siren gains the ability to enter into a berserk trance when another elf is harmed or imprisoned. This rage works exactly like a barbarian's rage with the following exceptions. The blade-siren can only rage for a number of rounds equal to 2 + her constitution modifier. For every level beyond 11th, she gains one more round. The blade-siren only gains a +2 morale bonus to her strength and constitution modifiers, but she may use charisma based skills, including all of her blade-siren features. Highborn Defender rage may only be used when another elf is injured, imprisoned or threatened in some way.

**Rage Power (Ex):** At 12 level and every third level thereafter, the blade-siren may use half her blade-siren levels as levels used to acquire rage powers as a barbarian and is considered a barbarian of that level for purposes of acquiring rage powers and feats.

**Advanced Armor Training (Ex):** The blade-siren has practiced her craft for so long that she becomes able to choose a single type of heavy armor. At 15th level, the blade-siren becomes proficient with a single type of heavy armor, and can use all blade-siren features while using this armor.

**Mastery of the Blade (Ex):** At the pinnacle of their power, the blade-siren is a dervish of



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fast-flowing movements and devastating cuts with her blade. With her chosen sword at 20th level, the blade-siren can make a single attack that strikes a number of enemies inside of her threat range equal to her charisma modifier. These attacks are rolled separately against each individual's AC. If the blade-siren is able to use multiple attacks in one round, each attack can be used in this way. If the blade-siren only attacks one enemy in this way, she may make an additional number of attacks equal to her charisma modifier.

## BLADE-SIREN SONGS

**Countersong:** The blade-siren has learned to counter magic with her blade's song through extreme dissonance. As long as the blade-siren either attacks or makes a perform action during her combat round, any creature within 30 feet of the blade-siren must succeed on a concentration check equal to 10 + the blade-siren's level to cast any spell that requires a verbal or sound-based components or effects.

**Distracting Flourish:** The blade-siren moves in such a way that her opponents are fascinated and distracted by her dance. As long as the blade-siren either attacks or makes a Perform action during her round, opponents within 30 feet must make a Will save or become dazzled until the blade-siren's next turn, suffering a -1 penalty to attack rolls and sight-based perception checks.

**Battle Song:** The blade-siren's movements are as beautiful as they are deadly. Any time the blade-siren successfully damages an opponent with her sword, all allies gain a +1 to their attack rolls and saves against fear until the blade-siren's next turn.

**Inspiration:** A blade-siren who has practiced this song is able to inspire true greatness in her

allies. So long as the blade-siren is attacking on her round, or makes a perform action, all allies that can see her gain an amount of temporary hit points equal to half her blade-siren level + her charisma modifier.

**Wide Arc:** The blade-siren's dancing is not just beautiful, it is also intended to bring devastation to their attacks. A blade-siren's skill in her dance is such that she can make wide arcs, striking foes even if they are not within range. While using this song, the blade-siren's weapons gain the reach function and are capable of striking opponents up to 10 feet away. If the sword she is using already has reach, add 5 additional feet to the weapon's reach.

**Clever Shift:** A blade-siren is never quite where you think they are. Their movements can be distracting and unpredictable. With this song is able to move in such a jarring way that opponents cannot predict where she will be at any given time. While this song is active, the blade-siren gains a dodge bonus to her AC equal to half her level, at a minimum of +1 and a maximum bonus equal to her charisma modifier.

**Aggravating Defense:** A blade-siren who performs this song is infuriating. Her movements become simplistic and taunting, causing opponents to overreach and overextend, throwing them off-guard. When this song is active and the blade-siren makes a Perform check or attacks on her turn, any opponent that attacks the blade-siren and misses suffers a penalty to her armor class equal to the blade-siren's Charisma modifier until the target's next turn.

**Song of the Guardian:** A blade-siren who performs this song is a paragon of guardianship and defense of her allies. Her movements place her blade between her allies and those who might seek to harm them. So long as the blade-siren succeeds on a Perform check on her turn, or makes an attack, all allies within 10 feet of her gain a +1 dodge bonus to their armor class. The blade-siren



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can bestow this bonus on a number of allies equal to her charisma modifier. Allies protected in this way must be chosen at the beginning of her turn.

**Song of Deflection:** Arrows, bullets and projectiles find their attacks have just missed their target or landed in the wrong place altogether against a blade-siren performing this song. A blade-siren with this ability can sense and remove herself from the path of incoming ranged attacks. While this song is active and the blade-siren makes a successful Perform check, or makes an attack on her round, she gains a dodge bonus to her AC against ranged attacks equal to her charisma modifier.

**Bleeding Song:** A blade-siren who has had sufficient practice with this viscious song finds that she is capable of causing her sword to vibrate with her song as the wind sings past the blade. When her sword cuts into an opponent, it moves in such a way that the wounds bleed profusely. Any living opponents struck by a blade-siren with this song active causes the target to take 1 additional point of damage each round until the target has bled an amount of hit points equal to her charisma modifier. Subsequent attacks reset this tally, but are not cumulative. The bleeding can be stopped with a DC 15 heal check, or the application of any effect that heals hit point damage.

## BLADE-SIREN SPELL LIST

**0th Level:** *Mending, Mage Hand, Arcane Mark, Daze, Disrupt Undead, Light, Ray of Frost*

**1st Level:** *Shield, True Strike, Shocking Grasp, Chill Touch, Magic Weapon, Expeditious Retreat, Blood Money, Blurred Movement, Darting Duplicate, Disguise Weapon, Long Arm, Mage Armor, Anticipate Peril, Alarm, Weaponwand*

**2nd Level:** *Bladed Dash, Blur, Cat's Grace, Fox's Cunning, Instant Weapon, Locate Object, Returning Weapon, Burning Arc, Fire Breath, Flaming Sphere*

**3rd Level:** *Heroism, Rage, Lightning Bolt, Displacement, Blink, Haste, Keen Edge, Versatile Weapon, Slow, Greater Magic Weapon, Flame*

*Arrow*

**4th Level:** *Sonic Thrust, Stoneskin, Ball Lightning, Fire Shield, Shadow Step*

**5th Level:** *Resonating Word, Banishing Blade, Dismissal, Spell Absorption, Spellsteal, Flash Forward, Lightning Arc*

**6th Level:** *Telepathy, True Seeing, Greater Heroism, Contagious Flame, Disintegrate, Sonic Form, Deadly Finale, Greater Shout*

## NEW SPELLS

### Hum

**School:** Evocation, **Level:** Sorc/Wiz 2, Bard 2, Blade-siren 1

**Casting Time:** 1 Standard Action

**Components:** S

**Range:** Touch

**Target:** One Weapon

**Duration:** See Text

The affected weapon begins to hum and vibrate. The next attack made by that weapon within one hour does an additional +1d4 sonic damage for every two levels of the caster, to a maximum of 5d4.

### Screaming Slash

**School:** Evocation, **Level:** Blade-siren 3, Bard 4

**Casting Time:** 1 Standard Action

**Components:** S, V

**Range:** 60ft

**Area:** 30ft cone

**Duration:** Instant

**Saving Throw:** Reflex half; **Spell Resistance:** No

The blade-siren slashes downward with her weapon, causing a cone of peircing sound to emanate in a cone from the character. It shatters fragile objects and deals 1d6 points of sonic damage per caster level to a maximum of 10d6.





# BLADE-SIREN

## NEW FEATS

### BLADE-SONG STYLE

You wield swords with grace in a symphony of destruction.

**Prerequisites:** Elf Race, Base Attack Bonus +1, Spellcasting

**Benefit(s):** While wielding a sword of any type, you dance with deadly grace and your sword sings as the air moves over it. Combining magical skill with specialized swordplay, you gain a +1 dodge bonus to your AC when casting defensively. Optionally, when this merit is taken, the blade-siren may choose which branch of the style she wishes to pursue. Two branches of the style focus on magic or melee combat. The spellcasting branch focuses on being able to cast spells without the normal melee penalties that are associated with casting while in combat. The sword branch focuses on melee attacks and defensive capabilities. While the character cannot replace one feat for another, with enough levels she can explicitly pursue both branches simultaneously, indicating a balanced approach to the style.

### DANCING SWORD

The blade-sirens dance is deadly and beautiful.

**Prerequisites:** Blade-Song Style (Sword), BAB +3

**Benefit(s):** With grand arcs and flourishing movements, the blade-siren can land devastatingly beautiful attacks on her foes. A number of times per day equal to her charisma modifier, a blade-siren can choose to use her Perform skill instead of her normal attack bonus during a single attack. Damage is calculated normally, but adds the blade-siren's charisma modifier as a damage bonus. This attack has a critical threshold of 20, regardless of the weapon being used. If the blade-siren critically fails on this attack, any songs she has active immediately fail until the beginning of her next round.

### GREATER ARCANE EDGE

A blade-siren's magic causes devastating damage.

**Prerequisites:** Arcane Edge class feature, 2nd Level Spells

**Benefit(s):** The blade-siren's arcane edge is more powerful than other blade-siren's. Instead of +1d4 damage per spell level, a blade-siren with this feat does +1d6 damage per spell level with the use of arcane edge. At 7th level, this increases to +1d8.

### GREATER REFLEXIVE CASTING

There is nothing left to fear from casting spells in melee combat.

**Prerequisites:** Reflexive Casting, BAB +3

**Benefit(s):** Having spent countless hours training and honing your skills with casting spells while locked in melee combat, the blade-siren has learned to cast spells in such a way that it no longer leaves her open for attack. The blade-siren may take 20 while casting defensively.

### REFLEXIVE CASTING

A blade-siren can cast spells without reprisal.

**Prerequisites:** Blade-Song Style (Spellcasting), Weapon Focus, BAB +2

**Benefit(s):** Your skill with wielding magic and blades together allows you to cast without fear of being attacked. A blade-siren with this feat can cast take 10 when casting defensively.

### RESONANT BLADE

Your blade-song is so powerful that it resonates through your chosen blade.

**Prerequisites:** Blade-Sing Style (Sword), Weapon Focus, BAB +2

**Benefit(s):** The sword vibrates with the blade-siren's song, inflicting +1 damage. This additional damage is considered sonic. This feat only affects a single weapon, which must be chosen at the time this feat is taken. The weapon chosen must be the same weapon as the weapon named in the prerequisite weapon focus.



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## TWO-DAGGER FORM

The drow move with remarkable grace with a dagger in each hand.

**Prerequisites:** Drow, BAB +1

**Benefit(s):** A shadow-guard with this ability is able to wield a dagger in each hand with remarkable ease. This feat essentially acts exactly as the feat two-weapon fighting.

## TWO-DAGGER FORM MASTERY

Practice of the two-dagger form has allowed you to be completely seamless wielding two daggers.

**Prerequisites:** Drow, BAB +3

**Benefit(s):** A shadow-guard with this ability suffers no penalty while dual wielding when attacking with the character's main hand.

## BLADE-SIREN ARCHETYPES SHADOW-GUARD (ARCHETYPE)

The blade-siren tradition is old, stemming all the way back to when elves first picked up a sword. While the other elves of Golarion escaped through a dimension portal, those who stayed and hid in the Darklands became the Drow. Among their ranks were a number of blade-sirens who refused to give up their protectorate of their bretheren, and fled below into the Darklands with their charges. While the elven scrolls and knowledge of their martial art was left behind, those that remained could recall much of their studies. When Rovagug reached out and changed the elves into drow, their art changed with it. The eons since have drastically changed the combat style, creating the shadow-guard. Drow who study the shadow-guard style are a far cry from their blade-siren cousins. Knights of the darkness, the shadow-guard are ferocious combatants trained in swift movements that bring a brutal end to combat with perfect efficiency.

**Race:** The shadow-guard archetype is available only to Drow.

**Daggers For Swords:** Unless otherwise stated, any time a blade-siren ability mentions use of a sword, the Drow shadow-guard instead uses daggers.

**Two-Dagger Form (Ex):** The shadow-guards do not practice blade-song as the above-ground elves know it. Instead, they develop a style that involves wielding a dagger in both hands in swift, circular movements. At first level, a shadow-guard gains access to the two-dagger form merit. If the character already has this feat or two-weapon fighting, then choose another combat feat. This feature replaces the blade-siren feature blade-songs.

**Spells:** The shadow-guard are not limited to the blade-siren spell list. Instead, they use the entire wizard spell list, and use intelligence for their spellcasting ability instead of charisma. This feature otherwise works exactly the same as a blade-siren's spell feature.

**Fiendish Countenance (Ex):** The shadow-guard are respected and feared throughout the drow culture. The shadow-guard gains a bonus equal to half their level (minimum +1) to bluff, diplomacy, intimidate and Sense Motive against all Drow. Against surface elves, the diplomacy bonus becomes a penalty and the intimidate bonus is equal to their full level. This feature replaces the *elf status* class feature.

**Shadowfriend (Sp):** The shadow-guard are the sentinels of the darkness. They stand watch in the shadows and leap when the opportunity strikes. At 4th level, the shadow-guard gains the ability to use the shadow step spell as a spell-like ability three times per day. This ability replaces the fast movement blade-siren feature.

**Shadowmeld (Su):** The shadow-guard are born from the darkness and to it, each will inevitably return. This deal with the darkness becomes manifest as the shadow-guard advances in power. At 10th level, the shadow-guard's body become partially shadow. Against non-magical weapons, the shadow-guard gains a +2 dodge bonus to her AC and gains a competence bonus equal to their charisma modifier to their touch AC. Effects that produce light, such as fireball, double their damage against



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the shadow-guard. Three times per day, the shadow-guard can tap into the shadow plane to cause her body to become insubstantial for a number of rounds equal to half her level as her flesh becomes shadow. While insubstantial, the shadow-guard gains a +5 competence bonus to stealth checks. In addition, her body does not conform to the natural laws of shape and movement. She can fit into spaces no smaller than a key hole. While this ability is active, use of the shadowfriend feature do not count against her uses of the ability for the day. Lastly, while in this form, all damage from weapons is halved. Spells affect the shadow-guard normally. This feature replaces the *dance of death* blade-siren feature.

**Shadowfall (Su):** As the shadow-guard's relationship to the shadow plane grows, her attacks begin to take on the hungry, life-seeking energies of the plane itself. At 11th level, the shadow-guard is considered an outsider for purposes of spell effects and abilities. She gains a +5 bonus to all skill checks regarding creatures from the shadow plane. In addition, when rolling to confirm a critical hit, the shadow-guard can choose to inflict bleed, blinded, exhausted, frightened or sickened conditions. The roll to resist these conditions is a fortitude save equal to a DC of 10 plus half the shadow-guard's level. Bleed damage is equal to half the shadow-guard's charisma modifier, rounded up, and continues until a successful heal check is made. This feature replaces the *highborn defender* spell-singer ability.

**Pervasive Shadow (Sp):** The shadow-guard becomes nearly completely shadow at 15th level. Her skin writhes with darkness that has replaced her flesh, and her eyes burn like stars in the night. The shadow-guard gains DR5/magic. In addition, her critical hits cause energy drain damage. Any creature who fails a will save equal to 10 plus half her level suffers 1d4 temporary negative levels. These negative levels stack, and remain for a number of rounds equal to the shadow-guard's charisma

modifier. For each negative level inflicted in this way, the shadow-guard gains 2d8 hit points. If these hit points would take the shadow-guard above her maximum health, the remaining hit points become temporary hit points that last for one hour. This feature replaces the *advanced armor training* blade-siren class feature.

**No Escape (Ex):** The shadow-guard's hunger for life becomes such that one true strike can kill even the strongest opponents. At 20th level, the shadow-guard considers any opponent struck by a critical attack during combat to be helpless in regard to delivering a coup de grace. Following the critical hit, so long as the shadow-guard strikes her opponent once more, the victim must roll a fortitude save equal to 10 plus the damage dealt or die. This ability does not provoke attack of opportunity, and is considered to be a part of the shadow-guard's attack for that round. The shadow-guard cannot coup de grace an enemy with more than twice her own hit points. This ability replaces the *mastery of the blade* blade-siren feature.





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