

# The Ruinblade

by  
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# The Ruinblade

The ruinblade is admired for her skill, but feared for the vicious, relentless techniques she employs. She may be a mercenary, selling her sword to the highest bidder; or a duellist, standing up against the injustices of a tyrant. She may scour the land for challenges to prove her techniques, or seek to avenge a wrong done to her. The one thing most ruinblades have in common is that they rarely stay in one place very long – the talents they use are effective, but cruel, and do little to win over the hearts of those who witness their arts. Anywhere she goes, she leaves ruin in her wake – leaving behind a path littered with the discarded and broken bodies of her opponents. The intent of a ruinblade is not to merely beat her opponent, but instead to crush his spirit and leave his shattered remains behind.

## Role

The ruinblade serves well as a supporting figure to other members of a group, reducing her opponent's defences to increase the effectiveness of her companions. The longer one engages with a ruinblade, the more vulnerable he becomes. A ruinblade is not one for quick kills and short skirmishes, her techniques become more dangerous the longer she's engaged with her opponents. Hit and run tactics are common for a ruinblade as she systematically cripples and hampers her enemy.

## Alignment

A ruinblade may be of any alignment, but very few are ever Lawful or Good. The techniques used by a ruinblade are as vicious as they are debilitating, and concepts such as "honourable combat" and "fair play" are foreign to the mindset of a ruinblade, and while few ruinblades will outright kill a helpless opponent, she cares nothing for the dignity of her opponent, and will leave him crippled and in agony. As such, ruinblades are often Neutral.

## Class Details

**Hit Dice:** d8

**Wealth:** 4d6 x 10 gp (average 140 gp).

**Class Skills:** The class skills of the ruinblade are: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge: Dungeoneering (Int), Knowledge: Local (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex).

**Skill Ranks:** 6 + Int modifier per level.

## Weapon and Armour Proficiency

The ruinblade is proficient in all simple weapons and martial weapons, light armour and medium armour.

All class features which require an opponent to make a saving throw have a DC of 10 + 1/2 her Ruinblade level + her Charisma modifier.





Level	BAB	Fort	Ref	Will	Special Abilities	Additional Ruin Afflictions
1	+0	+0	+2	+0	Inflict Weakness (AC), Improved Feint.	0
2	+1	+0	+3	+0	Talent	
3	+2	+1	+3	+1	Ruin Defences (Magic), Bonus Feat	1
4	+3	+1	+4	+1	Misdirection (AC)	
5	+3	+1	+4	+1	Talent	2
6	+4	+2	+5	+2	Inflict Weakness (Attack), Bonus Feat, Ruin Curse (1 / Day)	
7	+5	+2	+5	+2	Flourish	3
8	+6 / +1	+2	+6	+2	Misdirection (Partial Concealment). Talent	
9	+6 / +1	+3	+6	+3	Ruin Defences (Iron / Silver), Bonus Feat	4
10	+7 / +2	+3	+7	+3	Manipulate Ruin	
11	+8 / +3	+3	+7	+3	Talent	5
12	+9 / +4	+4	+8	+4	Inflict Weakness (Damage), Misdirection (AC x 2), Bonus Feat, Ruin Curse (2 / Day)	
13	+9 / +4	+4	+8	+4	Manipulate Ruin	6
14	+10 / +5	+4	+9	+4	Talent	
15	+11 / +6 / +1	+5	+9	+5	Ruin Defences (Adamantine), Bonus Feat	7
16	+12 / +7 / +2	+5	+10	+5	Manipulate Ruin, Misdirection (Total Concealment)	
17	+12 / +7 / +2	+5	+10	+5	Talent	8
18	+13 / +8 / +3	+6	+11	+6	Inflict Weakness (Increased Effect), Bonus Feat, Ruin Curse (3 / Day)	
19	+14 / +9 / +4	+6	+11	+6	Manipulate Ruin	9
20	+15 / +10 / +5	+6	+12	+6	Flay the Foe, Misdirection (AC x 3). Talent	





# Class Features

## Inflict Weakness (Ex)

The ruinblade's style of fighting creates vulnerabilities in her opponent's defences, allowing her to inflict greater harm as the conflict continues. Inflict weakness does not work on opponents who are immune to critical hits or who do not have an Intelligence score. At 1st level, the ruinblade gains Improved Feint as a bonus feat, even if prerequisites are not met. To use inflict weakness a ruinblade must succeed in a feint action (Pathfinder, pg 201), then attack the target in the same round. If the attack succeeds, the ruinblade imposes a penalty on her opponent.

At 1st level, the ruinblade imposes a -1 penalty to the target's armour class from any successful use of inflict weakness. At 6th level, she may instead penalize the target's attack rolls by -1. At 12th level, the ruinblade gains the option of penalizing her opponent's damage rolls by -1. At 18th level, the penalty is increased to -2 per strike. Each penalty may be applied a number of times equal to her Charisma modifier on the same target. If an opponent subject to inflict weakness is not successfully attacked by the ruinblade on any round, the penalties are lost and the ruinblade must start over.

A 6th level ruinblade with a Charisma of 16 can impose a -3 penalty to both the target's armour class and his bonus to hit after six attacks. As long as she continues to make a successful attack each round, these penalties remain.

It is possible to combine Cleave and inflict weakness to use this ability on multiple opponents. The ruinblade must first have used inflict weakness on her first opponent earlier in the combat, then uses Improved Feint to set up her current target. If the feint is successful, she uses Cleave to strike her new target and her previous target, fulfilling the need to make a successful attack to maintain inflict weakness. As long as she can continue to successfully attack both of her opponents every round, inflict weakness continues to apply - either Cleave or a full attack will suffice.

## Ruin Affliction (Su)

The ruinblade can channel supernatural effects into her attacks, creating debilitating conditions to cripple her opponents. A ruinblade learns how to create new and more potent ruin afflictions over time, tailoring her new abilities to suit her particular style of combat. At 1st level, she begins with a number of ruin afflictions

equal to her Charisma modifier (minimum 0), and gains a new affliction every two levels to add to her repertoire. If her Charisma modifier changes, this can adjust the number of ruin afflictions the ruinblade knows.

To use a ruin affliction the ruinblade requires physical contact with the target. This is a standard action, and can be done either by using a melee attack for damage, or it may be a melee touch attack. If the attack misses, the ruin affliction is not expended, and can be used again on a later action. If the attack is successful, the target must make a saving throw to resist the ruin affliction's effects, expending the use of the affliction. Each ruin affliction may only be attempted once per day. A ruinblade must rest for eight hours and meditate for an hour to refresh her afflictions. An affliction may be removed using break enchantment, remove curse, or a similar effect. The caster level of this effect is equal to the ruinblade level of the attacker. A ruin affliction is not cumulative with copies of itself.

## Bonus Feats

The ruinblade gains a bonus feat at 3rd level, and every three levels afterwards. These bonus feats come from the following list:

Combat Expertise, Combat Reflexes, Deadly Finish, Deceitful, Disengaging Feint, Disengaging Flourish, Disengaging Shot, Dodge, Following Step, Gang Up, Greater Dirty Trick, Greater Feint, Improved Dirty Trick, Improved Sidestep, Mobility, Sidestep, Step Up, Step Up and Strike.

## Ruinblade Talent

At 2nd level, the ruinblade begins to develop techniques which aid her style of combat. She gains a ruinblade talent, and adds another talent every three levels after.

## Ruin Defences (Ex)

At 3rd level, the ruinblade attacks bypass certain types of damage reduction when her opponent is affected by inflict weakness. Against these opponents, the ruinblade is treated as having a magic weapon for purposes of DR. At 9th level, her attacks are considered iron and silver, and at 15th level, they are considered to be adamantine. If the opponent loses the penalties granted by inflict weakness, such as after the use of flourish, then he is no longer vulnerable to ruin defences.

## Misdirection (Ex)



The ruinblade is a master of misdirection, and can use guile and intimidation to protect herself from harm. At 4th level, the ruinblade may activate this ability as a swift action, gaining the benefits of misdirection until the beginning of her next turn. Until then, while adjacent to an ally or opponent, she may use misdirection against any attack that is made against her. At 8th level, this can be done when it is not the ruinblade's turn as an attack of opportunity, possibly turning a hit into a miss.

The ruinblade may use misdirection to gain a Dodge bonus to AC and CMD equal to her Charisma modifier against an attack. At 12th level, she doubles this bonus, and at 20th level, she triples this bonus. At 8th level, she may end misdirection as an immediate action when an opponent declares an attack to gain partial concealment, imposing a 20% miss chance against all of that one opponent's attacks for the turn, and at 16th level, this improves to total concealment, imposing a 50% miss chance instead.

The ruinblade must be adjacent to someone who is not more than one size category smaller than her who is not the attacker. She must have the ability to move, and may not be restrained or helpless. She can still use misdirection even if she has lost her Dexterity bonus to her armour class from other means. As long as the ruinblade meets these requirements, she may use misdirection, even against attacks of opportunity made against her, sneak attacks, or surprise attacks.

Misdirection provides protection as long as the ruinblade has someone adjacent to her who is not the attacker. If she has two adjacent opponents, she can use each opponent to allow her to activate misdirection against the other when she is being attacked. If she were adjacent to only one of her opponents, she could not use misdirection against his attacks against her.

## Ruin Curse

At 6th level, the ruinblade may use a ruin affliction as a powerful curse once per day. The opponent resists the ruin affliction as normal, but the effect is permanent if the saving throw is failed. At 12th level, ruin curse can be used twice per day, and at 18th level it may be used three times per day. These effects can still be removed by remove curse or break enchantment as normal.

## Flourish (Ex)

At 7th level, the ruinblade can exploit the weaknesses that she has already inflicted upon her opponent, to finish him off in a flashy and brutal fashion. This attack is done as a standard action, using any penalties already applied by inflict weakness. If the attack is successful, the ruinblade removes all the penalties she inflicted on her target, gaining an additional 1d4 points of precision damage of the same type as the weapon she is using to her attack for each point removed.

A ruinblade who has imposed a -2 penalty to AC and a -2 penalty to damage can use flourish to inflict +4d4 extra damage by removing both -2 penalties from her opponent. The penalties are still used in the initial attack (if applicable).

## Manipulate Ruin

At 10th level, the ruinblade learns how to manipulate her afflictions. She gains one manipulation at 10th level, and an additional manipulation at 16th level and at 19th level. A ruinblade may only use one manipulation at a time. Ruin afflictions used in this manner are still expended as normal.

## Aura of Ruin

As a swift action, the ruinblade may activate a ruin affliction as an aura with a radius of 10 feet. Opponents within the aura or who enters the aura suffer from the ruin affliction. The ruin affliction does not require a saving throw, the target is considered to have passed his saving throw automatically. The aura remains active until the start of the ruinblade's next turn.

## Burst Ruin

As a swift action, the ruinblade may activate this ruin manipulation upon successfully attacking an opponent. Any opponents adjacent to the initial target are also subject to the ruin affliction. Any additional opponents who succeed in their saving throw against the ruin affliction suffer no negative effects rather than the normal effects of a passed saving throw against the ruin affliction.

## Extend Ruin

As a move action, the ruinblade may activate this ruin manipulation before using a ruin affliction, doubling the duration of the ruin affliction. If the ruin affliction has a duration of 1 round when a saving throw is passed,



the duration is extended to two rounds.

### Mark of Ruin

The ruinblade may accept a –5 penalty on her attack roll when using ruin affliction, allowing her to activate two ruin afflictions at the same time. Both ruin afflictions must use the same saving throw (such as Fortitude) to be combined, and the target need only roll once for both ruin afflictions in an attempt to resist them.

### Ruin Bolt

The ruinblade may accept a –5 penalty on her attack roll when using a ruin affliction to perform a ranged touch attack with a range of 60 feet. All other rules regarding ruin afflictions apply normally.

### Sympathetic Ruin

The ruinblade may activate this effect as an immediate action when an opponent successfully performs a melee attack against her. The opponent is immediately subject to a ruin affliction, resisting it as if the ruinblade had successfully performed a touch attack on him.

### Flay the Foe

At 20th level, the ruinblade may use the ruin afflictions she has placed on an opponent to create a greater form of affliction. To use flay the foe, the target must have at least one ruin affliction on him, and the ruinblade must succeed either in a standard attack or a melee touch attack as if she were using ruin affliction. If the attack succeeds, the opponent loses each ruin affliction he is currently under the effects of, and instead suffers a temporary negative level for each affliction removed. The ruinblade may use flay the foe a number of times per day equal to her Charisma modifier (minimum 1 / day).

The ruinblade may activate flay the foe when she uses ruin curse, imposing permanent negative levels. This is considered a use of both flay the foe and ruin curse.





# Ruin Afflictions

## All is Silence

**Duration:** 1 round/level      **Save:** Fortitude

The target becomes deafened. A successful save reduces the duration to a single round.

## Battle Weary

**Duration:** Instant      **Save:** Fortitude

The target becomes exhausted. A successful save reduces the condition to fatigued. You must be at least 7th level to take this ruin affliction.

## No Stomach for Battle

**Duration:** 1 round/level      **Save:** Fortitude

The target becomes nauseated. A successful save reduces the condition to sickened. You must be at least 10th level to take this ruin affliction.

## The Bear is Frail

**Duration:** 1 min./level      **Save:** Reflexes

The target suffers four points of Constitution damage. A successful save reduces the duration to one round.

## The Biting Cold

**Duration:** 1 min./level      **Save:** Fortitude

The target gains vulnerability to cold. If the target had immunity to cold, they instead lose their immunity. A successful save will reduce the duration to one round.

## The Body Betrays

**Duration:** 1 min./level      **Save:** Reflex

The target suffers a -3 penalty to Reflex saves. A successful save reduces the duration to one round. You must be at least 4th level to take this ruin affliction.

## The Broken Blade

**Duration:** 1 min./level      **Save:** Reflex

The opponent's weapons and armour become fragile. A fragile weapon breaks if the user rolls a 1 on an attack roll, while fragile armour breaks if a critical hit is made on the wearer. A successful save reduces the duration

to one round. A broken weapon is destroyed if the attacker rolls a 1 on his attack roll, while broken armour becomes destroyed if a critical hit is made against it. A successful save reduces the duration to one round. The fragile trait is lost at the end of the duration, but if the equipment is broken or destroyed, that trait remains.

## The Bull is Weak

**Duration:** 1 min./level      **Save:** Reflex

The target suffers from four points of ability damage to Strength. A successful save reduces the duration to one round.

## The Call of Thunder

**Duration:** 1 min./level      **Save:** Fortitude

The target suffers from vulnerability to electricity. If the target had immunity to electricity, they instead lose their immunity. A successful save will reduce the duration to one round.

## The Cat is Slow

**Duration:** 1 min./level      **Save:** Reflex

The target suffers from four points of damage to Dexterity. A successful save reduces the duration to one round.

## The Dissolving Flesh

**Duration:** 1 min./level      **Save:** Fortitude

The target gains vulnerability to acid. If the target had immunity to acid, they instead lose their immunity. A successful save will reduce the duration to one round.

## The Eagle is Vain

**Duration:** 1 min./level      **Save:** Will

The target suffers four points of Charisma damage. A successful save reduces the duration to one round.

## The Fox is Arrogant

**Duration:** 1 min./level      **Save:** Will

The target suffers four points of Intelligence damage. A successful save reduces the duration to one round.

## The Heart Falters

**Duration:** 1 min./level      **Save:** Fortitude

The target suffers a -3 penalty to Fortitude saves. A successful save reduces the duration to one round. You





must be at least 4th level to take this ruin affliction.

### *The Heart of a Coward*

**Duration:** 1 round/level

**Save:** Will

The target becomes frightened. A successful save will reduce the condition to shaken and the duration to one round. You must be at least 10th level to be able to take this ruin affliction.

### *The Light Fades*

**Duration:** 1 round/level

**Save:** Fortitude

The target becomes blinded. A successful save will reduce the condition to dazzled and the duration to one round. You must be at least 4th level to be able to take this ruin affliction.

### *The Mind Cracks*

**Duration:** 1 min./level

**Save:** Will

The target gains a -3 penalty to Will saves. A successful save reduces the duration to one round. You must be at least 4th level to take this ruin affliction.

### *The Owl is Foolish*

**Duration:** 1 min./level

**Save:** Will

The target suffers four points of damage to Wisdom. A successful save reduces the duration to one round.

### *The Skin of Parchment*

**Duration:** 1 min./level

**Save:** Fortitude

The target suffers from vulnerability to fire. If the target had immunity to fire, they instead lose their immunity. A successful save will reduce the duration to one round.

### *The Thousand Cuts*

**Duration:** Instant

**Save:** Fortitude

The target suffers 1d6 bleed. A successful save reduces this to 1 bleed instead.





# Talents

## Arcane Duellist (Su)

**Prerequisite:** 5th level

You gain the arcane pool class feature as a magus of half your ruinblade level (round down).

## Combat Trick (Ex)

You may choose one feat from the list of ruinblade bonus feats. This talent may be taken multiple times, allowing you to choose additional feats from the ruinblade list.

## Counterstrike (Ex)

**Prerequisite:** 8th Level

As a full round action, you guard yourself against attacks from your enemies. Until the start of your next turn, any melee attack made against you immediately triggers an attack of opportunity. The opponent is considered to be flat footed against this attack.

With Friends Like These combines well with Counterstrike. You can allow your opponents to attack you, strike back first, and then let your opponent's attack carry through to hit another opponent. This talent works best with Combat Reflexes and a high Dexterity, as it does not provide additional attacks.

## Defang the Wolf (Ex)

**Prerequisite:** Blade Breaker

When you succeed in a disarm attempt, you can choose to immediately equip your opponent's weapon, even if you used a weapon to perform the disarm. You must have a hand available to hold the weapon, or you may drop a weapon you are holding so that you can equip the weapon.

## Defensive Roll (Ex)

**Prerequisite:** 8th Level, Harlequin

As per the rogue talent of the same name.

## Dispelling Ruin (Sp)

**Prerequisite:** 8th Level

Upon making a successful attack against an opponent

who is suffering from a ruin affliction, you can choose to dispel one ruin affliction to perform a dispel magic effect on the target with a caster level equal to your ruinblade level. If you dispel all your ruin afflictions, you instead perform a greater dispel magic effect on the target and can attempt to dispel all enchantments and spell effects on him.

## Distracting Duellist (Ex)

**Prerequisite:** Sinister Duellist

If you succeed in inflicting precision damage on an enemy, he becomes flat footed until the start of your next turn.

## Expertise (Ex)

When this talent is taken, choose a class skill. When you make a roll using that skill, roll two dice and choose one die for your result. This talent may be taken more than once, allowing you to choose a new class skill each time.

## Ferocious Assault (Ex)

**Prerequisite:** Blade Breaker

All sunder attempts you make increases the critical threat range by two points. This talent will stack with abilities that increase the critical threat range, such as improved critical or keen, to a maximum of 16-20.

The ferocious assault talent works well with the broken blade. The ruin affliction causes an opponent's equipment to become fragile, and any critical can break or destroy this equipment.

## Grand Flourish

**Prerequisite:** 11th Level

All precision damage you roll is increased by one die value. A d4 die is increased to d6, while a d6 is increased to d8.

## Grave Afflictions

You may extend the duration of a ruin affliction once per day. The duration can extend from rounds to minutes, or from minutes to hours. This talent may be taken up to two additional times, allowing you to extend three afflictions per day. This talent does not work on afflictions that have a duration of instant or a single round. This does not alter the duration of a ruin affliction.



tion on a successful save.

## Greater Afflictions

**Prerequisite:** 8th Level

You may use each ruin affliction twice per day instead of once per day. This ability may be taken twice, allowing you to use each ruin affliction three times per day.

## Ki Pool (Su)

**Prerequisite:** 8th level, Ivory Kingdom Acolyte

You gain the ki pool class feature as a monk with a level four less than your ruinblade level. You gain ki strike as as a monk using your levels in ruinblade, and can spend ki as a monk. This talent does not grant flurry of blows.

## Lead In (Ex)

You may perform a melee attack as a standard action. If this attack misses, all allies adjacent to the opponent gain an attack of opportunity against your target. This talent may be combined with ruin affliction.

## Major Magic (Sp)

**Prerequisite:** Charisma 11, minor magic

As per the rogue talent of the same name.

## Minor Magic (Sp)

**Prerequisite:** Charisma 10

As per the rogue talent of the same name.

## No Escape (Ex)

**Prerequisite:** 5th Level, Harlequin

When an opponent within reach attempts a 5 ft step or withdraw action, you may perform a trip attempt as an attack of opportunity.

## Opportunist (Ex)

**Prerequisite:** 11th Level

As per the rogue talent of the same name.

## Quick Exchange (Ex)

**Prerequisite:** 8th Level, Harlequin

When an adjacent opponent misses you, you may perform a reposition attempt as an attack of opportunity. If you succeed, you exchange positions with your attacker instead of the movement normally allowed by the maneuver.

## Recoil (Ex)

**Prerequisite:** Sinister Duellist

When you succeed in inflicting precision damage, you may perform a restricted withdraw as an immediate action.

## Shattering Defence (Ex)

**Prerequisite:** Blade Breaker

You must use either defensive fighting or total defence as a part of using this talent. If an opponent attacks you with a melee weapon, you can perform an attack of opportunity to attempt to sunder the weapon. Breaking or destroying the weapon could turn a hit into a miss.

## Sinister Duellist (Ex)

When you succeed on an attack against an opponent you flank, you inflict 1d4 precision damage. You may take this talent more than once, gaining 1d4 points of precision damage each time. This is considered sneak attack and stacks with it and is affected by effects that modify or interact with sneak attacks.

## Unwitting Ally (Ex)

**Prerequisite:** 11th level

As per the rogue talent of the same name.

## With Friends Like These (Ex)

**Prerequisite:** Misdirection

If an opponent misses you due to misdirection, you may redirect the attack against anyone adjacent to you. The attack roll is compared to the AC of the new target. You cannot cause an opponent to attack himself.

With Friends Like These works well when the ruinblade is engaged with a group of opponents in melee. While this talent does not allow an opponent to harm himself (but see Who Needs Enemies?), the ruinblade can trick her foes into killing one another. If she has only one adjacent opponent, she can not use this talent against him, but she can make him suffer from ranged attacks.



## Who Needs Enemies? (Ex)

**Prerequisite:** 14th Level, With Friends Like These

If an adjacent opponent misses you with an attack due to misdirection, you may make an attack of opportunity against him using his AC. If the attack succeeds, you use the damage of his attack against him instead.





# Feats

## Counter Feint (Combat)

**Prerequisite:** Int 13, Combat Expertise, Improved Feint

You gain a +2 bonus to resist against feint attempts. When an opponent attempts a feint against you, you can perform an attack of opportunity against your attacker with a -5 penalty to the attack roll.

## Counter Trip (Combat)

**Prerequisite:** Int 13, Combat Expertise, Improved Trip

You gain a +2 CMD bonus against trip attempts. When an opponent attempts a trip against you, you can perform an attack of opportunity to interrupt it, even if they normally do not provoke. If this attack would normally not be provoked, you suffer a -5 penalty to the attack roll. If you succeed, the penalty applied to their attempt is doubled.

## Defensive Trip (Combat)

**Prerequisite:** Int 13, Combat Expertise, Improved Trip, Improved Defensive Fighting

While fighting defensively, if an adjacent opponent misses on an attack against you, you can perform a trip attempt against them as an attack of opportunity.

## Disrupting Feint (Combat)

**Prerequisite:** Int 13, Combat Expertise, Improved Feint

Whenever you use a feint action against an opponent, he must make a concentration check to cast any spells until the start of your next turn. The DC of this check is equal to 10 + your ruinblade level + the level of the spell.

## Field Control (Combat)

**Prerequisite:** Int 13, Combat Expertise, Improved Reposition

You gain a +2 CMD against reposition attempts. When an opponent succeeds in repositioning you, you may make a 5ft step from the location you were repositioned to. This does not count against your movement on your next turn.

## Greater Defensive Fighting (Combat)

**Prerequisite:** Int 13, Combat Expertise, Improved Defensive Fighting, BAB +6

When fighting defensively, you gain a +4 bonus to your armor class.

Normal: You gain +2 AC when fighting defensively.

## Greater Total Defence (Combat)

**Prerequisite:** Int 13, Combat Expertise, Improved Total Defence, BAB +6

You can perform total defence as a full round action, and gain a +8 AC bonus rather than a +4 AC bonus.

## Improved Defensive Fighting (Combat)

**Prerequisite:** Int 13, Combat Expertise

When fighting defensively, your penalty to attack rolls is reduced by 2.

## Improved Field Control (Combat)

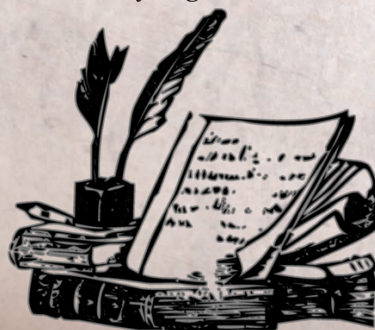
**Prerequisite:** Int 13, Combat Expertise, Field Control, Improved Reposition, BAB +6

You gain a +2 CMD against reposition attempts, added to the bonus provided by field control. If an opponent fails in repositioning you, you can force your opponent to make a 5 ft step in any direction of your choice. This does not count against his movement on his next turn.

## Improved Total Defence (Combat)

**Prerequisite:** Int 13, Combat Expertise

When performing total defence as a standard action, the armor class bonus you get is increased by 2.





# Archetypes

## Blade Breaker

The blade breaker prefers to shatter an opponent's weapons and armour, demoralizing the enemy while she inflicts her curses upon him. The blade breaker favours heavy weapons and armour, relying on power more than finesse as part of her fighting style. She is adept at disarming her enemies and sundering their equipment.

### Weapon and Armour Proficiency

The blade breaker gains the use of heavy armour and can use all shields except for tower shields.

### Feats

The blade breaker loses improved feint as a bonus feat at 1st level, but gains improved sunder and improved disarm as bonus feats instead. She does not gain Disengaging Feint, Greater feint, Disengaging Flourish, Disengaging Shot, or Gang Up as available bonus feats at 3rd level, but gains Greater Sunder, Defensive Sunder, Greater Disarm, and Disarming Strike as available bonus feats instead. This modifies the bonus feats ability.

### Shatter Strike (Ex)

The blade breaker may add her Charisma modifier to all sunder and disarm attempts at 1st level, and inflicts +1d6 damage with all sunder and disarm attempts. At 6th, 12th, and 18th level, the blade breaker inflicts another 1d6 damage with sunder and disarm attacks.

When declaring a melee attack, the blade breaker can accept a -5 penalty to her attack rolls to be allowed to perform an immediate disarm or sunder attempt after any successful attack made on her turn.

An 8th level blade breaker can inflict 2d6 damage when she disarms an opponent, or inflicts +2d6 damage on sundering attacks. She can accept a -5 penalty on her attacks when she performs a standard or full attack, allowing her to make either a sunder or disarm attempt after a successful attack. If she has two-weapon fighting, she could in theory make up to four disarm or sunder attempts as part of a full attack.

At 6th level, after the blade breaker succeeds in making a sunder attempt, her opponent must pass a Fortitude save (DC 10 + 1/2 character level + Charisma modifier) or take half the damage inflicted with the attack.

Shatter strike replaces inflict weakness.

### Ruin Affliction

The blade breaker can only use ruin affliction as part of a sunder or disarm attempt, or as part of a touch attack. If the blade breaker uses the shatter strike class ability to perform a disarm or sunder attempt after a successful attack, she may activate this class ability if the attack is successful, before making the sunder or disarm attempt.

### Break Defences (Ex)

At 3rd level, the blade breaker ignores 5 points of object hardness. At 9th level this increases to 10 points, and at 15th level, this increases to 20 points. This ability cannot stack with other methods of bypassing hardness.

Break defences replaces ruin defences.

### Follow Through (Ex)

At 7th level, the blade breaker can declare either a sunder or disarm attack as a standard action against an enemy within reach. If she succeeds, she can attempt another attack of the same type against an opponent adjacent to the previous enemy that is within reach. If she succeeds, she can continue to make attacks against adjacent foes as long as they are within reach. She can not attack the same opponent more than once with follow through.

Follow through replaces flourish.

## Harlequin

The harlequin is a trickster which prefers to humiliate and confuse her opponents. The harlequin is master of the field, tripping her opponents up and scattering them as part of her routine. The harlequin is often master of the whip, which allows her to extend her reach and reposition her opponents without being directly in harm's way.



## Weapon and Armour Proficiency

The harlequin has proficiency in simple and martial weapons, and light armour. She also chooses a weapon with the trip tag as a bonus proficiency.

## Feats

The harlequin loses improved feint as a bonus feat at 1st level, but gains improved trip and improved reposition as bonus feats instead. She does not gain Disengaging Feint, Greater Feint, Disengaging Flourish, Disengaging Shot, or Gang Up as available bonus feats at 3rd level, but gains Greater Trip, Drag Down, Greater Reposition, and Quick Reposition as available bonus feats instead. This modifies the bonus feats ability.

## Uneven Ground (Ex)

The harlequin may add her Charisma modifier to all trip and reposition attempts at 1st level, and inflicts +1d6 damage with all trip and reposition attempts. At 6th, 12th, and 18th level, the harlequin inflicts another 1d6 damage with trip and reposition attacks. This damage is considered precision damage, and does not get applied to those targets immune to precision damage.

At 6th level, whenever the harlequin successfully lands a melee attack for damage against an enemy, the enemy provokes an attack of opportunity from the harlequin that can be used only to trip or reposition.

At 12th level, the harlequin can make reposition or trip attempts on opponents up to three sizes greater than her.

At 18th level, the harlequin can perform both a trip and a reposition attack as a single roll against one target. This roll is made against the highest CMD of the target when compared with both attacks. If the roll succeeds, the opponent is shifted to his new position and prone.

Uneven ground replaces inflict weakness.

## Ruin Affliction

The harlequin can activate ruin affliction as part of a trip or reposition attempt. She can not use this ability as part of a normal attack, but can use ruin affliction as part of a touch attack.

## Ruin Escape (Ex)

The harlequin can frustrate opponents attempting to evade her in combat. At 3rd level, she can perform a trip attack on an opponent who performs a 5 ft step or a withdraw action within her threatened area as an attack of opportunity. At 9th level, she can choose to use a reposition maneuver instead. At 15th level, the harlequin extends her threatening area by an additional 5 ft for ruin escape and for trip or reposition attacks.

Ruin escape replaces ruin defences.

## Comedy of Errors (Ex)

At 7th level, the harlequin can declare either a reposition or trip attack as a standard action against an enemy within reach. If she succeeds, she can attempt another attack of the same type against an opponent adjacent to the previous enemy that is within reach. If she succeeds, she can continue to make attacks against adjacent foes as long as they are within reach. She can not attack the same opponent more than once with comedy of errors.

Comedy of errors replaces flourish.

## Ivory Kingdom Acolyte

The acolytes protect the sacred elephant herds of the Ivory Kingdoms. These noble beasts are the companions to these monastic warriors, who have created a devastating style of unarmed combat to deal with poachers and hunters who have come into the region looking for elephant tusks. The acolytes use crippling blows which focus on the joints and tendons of their opponents, crippling their enemies painfully without killing.

## Weapon and Armour Proficiency

An acolyte has proficiency in brass knuckles, cestus, quarterstaff, knuckle axe, kama, nunchaku, and sai. She is not proficient in armour or shields. An acolyte does not suffer a -4 penalty when using a weapon she has proficiency in to inflict nonlethal damage.

## Feats

The acolyte loses Improved Feint as a bonus feat at 1st level, and gains Improved Unarmed Strike and Improved Grapple instead. Bonus feats available to her starting at 3rd level are Bleeding Attack, Combat Reflexes, Deadly Finish, Deceitful, Dodge, Following Step, Greater Grapple, Greater Dirty Trick, Improved Dirty Trick, Improved Sidestep, Mobility, Punishing



Kick, Sidestep, Step Up, and Step Up and Strike.

### **Ivory Tusk (Ex)**

The acolyte uses crippling blows intended to disable her opponents quickly, while allowing her enemies to live. This ability has no effect on opponents immune to the use of precision attacks. The acolyte adds her Wisdom modifier to attack rolls to inflict nonlethal damage, and to grapple attempts. At 1st level, she adds 1d6 precision damage to all nonlethal attacks and to any grapple roll. The acolyte gains an additional 1d6 precision damage at 6th, 12th, and 18th level.

At 6th level, the acolyte can choose to instead inflict a crippling blow instead of inflicting precision damage. She rolls her precision damage as normal, but instead of applying the damage to her opponent, she instead applies a crippling effect. Only one crippling effect can be inflicted per attack.

#### **Crippling effects**

##### *Breaking Bough*

The acolyte strikes at the elbows or wrists, imposing a -2 penalty to the target's attack and damage rolls for every 5 points of precision damage she could have inflicted. This penalty lasts for a number of rounds equal to the acolyte's class level.

##### *Shatter Reed*

The acolyte strikes at the knees or ankles, reducing the target's Speed by 10 feet for every 5 points of precision damage she would have inflicted. This penalty lasts for a number of rounds equal to the acolyte's class level.

##### *Silence the Wind*

The acolyte strikes the throat, making it difficult for the target to breathe. The opponent is unable to speak for one round for every 5 points of precision damage the acolyte would have inflicted. Attempts to use a verbal component require a concentration check against a DC of 20 + twice the level of the spell or lose the spell.

At 12th level, the duration is extended to minutes unless the target succeeds in a Fortitude save. At 18th level, the duration becomes minutes, and the target must make a Fortitude save to prevent the crippling effect from being permanent, requiring lesser restoration to be cast, or a similar effect, to remove the

penalty.

Ivory tusk replaces inflict weakness.

### **Ivory Skin (Ex)**

At 3rd level, an acolyte develops a conditional form of DR. She gains a DR / - equal to her 3 + her Wisdom modifier. At 9th level, she adds twice her Wisdom modifier, and at 15th level she adds three times her Wisdom modifier. If any damage bypasses her DR, she takes full damage. The DR increases by 3 against swarms.

Ivory skin replaces ruin defences.

A 3rd level acolyte with a Wisdom of 16 gains DR 6 / -. If any attack does 6 damage or less, she ignores it, but if she were to be hit by an attack that deals 7 damage, she takes seven points of damage. At 9th level, she would have DR 9 / -, and will take full damage if she is hit for 10 damage or more.

### **Unarmed Strike**

At 7th level, an acolyte gains the unarmed strike class feature of the monk class, as a monk six levels below her class level. If the acolyte takes monk levels, she combines her level as an ivory kingdom acolyte with her level as a monk for this ability.

Unarmed strike replaces flourish.





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