

PLAYER Paraphernalia



SWORD SAINT
(CAVALIER ARCHETYPE)

#21



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PLAYER PARAPHERNALIA #21

By the Knotty-Works



Welcome to the twenty-first issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces a cavalier archetype, the Sword Saint. A new Order is also provided, the Order of the Holy Sacrament.

The Sword Saint (Cavalier Archetype)

The Sword Saint strives to become one with his weapon of choice, the sword. While many warriors of noble birth or heart that take on a cause hone both martial and riding skills, the sword saint forgoes such expertise in order to forge his link with his chosen sword. The sword is more than just a tool to the sword saint, it becomes an extension of his own body and often has links to the sword saint's ancestral past or a sacred bond that resounds through the spirit of the sword saint.

Class Abilities

Sacred Sword (Ex): The sword saint gains an ancestral sword (the type of his own choosing but he must be proficient) with which he is entrusted and bonded. The sword itself is not magical but is of master-work quality.

The sword saint may call upon the spirit of the sword that grants a +1 enhancement bonus to the weapon for a total number of minutes per day equal to the level of the sword saint as a swift action. This duration does not have to be consecutive, but may only be broken down into one minute increments. At 4th level and every three levels thereafter the sword gains an additional +1 enhancement bonus (to a maximum of +7 at 19th level). If the sword is given magical properties the bonuses do stack, though the maximum to hit and damage bonus cannot exceed +5. Beginning at 8th level the sword saint may use some or all of the enhancement bonuses to apply one

of the following special abilities to the sword: *Advancing, Agile, Allying, Benevolent, Breaking, Countering, Courageous, Culling, Defending, Defiant, Exhausting, Fortuitous, Ghost Touch, Glorious, Guardian, Impact, Keen, Menacing, Merciful, Mighty Cleaving, Repositioning, Shattering, Speed, Vortal, and Wounding*; expending the magical enhancement bonus granted by this ability as the cost for gaining the special abilities. The sword must have at least a +1 enhancement bonus to hit and damage before any special abilities may be applied. If the sword has other magical special abilities, these additional abilities may be added, but identical abilities confer no additional benefit to the weapon.

At 11th level, half of the bonus gained from the ability may be applied to the sword without limit to duration, chosen at the beginning of the day as part of a 10 minute ritual of preparation. If the sword saint decides to change the sword's abilities while enchanted in this fashion, it consumes one minute of his time allowed for the day.

At 20th level, while the sword saint is using his sacred sword as part of his challenge, the sword deals double the normal amount of damage and a critical strike damage is increased by one step. In addition, if the challenged opponent is critically struck by the sword saint it must make a Will save or be stunned for 1d4 rounds. If the saving throw is successful, the target is still staggered for the same amount of time. The DC is equal to 10 + the sword saint's base attack bonus.

If the sacred sword is lost or destroyed, the sword saint must find another sacred sword acceptable to his cause and order. The sword must be of at least masterwork quality and requires 30 days of uninterrupted training and use with the new weapon to become attuned to it and regain the enhancement abilities. During this time the sword saint suffers a -1 penalty on all attack and weapon damage rolls with any weapon he is wielding.



This ability replaces the cavalier's **mount**, **cavalier's charge**, **mighty charge**, and **supreme charge** class abilities. If used with the samurai alternate class, this ability replaces samurai's **mount**, **mounted archer**, **demanding challenge**, and **last stand** class abilities.

Sword Mastery (Ex): The sword saint gains **weapon focus** with his chosen sword as a bonus feat at 3rd level. If the sword saint already possesses weapon focus for his sword, he instead gains **dazzling display**. He may also draw his chosen sword as a free action as if possessing the **quick draw** feat.

The sword saint also gains additional feats specific to his chosen sword at higher levels, and is treated as a fighter for meeting any of the prerequisites listed for the feat.

At 6th level the sword saint gains the **weapon specialization** feat for his chosen sword or the **shatter defenses** feat if he already possesses the weapon specialization feat for his chosen sword.

At 8th level he gains **greater weapon focus** with his chosen sword.

At 12th level the sword saint may choose from either the **greater weapon specialization** feat with his chosen sword or the **penetrating strike** feat.

At 18th level the sword saint gains the **penetrating strike** feat or the **greater penetrating strike** feat if he already possesses the former.

This ability replaces the cavalier's **expert trainer** class ability and the **weapon expertise** samurai class ability as well as the bonus feats gained at 6th, 12th level, and 18th level.

New Order

Order of the Holy Sacrament

Cavaliers belonging to the order of the Holy Sacrament dedicate themselves to the protection of the innocent and the defense of the righteous. These cavaliers also espouse forgiveness and offering salvation to those willing to accept it. However, this is moderated by the understanding that only those that show true signs of true repentance and reparations for their acts of evil deserve such forgiveness.

Edicts: The cavalier must show compassion to all, providing aid to anyone that asks as long as it does no evil or aid in the acts of evil. The cavalier must show mercy to those that

ask, though those involved with evil are still responsible for their own actions and must provide atonement for them.

Alignment: Cavaliers that join the Order of the Holy Sacrament must be Good in alignment.

Challenge: When the holy sacrament cavalier issues a challenge, those being threatened by the target of his challenge gain a +1 circumstance bonus to their armor class while the cavalier is threatening the target. This bonus increases by +1 for every four levels possessed by the cavalier.

Skills: The holy sacrament cavalier gains **Heal** and **Knowledge** (religion) as class skills. If the cavalier uses his heal skill on an innocent (anyone that did not participate in an attack during the last encounter but was hurt during the encounter), he may add half his class level to the heal check.

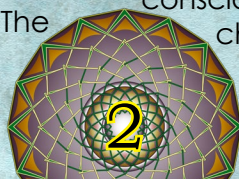
Order Abilities

The cavalier of the Holy Sacrament gains the following abilities as he increases in level.

Lay On Hands (Su): Beginning at 2nd level, the cavalier may heal wounds (his own or those of others) by touch equal to a number of times per day equal to half his class level plus his Charisma modifier. The cavalier may use a standard action to heal 1d6 hit points of damage. At 6th level and every six levels thereafter the number of dice of healing increase by 1d6.

Mercy (Su): At 8th level, the cavalier may use his lay on hands ability to remove the following effects: **Dazed**, **Fatigued**, **Shaken**, **Sickened**, or **Staggered**. This ability uses up one of his daily lay on hands ability and the recipient the number of dice of his healing effect of the lay on hands ability is reduced by half when the ability is used to remove an effect. At 15th level the cavalier may use this ability to remove either the effects of nausea or exhaustion.

Aura of Compassion (Su): At 15th level, the cavalier emits an aura of compassion while conscious. Both the cavalier and all allies within 10 feet may make non-lethal melee attacks with no penalty to the attack while using a lethal melee weapon, natural attack, or unarmed attack. In addition, if anyone treats deadly wounds or provides first aid within 10 feet of the conscious cavalier gains a bonus to the heal check equal to half the cavalier's class level.



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