

SWORD SAINT ARCHETYPE

This archetype is thematically intended for lai style "fast draw" combat which requires a sword that can fit in a scabbard. The dedication feat requires a one handed weapon of the sword or knife type without further specifying but it's not intended for swords weapons that cannot fit in a sheath or scabbard like a **hook sword**.

Thematic issues with this should be discussed with the GM and can be adressed, for instance, by treating a **machete** as a scimitar.

From a balance perspective, this archetype is intended to be used with one hand wielding a one handed melee weapon and the other hand holding a scabbard.

Beyond the dedication feat, all feats presented in this archetype will, for the sake of brevity, refer to the required weapon as "your sword".

SWORD SAINT DEDICATION

FEAT 2

ARCHETYPE DEDICATION

Archetype Sword saint

Prerequisites trained in at least one weapon in the sword or knife group that you can wield in one hand

You become trained in deception or intimidation, if you were already trained in both skills, you become trained in another skill of your choice instead. You can use the lai stance action.

Special You cannot select another dedication feat until you have gained two other feats from the Sword Saint archetype.

IAI STANCE

ARCHETYPE STANCE

Requirement you are holding or wielding your sword and your scabbard

You enter a low crouching posture, holding your sheathed weapon in one hand and readying the other to draw. If your sword was already drawn, you return it to its scabbard and this action gains the manipulate trait.

While in this stance you can interact to draw the sword as part of all your attacks with the sword, drawing your sword this way doesn't provoke reactions.

Additionally you gain a +2 circumstantial bonus to checks you make as part of reactions.

This stance ends after any action that draws the sword resolves.

FAKE DRAW

FEAT 4

ARCHETYPE ATTACK

Archetype Sword saint

Requirement you are in lai stance

You surprise your opponent by hitting them with the butt of your grip instead of committing to a strike. This doesn't draw your sword fully and thus doesn't end the stance.

Make a feint with the following effects in addition to the usual effects.

Critical Success As success but treat the strike as a critical hit.

Success You hit your opponent with your sword, treat your sword as a light mace for this strike (1d4, bludgeoning, club group). The runes on your sword that can apply to a light mace apply to this strike but not the material of your sword.

Failure You don't increase your multiple attack penalty from this attack.

CHIBURI

FEAT 4

ARCHETYPE VISUAL MANIPULATE

Archetype Sword saint

Requirement you are not in lai stance but could enter it

You solemnly wipe your blade before sheathing it. Make a Demoralize attempt and enter the lai stance.

If you're wiping away actual blood or vital fluids (typically from having dealt slashing or piercing damage to an enemy), you gain a +1 circumstantial bonus and make the Demoralize attempt as if you had Intimidating Glare (It loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language). At the discretion of the GM, you can use deception or performance to pass off fake blood as real.

FLASH OF STEEL

FEAT 6

ARCHETYPE ATTACK

Archetype Sword saint

Trigger you are in lai stance and an opponent attacks you

As your oponent attacks, you target their opening with uncanny speed. Make a melee strike with your sword against the triggering opponent before the triggering attack resolves. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

This strike has the following effects in addition to the usual effects.

Critical Success You disrupt the triggering strike.

Success The target takes a -2 circumstance penalty to attacks until the start of their turn and attempts to disarm them gain a +2 circumstance bonus.

SENSE INTENT

FEAT 6

ARCHETYPE CONCENTRATE

Archetype Sword saint

You empty your lungs and close your eyes to sharpen your perception. You begin holding your breath.

As long as you don't start breathing and keep your eyes shut you have precise tremorsense equal to your reach. (it is a free action to open your eyes or start breathing again)

ISSHIN

FEAT 8

ARCHETYPE ATTACK

Archetype Sword saint

Requirement you are in lai stance

You draw and strike in one immaculate motion.

Stride twice and Make a melee Strike at any point during your strides. When you stride this way, you do not trigger reactions and you may move through the space of the opponent you are striking, it is not difficult terrain to you.

Your speed is such that the target is flat footed to this strike unless it spends a reaction.

If this Strike hits, you deal an extra die of weapon damage. If you're at least 10th level, increase this to two extra dice, and if you're at least 18th level, increase it to three extra dice.

ABSOLUTE TERRITORY

FEAT 8

ARCHETYPE

Archetype Sword saint

prerequisite Sense intent

When you use sense intent, your tremorsense increases to a distance equal to your speed and you also gain precise lifesense equal to your reach.

ZANSHIN

FEAT 12

ARCHETYPE

Archetype Sword saint

Trigger you exit the lai stance

You immediately enter the lai stance again without triggering reactions.

SEVER SENSES

FEAT 12

ARCHETYPE

Archetype Sword saint

Prerequisite Absolute territory

Trigger You use Sense intent

You focus your senses on a single target. All creatures but the target become **undetected** to you.

As long as you maintain the conditions for sense intent, you gain a +3 circustantial bonus to AC and saves against the target's attacks and effects.

Additionally your read on the target it such that any strike you make against the target with your sword is treated as one degree of success higher unless the target spends a reaction.

You cannot end your focus on the target without also ending Sense intent.