

# SWORD SAINT ARCHETYPE

## SWORD SAINT DEDICATION

FEAT 2

ARCHETYPE DEDICATION

**Archetype** Sword saint

**Prerequisites** trained in unarmed defense and trained in at least one weapon in the sword 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 a sheathed weapon of the sword group in one hand, your other hand is free **or** you are holding a weapon of the sword group in one hand and its sheath in the other hand.

You enter a low crouching posture, your hands ready to execute quick-draw techniques. While in this stance you have a -2 circumstance malus to AC as you can't use your sword to guard yourself.

You can interact to sheathe the sword as part of entering this stance and you can interact to draw the sword as part of all your attacks with the sword.

Drawing your sword this way as part of an attack is not a manipulate action.

This stance ends after any action that unsheathes 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 unsheathe your weapon.

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 a strike, treat your sword as a light mace for this strike (1d4, bludgeoning, club group). The runes on your weapons that can apply to a light mace apply to this strike.

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

## CHIBURI

FEAT 4

ARCHETYPE

**Archetype** Sword saint

**Requirement** you are not in lai stance but could enter it

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

If you've dealt damage to an opponent with your weapon since you've last unsheathed it, 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).

## FLASH OF STEEL

FEAT 6

### ARCHETYPE

**Archetype** Sword saint

**Trigger** you are in lai stance and an opponent attacks you

You react to your enemy's movement with uncanny speed. Make a melee strike 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.

## ISSHIN

FEAT 8

### ARCHETYPE ATTACK

**Archetype** Sword saint

**Requirement** you are in lai stance

You unsheathe, lunge and deliver an exquisite strike in one flowing motion.

Stride twice and Make a melee Strike at any point during your strides. The target is flat footed to this strike. 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.

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.

## SENSE INTENT

FEAT 8

### ARCHETYPE

**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.

## ZANSHIN

FEAT 12

### ARCHETYPE

**Archetype** Sword saint

**Trigger** you exit the lai stance

You enter lai stance.

This doesn't trigger reactions that trigger on manipulate actions when you sheathe your sword.

## SENSE KI

FEAT 12

### 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.