

## TEN SWORDS TEMPLAR

Dedicated to ancient traditions and rigid codes of conduct set by the ascended Weyland, the Ten Swords are a sanctioned assassins guild in the nation of Vonya. Where once the Ten Swords were employed by the hagiarchy in Levantine and had orders passed down as “divine decrees,” now the guild finds themselves embroiled in public, private, and House War executions.

Vonya does not respect the rights of the weaker man, but seeks to make all but the Ironblooded equal. Therefore, the Ten Swords dispense justice as much as they are an enterprise of revenge. The powers and immunities of the Ten Swords in Vonya are absolute only to the Ironblooded. In other kingdoms, they are feared and mistrusted, often the subject of biased inquisition.

In truth, many that do deserve death are found by a Ten Swords templar, but with the Vonyan system of rule government, anyone with enough money or proper birth can ask for the death of another. The Ten Swords, as an impartial instrument of the Ironblooded, must accept any decree passed down with no questions.

**Hit Die:** d10.

### **Requirements**

To qualify to become a Ten Swords templar, a character must fulfill all the following criteria:

**Alignment:** Lawful Neutral or Lawful Evil

**Skills:** Intimidate 5 ranks, Craft (Weapons) 5 ranks, Stealth 5 ranks.

**Feats:** Craft Magical Arms and Armor, Dazzling Display, Weapon Focus (any sword), Quick Draw

**Special:** Must complete Weyland's Writ, a special assassination contract given to each new member.

**Class Skills** The Ten Swords templar's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Craft (Int), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Survival (Wis).

**Skill Ranks at Each Level:** 4+ Int modifier.

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Blade Bond, Improvised Blades
2nd	+2	+1	+1	+1	Sneak Attack +1d6
3rd	+3	+2	+1	+1	Reforge, Forge Ring
4th	+4	+2	+1	+1	Sword Scrying
5th	+5	+3	+2	+2	Improved Blade Bond, Accelerated Crafting
6th	+6	+3	+2	+2	Sneak Attack +2d6
7th	+7	+4	+2	+2	Superior Composition
8th	+8	+4	+3	+3	Penetrating Strike
9th	+9	+5	+3	+3	Sword Storm, Extra Ring
10th	+10	+5	+3	+3	Sneak Attack +3d6, Greater Blade Bond

**Blade Bond (Sp):** The Ten Swords templar can infuse his personally crafted weapon with sacred or profane power, similarly to a paladin's divine bond ability. As a standard action, the Ten Swords templar calls upon the aid of a spirit for 1 minute per Ten Swords templar level. When called, the spirit causes the weapon to shed light as a torch. At 1st level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +4 at 10th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *axiomatic*, *brilliant energy*, *dancing*, *defending*, *disruption*, *flaming*, *flaming burst*, *ghost touch*, *holy*, *keen*, *merciful*, *speed*, *unholy* and *vicious*. Adding these properties consumes an amount of bonus equal to the property's cost (see PCR Table 15–9). The spirit imparts no bonuses if the weapon is held by anyone other than the Ten Swords templar but keeps them in the case of dancing and resumes giving bonuses if returned to the Ten Swords templar. These bonuses apply to only one end of a double

weapon. A Ten Swords templar can use this ability once per day at 1st level, and one additional time per day for every two levels in Ten Swords templar, to a total of 5 times per day at 10th level.

**Improvised Blades (Ex):** With one minute and a Craft check of 20, a Ten Swords templar can wield an improvised weapon as a type of blade depending on the size. With For tiny objects, treat it as a dagger. For small objects, treat it as a short sword. For medium objects, treat it as a longsword. For large objects, treat it as a bastard sword. The GM has the final say on what can qualify for this ability and can also substitute basic sword types for others under certain circumstances (i.e. it might make more sense for certain objects to be a rapier instead of a longsword).

A Ten Swords templar wields these weapons as though as he had the Catch Off Guard feat. Feats that effect these types of weapons normally apply to an improvised blade (E.g. if you have Weapon Focus [Longsword], it would apply to your improvised longsword). An improvised blade does not count as a personally crafted weapon for the purposes of Blade Bond and cannot be used with Sword Scry. If the templar has the racial power of Ironblood, a weapon he creates using that power qualifies for this ability.

**Forge Ring (Ex):** A Ten Swords templar gains Forge Ring as a bonus feat, even if he would not be able to normally do so. For example: a fighter who joined this prestige class that used Master Craftsman to gain Craft Magical Arms and Armor may now use Master Craftsman to craft rings as well. If a Ten Swords Templar already has this feat, he may choose another item creation feat instead.

**Reforge (Su):** At third level, a Ten Swords templar can use *maximized make whole* as a spell like ability (caster level equal to levels in Ten Swords templar) a number of times per day equal to his/her Constitution bonus (minimum once per day) as a move-equivalent action. This ability can only be used on items crafted by the Ten Swords templar.

**Sword Scrying (Sp):** Once per day at 4th level, a Ten Swords templar can cast scry, using his/her blade as the focus for the spell (caster level equal to templar level) on an individual he has wounded or touched with his blade in the past year. Otherwise, the spell is the same.

**Improved Blade Bond (Sp):** While wielding his/her bonded weapon, the Ten Swords templar gains DR 5/good or evil, depending on their alignment. A neutral templar decides which DR to receive and can never change it after making the choice.

**Accelerated Crafting (Ex):** A Ten Swords templar can create personalized weapons for himself at a much faster pace. When you make a craft check to represent a weeks worth of work, if the result  $\times$  the DC equals the price of the item in gp (instead of sp), then you have completed the item. Also, the time to create an Improvised Blade is reduced to one full round action. Weapons made with the accelerated crafting function as broken, non-masterwork weapons in the hands of anyone but the Ten Swords templar and sell for as much.

**Superior Composition (Sp):** An improvised blade created by a Ten Swords templar is treated as a +2 *keen* sword and has hit points and hardness equal to a magical steel sword of its type.

**Penetrating Strike (Ex):** At 8th level, a Ten Swords templar gains Penetrating Strike as a bonus feat. You may only use Penetrating Strike with a weapon you have crafted if it was gained in this way. If he/she already has Penetrating Strike, the Ten Swords templar may choose another fighter feat instead.

**Extra Ring (Ex):** A Ten Swords templar gains an additional ring slot as though he was wearing a *hand of the mage*. This ring must be one that he has created himself. This extra ring slot does not stack with a *hand of the mage*.

**Sword Storm (Su):** At 9th level, a Ten Swords templar may use *still blade barrier* as a spell-like ability three times per day. This version of the spell can deal subdual damage instead of lethal at the caster's discretion, but the effects are otherwise the same as the spell.

**Greater Blade Bond (Sp):** While wielding his/her bonded weapon, she inflicts 1 negative level with a successful attack. No matter the amount of attacks he/she has, no more than two negative levels can be inflicted this way per round. Each negative level inflicted in this manner grants the Ten Swords templar 5 temporary hit points that last for 1 hour. The save DC to remove these negative levels is equal to 20 + the Ten Sword templar's Constitution modifier. In addition, the Ten Swords templar's DR increases to DR 10/good or evil.