

Travelers of the Silken Road (Blademaster)

Description

The Travelers of the Silk Road are people who forswear all melee weapons save one: the sword. They dedicate their life to perfecting its use with a single-mindedness that makes chaotics cringe. In exchange for this dedication to their craft and weapon, they learn sword forms, which give them options in combat that others do not have, usually a trade-off of some sort. The Travelers grew from caravan guards that worked the Silk Road caravans. Over the years, these western men and women assimilated some of the eastern fighting concepts and adapted them into a unique style unto themselves.

To display their prowess with the sword, they display a ribbon on their armour/clothes for each form that they have learned. Note that these ribbons in no way signify which sword forms are known. A Traveler must practice and meditate over her sword for two hours each day. If the Traveler does not practice, she will lose the ability to use the sword forms after a few days. She can skip one day for each sword form known. To regain the use of sword forms, she must practice four hours a day for a number of days equal to the number of sword forms known.

Travelers focus not just on one type of sword, they focus on one specific sword, which must be master-

crafted. They can perform sword forms only with this sword. Over time, they imbue their sword with their own energies and will cause this weapon to become magical (see the chart below). If this weapon is destroyed or lost, a new weapon can be dedicated, but this process takes six months and precludes any other activities beyond eating and sleeping. These bonuses only are active while in the hands of the Traveler. They do not stack with any magical bonuses the weapon previously had.

Since Travelers focus on one weapon, they do not fight 2 weapon style. They do get additional attacks if their base attack bonus warrant them, however only one sword form can be performed in a round. Any additional attacks are normal. Travelers can use missile weapons, but generally disdain them for anything other than hunting and such. They are commonly known as Blademasters, but they refer to themselves simply as Travelers.

Travelers display their ability by wearing a ribbon, or a representation of ribbon on their jerkin, armour, etc. One ribbon for each of the sword forms in which they are trained is worn.

Hit dice: d10

Requirements

Race: Any

Alignment: non-chaotic

Base Attack Bonus: +5

Feats: Weapon Focus, Quickdraw

Special: Tumble 3, Find a Traveler and get them to agree to train you. Own a Mastercraft sword (with the above feats).

Class Skills

The Travelers skills (and the key ability for each skill) are Balance (dex), Heal (wis), Intimidate (cha), Jump (str), Spot (wis), Tumble (dex)

Skill Points at Each Level: 2 + INT modifier

Class Feature

Weapon and Armour Proficiency
Light Armour, shield, and any sword.

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	0	+2	0	2 Sword Forms, Weapon Finesse with chosen sword
2	+2	0	+3	0	2 Sword Forms, keen weapon
3	+3	+1	+3	+1	2 Sword Forms, Bonus Feat*
4	+4	+1	+4	+1	2 Sword Forms, +1 sword
5	+5	+1	+4	+1	2 Sword Forms, Bonus Feat*
6	+6	+2	+5	+2	2 Sword Forms, +2 sword *
7	+7	+2	+5	+2	2 Sword Forms, Bonus Feat*
8	+8	+2	+6	+2	2 Sword Forms, +3 sword *
9	+9	+3	+6	+3	2 Sword Forms, Bonus Feat*
10	+10	+3	+7	+3	2 Sword Forms, +4 sword *

* Bonus Feat List

Combat Reflexes, Dodge, Improved Critical, Lightning Reflexes, Mobility, Spring Attack

Sword Forms

For each feat a Traveler trades in they gain two additional sword forms.

Note: Only one sword form can be executed in a round, you can perform another attack, but not a second form.

Boar Rushes Down The Mountain

Traveler loses dex bonus to AC, Bull Rush with +2 to str bonus

Bundling Straw

Successful hit does no damage, but opponent loses their next standard action

Carry Tiger To Mountain

Trip attack at +2, -3 AC

Cock Stands On One Leg

No attack, rise from prone as free action, -4 initiative

Dove Takes Flight

+2 to initiative, opponent loses dex bonus to AC, 3/4 damage

Dragon Seeks The Path

No attack, refocus and a +2 circumstance bonus to next attack

Fair Lady Works A Shuttle

Successful hit spins on the spot opponent giving a flank possibility (unless of course the opponent has the chance to move before the Travelers next attack.

Falling Leaf

No attack, reflex save to avoid one successful hit

Heron Wading Through Rushes

+2 AC, -3 to hit

Hummingbird Kisses The Honeyrose

+4 to hit, 1/2 damage (no crits)

Kingfisher Takes A Silverback

+4 initiative, -1 to hit, +3 damage, -2 to AC

Leaf On The Breeze

No attack, double dex bonus to AC

Lightning Of Three Prongs

3 attacks (all at -4), -2 AC, this is a standard action

Moon On The Water

Attack last, if not hit then get +3 to hit

Parting The Silk

+2 Attack bonus, -3 AC

Parting The Wild Horse's Mane

+2 to disarm roll, opponent gets Attack of Opportunity with +2 to hit

Push Needle To Seabottom

Successful hit forces opponent to knees, no damage

Ribbon In The Air

No attack, +2 AC, take half damage from hits

River Undercuts The Bank

Opponent loses Dex bonus to AC, this is a trip attack, Traveler loses their next attack

Sheathing The Sword

Successful attack gives critical to opponent, take critical from attackers main weapon (last great act kind of a thing)

Stones Falling From The Cliff

-2 AC, -2 to hit, +2 damage

Stork Spreads Wings

Attack 2 opponents, -3 to hit each, attacks occur (for all intents) simultaneously on the same segment of initiative, opponents must be in adjacent squares.

Striking The Spark

Attack last, double total damage bonus (but not the weapon damage)

Swallow Rides The Air

Attack last, +3 AC

Swallow Takes Flight

+2 initiative, +1 to hit, -1 AC, -2 damage

Woodgrouse Dances

+1 AC, -2 initiative

Questions, comments and suggestions to:
lanval@home.com