

Prestige Class: The Peace Sword.

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For use with D&D (d20 system)

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PEACE SWORD

In great battles a high amount of warriors die, it is the art of war, they say. Every fight ends often with the death of one of the duelists. But some of these fighters are good people, elite individuals that are still living beings with friends and familiars. Although fighting can be necessary, death not. The peace sword is a veteran soldier or adventurer who thinks that defeating an enemy must not be the same as killing him, they are often defenders of good ideals, but sometimes are warriors that have seen too many deaths and too many blood in their sword. They are often called 'life swords'.

The society of the peace sword tries to be apart from policy and social power, because it often supposes to deal with assassins. Their society is modest: teachers and masters work in small or greater schools (sometimes a small hut in the forest). They accept anyone who is prepared to follow the life sword code. They accept even warriors who have been great assassins, if they are willing to change. Sometimes they try to convert violent young but powerful warriors who are confused.

They work usually with monks, but they accept anyone with a good heart and some respect about life.

H.D.: d10

Requirements

Any Good Alignment

Weapon focus in a mele weapon

Base Attack bonus +5

Diplomacy 2 ranks

Class Skills

The peace sword's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (history) (Int), Knowledge (philosophy) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str).

Skill Points per Level: 4 + Int modifier.

Class features

Weapon and armor proficiencies: All armors and shields, all martial and simple weapons.

Subdual Strike: The peace sword does not suffer any penalty when dealing subdual damage with a mele weapon which the life sword has focus in, he must use subdual strike when fighting in a one vs one fight without friends helping. He will not use subdual strike against creatures that are immune to subdual damage (if he does not know the creature he will notice it at the first successful hit). Furthermore if one blow makes subdual damage higher than remaining normal hp the creature falls to -1 hp, incohscent and stabilized (per example, a powerful but ill foe with 100 hp but only 10 hp remaining can be defeated with a single subdual strike of 10 damage points). He cannot kill when using this ability, except is he will to do so (it is, if you deal 30 hp of subdual damage to a foe with 6 hp you don't kill him).

Fatigue Strike: He must use Fatigue Strike when fighting against a powerful creature with the help of his friends. The peace sword make painful but not lethal blows that make normal damage to his opponents (not subdual), but if HE reduces a foe hit points to 0 or less then the creature falls to -1 hp, incohscent and stabilized (per example, a powerful but ill foe with 100 hp but only 10 hp remaining can be defeated with a single subdual strike of 10 damage points). He cannot kill when using this ability, except is he will to do so (it is, if you deal 30 hp of subdual damage to a foe with 6 hp you don't kill him). Note that a friend can kill the foe if the final blow is not a fatigue strike. You can only use fatigue strike with a mele weapon which the life sword has focus in.

Sneak Strike +1d6: The peace sword gains the sneak attack ability, but only dealing subdual damage (with subdual strike). Furthermore he cannot make sneak strike when flanking a creature with uncanny dodge-cannot be flanked.

Bonus feat: At level 5 you have a bonus feat, you must select one from this list (if you have the prerequisites), Expert, Dodge, Mobility, Spring Attack, Toughness, Improved Initiative, Quick draw, Great Fortitude, Iron Will, Lightning Reflexes.

Defensive fighting: The peace sword gains a bonus to CA when fighting defensively, +1 at level 1 and another +1 at level 10 (total +2), these stack with the bonus from high tumble.

The power of the word: At level 4 he can try to defeat a foe with words, since the peace sword is moral and ethical superior he can really confuse the mind of a foe and impose penalties to him. He can only try it one time against the same foe in the same adventure. He can try it when the enemy is not fighting and taking an entire round (or fighting defensively but using two rounds with no action), or during a battle (as the speech he can do during a round) with -2 to the DC. If the foe fails a will save of DC 20+life sword level+Cha modifier then he suffers a -1 to attack and damage. This ability is language-dependent and will not work against creatures with intelligence 2 or lesser. The DM can impose penalties and bonuses to the DC depending of roleplaying in some special situations. The effect lasts 4 hours or the adventure.

Improved Power of the word: A Peace sword of level 8 or more and with 10 ranks in diplomacy or intimidate imposes a -2 penalty to attack and damage (instead of -1).

Life strike: The Peace Sword has a special attack that can only be used by great life defenders, it is an aggressive but calculated style of fighting. The peace sword can use this ability a number of times per day equal to his peace sword level. The Peace sword declares it during his round, and gains a +2 bonus to attack and damage until the next round starts.

Damage Reduction: The peace sword knows how to fight defensively and gaining time, the education of his body lets him to ignore some physical hits. Works as the Barbarian damage reduction (and stacks with it).

Code of Conduct: A peace sword must be of good alignment and loose all the class special abilities if he ever willingly commits an act of evil. Additionally, a peace sword's code requires that he respect all forms of life (using violence against them when necessary only, and trying other ways as dialogue), help those who need help (provided they do not use the help for evil ends), and punish those that harm or threaten innocents.

Associates: While he may adventure with characters of any good or neutral alignment, a life sword will never knowingly associate with evil characters. A peace sword will not continue an association with someone who consistently offends her moral code. A peace sword may only hire henchmen or accept followers who are of any good alignment.

Ex-Peace Swords: A Peace Sword who ceases to be good, who willfully commits an evil act, or who grossly violates the code of conduct loses all special abilities. She also may not progress in levels as a Peace Sword. She regains her abilities if she atones for her violations (see the atonement spell description, page 176 of PHB), as appropriate.

Peace Sword

Level	BAb	Saves	Fort	Ref	Will	Special
1	+2	+2	+0	+2		Subdual Strike Fatigue Strike Defensive fighting +1
2	+2	+3	+0	+3		
3	+3	+3	+1	+3		Sneak Strike +1d6
4	+4	+4	+1	+4		The power of the word
5	+5	+4	+1	+4		Bonus feat
6	+6	+5	+2	+5		
7	+7	+5	+2	+5		Life strike
8	+8	+6	+2	+6		Improved power of the word
9	+9	+6	+3	+6		Damage reduction 1/-
10	+10	+7	+3	+7		Defensive fighting +2

Note: The DM can limit the peace sword ability to some weapons, slashing weapons with a unedged side -as katana and scimitar- are the type of weapons more indicated.

Multiclass Note: At DM option a paladin who becomes a peace sword may continue advancing as a paladin.

Design Notes:

Based in Samurai-X.

Subdual damage rules makes difficult to make a class like this without complicated mechanics or hard campaign style advice.

THE EPIC PEACE SWORD

Hit Die: d10

Skill points at each additional Level: 4+Int Modify.

Power of the word: The DC continues increasing after level 10.

Life strike: Times per day continue increasing after level 10. Furthermore, every 5 levels after 10th the life strike bonus damage increases by one (+3 at level 15, +4 at level 20...).

Level	Special
11	
12	
13	
14	
15	+1 Life strike damage
16	
17	
18	
19	
20	+1 Life strike damage

Note: This is the epic version of the epic peace sword -see epic rules. It is not compatible with the 5 levels variant below.

THE PEACE SWORD (5 levels variant)

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4	+4	+4	+1	+4		The power of the word
5	+5	+4	+1	+4		Bonus feat

Note: The DM can limit the peace sword ability to some weapons, slashing weapons with a unedged side -as katana and scimitar- are the type of weapons more indicated.

Multiclass Note: At DM option a paladin who becomes a peace sword may continue advancing as a paladin.

Note: The previous epic version of the peace sword is not compatible with 5 levels version.