

## Blackblade

Blackblades are those whose skill with the longsword is unequalled; their blades are honed to an edge nearly as keen as their skill.

They have a strict code of conduct, preventing them from wanton destruction and senseless killing. Instead, they consider themselves judge, jury and executioners to those who disrupt the machinations of the law and commit such useless and destructive acts as vandalism and pillage.

The Blackblades are ruled by a council of six; they meticulously interview would-be new Blackblades and watch over the already existing Blackblades.

Their skill with their longswords is unequalled, except for the strongest of fighters and paladins; and the blades themselves are made from the purest mithral.

Fighters, paladins, rangers and barbarians usually have enough skill with their weapons to want to take this class. Rogues, bards and some clerics often take this class to increase their fighting skill, and wizards and sorcerers occasionally pick up a few levels to enhance their abilities in combat.

Hit Die: d10

Character requirements:

Skills: Move Silently 3 ranks, Intimidate 6 ranks

Feats: Weapon Focus (longsword)

Race: Any

Alignment: Any lawful

Special: The candidate must undertake a *geas/quest* on behalf of the Council of Six as the final part of his training to prove that he is worthy of the honour of becoming a Blackblade; if successful, he is accepted to the ranks of Blackblades.

Level	BAB	Fortitude	Reflex	Will	Special
1	1	2	0	0	Mithral blade, Code of Condu
2	2	3	0	0	Weapon Specialization
3	3	3	1	1	
4	4	4	1	1	Blade of deflection
5	5	4	1	1	
6	6/1	5	2	2	Damage reduction (2)
7	7/2	5	2	2	Sword upgrade
8	8/3	6	2	2	
9	9/4	6	3	3	Damage reduction (4)
10	10/5	7	3	3	Blade of Reflection

Blackblades are skilled with all simple and martial weapons (but due to their code of conduct they may only use longswords), all armours and shields.

**Code of Conduct:** Blackblades may only use longswords. Also, their code states that if they ever breach their code by committing a criminal act, they immediately are expelled from the ranks of Blackblades and may never gain more Blackblade levels, and their blades are taken away from them.

**Mithral Blade:** On entering the ranks of Blackblade, they are given a fine blade made of pure, enchanted mithral, crafted by the Council of Six. It is a *+2 keen longsword*, which only they may use. It is resistant to magic, and at later levels the Blackblade may use it to nullify spells. The sword is given a semblance of thought, which warns the wielder whenever he/she may breach his code of conduct by committing an act not allowed by the Code of Conduct. However, in the hands of another it functions as a cursed sword; it makes its wielder think that he is a Blackblade, and that all people around him are criminals, breaking the law. The wielder immediately attacks the people, even if they were friends of his/hers, until either he/her is killed or all the people around him are killed. Of course, the same thing will happen to the next people he sees until he is killed.

**Weapon Specialization:** The Blackblade may take this feat at level 2 as a bonus feat, but only with the longsword.

**Blade of Deflection:** The Blackblade may use his mithral sword as a deflector to spell cast at him. The spell merely bounces off his sword and harmlessly dissipates. However, he may only deflect spell levels equal to four times his Blackblade level. When he has used his limit, he must either wait to go up another level or if he is level 10 he may never use it again.

**Damage reduction:** At 6<sup>th</sup> level, the Blackblade gains the extraordinary ability to shrug off small amounts of damage from each blow he takes. This starts at 2 points of damage at 6<sup>th</sup> level and increases to 4 at 10<sup>th</sup> level.

**Sword upgrade:** At 7<sup>th</sup> level, the Blackblade's sword's enhancement increases to a *+3 keen longsword*.

**Blade of Reflection:** At 10<sup>th</sup> level, the Blackblade gains the ability to use his sword to reflect spells back at the caster. The DC for the spell is the DC set by the caster. He may only use this ability to reflect a number of spell levels equal to four times his Blackblade level, after which he may never use it again. If the spell is a controlling spell, such as charm person, then if the caster fails his/her save, then he/she is under the control of the Blackblade.