



Phelantar's Guide
to
the Soul Blade class
for
The 13th Age Roleplaying Game



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Soul Blade

Not every sorcerer blasts out arcane energies like a wizard. Some take their intuitive talents for magic and turn them inward and find new ways to manifest their abilities. This allows for some extraordinary physical feats, like enduring mortal wounds through raw will and magic, but what most recognise first are the glowing shards of magical energy that they create and use as weapons. It's from this that their common name, the soul blade, is derived. Despite the game, the weapon does not necessarily manifest as a sword or dagger, but whatever form it takes it can cut as cleanly as the sharpest steel. Even that is merely the tip of the iceberg and an experience soul blade can take advantage of his weapon in ways that no metal weapon could.

Overview

Play Style: Although the Soul Blade uses both melee and ranged basic attacks as the bulk of their combat abilities, there are a number of options which allow customization of your attacks. Options focus on augmenting your force blade, different ways to use your force blade, as well as well as other internalized powers. Soul Blades can generally be played as defense-oriented melee characters, ranged attackers, or mobile melee attackers.

Ability Scores: Dexterity is your most important score for a Soul Blade as it determines both melee and ranged rolls, but the damage as well. Constitution is important if you expect to play a melee-oriented Soul Blade. A high Wisdom score can allow you more customization of your weapon by way of Focus points.

Soul Blades gain a +2 bonus to Dexterity or Wisdom, as long as it isn't the same ability you increase with your +2 racial bonus.

Races: Humans are the most common race to take the path of the Soul Blade, finding that it suits their flexibility and individuality, but Wood Elves have a long tradition of Soul Blades as well. Perhaps most surprising is that many Dwarves find the self-discipline and experimental nature of the Soul Blade appealing.

Backgrounds: Here are some backgrounds to help you get started with your Soul Blade: Pit Fighter, Arcane Mercenary, Former King's Agent, Wizard's Bodyguard, Giant Hunter, Ostracized Noblewoman, Magister's Son.

Icons: Icons relating to magic likely will look on Soul Blades as interesting and different, but perhaps also flawed or inferior to traditional magecraft, making it likely for them to have any sort of relationship. Martial and warrior Icons might have a similar view towards Soul Blades, seeing them as "cheaters" who rely more on magic than skill and steel. Conversely, they could be seen as being very practical and versatile combatants, who do what they need to in order to survive and succeed.



Gear

At first level, a Soul Blade begins with light armor, a backup weapon with a utility purpose like a knife or handaxe, a few trinkets to practice focusing magical energy, and perhaps a shield.

Gold

Soul Blades start with 25gp if they're watching their money or 1d6x10gp otherwise

Armor

Soul Blades typically wear lighter armors like hide or leather, with the occasional chain shirt for wealthier or less subtle persons. Heavier armor like plate, ring mail, or scale mail are cumbersome and heavy for the sort of acrobatic defense most Soul Blades prefer, but worse still is the way such armors dull the arcane energies of a force blade. Defensive minded Soul Blades instead favor a large shield of some sort.

Soul Blade armor and AC

Armor Type	Base AC	Attack Penalty
None	10	---
<i>Light</i>	<i>14</i>	---
Heavy	15	-2
Shield	+1	---

Weapons

Soul Blades obviously key on their force blade as their main weapon for both melee and ranged attacks, but that doesn't mean that they aren't capable of using other weaponry when circumstances require it. Typically they carry a back-up weapon that has some utility value like a handaxe for chopping wood or a dagger for eating with. Some find it valuable to carry another weapon to deceive their enemies. Otherwise, Soul Blades are trained with most simple and martial weapons outside of crossbows.



Soul Blade melee weapons

One-Handed

Small

1d4 dagger, blackjack

Two-Handed

1d6 club, mace

Light Or Simple

1d6 shortsword, hand axe

1d8 spear, quarterstaff

Heavy or Martial

1d8 Longsword, Warhammer, Battle Axe

1d10 Greataxe, Flail, Bastard sword

Soul Blade ranged weapons

Thrown

Small

1d4 dagger, fist-sized rock

Crossbow

1d4 hand crossbow (-5 attack)

Bow

Light or Simple

1d6 javelin, throwing axe

1d6 light crossbow (-5 attack)

1d6 shortbow, horsebow

Heavy or Martial

1d8 heavy crossbow (-5 attack)

1d8 longbow

Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Dexterity + Level versus AC

Hit: Weapon + Dexterity damage

Miss: Damage equal to your level

Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level versus AC

Hit: Weapon + Dexterity damage

Miss: Damage equal to your level (focus blade only)



Soul Blade Level	Total Hit Points	Total Feats	Class Talents	Level-up Ability bonuses	Damage bonus from ability score	Focus Blade Bonus
Level 1	(7+ CON mod) x 3	1 adventurer	3		Ability modifier	-
Level 2	(7+ CON mod) x 4	2 adventurer	3		Ability modifier	+1
Level 3	(7+ CON mod) x 5	3 adventurer	3		Ability modifier	+1
Level 4	(7+ CON mod) x 6	4 adventurer	3	+1 to 3 abilities	Ability modifier	+1
Level 5	(7+ CON mod) x 8	4 adventurer 1 champion	4		2x Ability modifier	+2
Level 6	(7+ CON mod) x 10	4 adventurer 2 champion	4		2x Ability modifier	+2
Level 7	(7+ CON mod) x 12	4 adventurer 3 champion	4	+1 to 3 abilities	2x Ability modifier	+2
Level 8	(7+ CON mod) x 16	4 adventurer 3 champion 1 epic	5		3x Ability modifier	+3
Level 9	(7+ CON mod) x 20	4 adventurer 3 champion 2 epic	5		3x Ability modifier	+3
Level 10	(7+ CON mod) x 24	4 adventurer 3 champion 3 epic	5	+1 to 3 abilities	3x Ability modifier	+3

Ability Bonus: +2 Dexterity or +2 Wisdom (different from racial bonus)

Initiative: Dex mod + Level

Armor Class (Light Armor): 14 + middle mod of Con/Dex/Wis + Level

Armor Class (Light Armor and Shield): 15 + middle mod of Con/Dex/Wis + Level

Physical Defense: 10 + middle mod of Str/Con/Dex + Level

Mental Defense: 11 + middle mod of Int/Wis/Cha

Recoveries: (Probably) 8

Recovery Dice: (1d10 x Level) + Con mod

Talents: 3 (see progression chart above)



Class Features

All Soul Blades have the following class features.

Manifest Force Blade

As a move action once per turn, you may create a melee weapon out of arcane force. By default, it takes on the size and damage equal to that of a short sword, but may also be used two-handed or dual wielded with bigger or smaller weapons (respectively). The exact form the weapon takes is entirely up to the wielder and may be blades, axes, hammers, clubs, or more exotic appearances, though the appearance makes no difference to the damage. For ranged weapons they might take on the appearance of throwing daggers, bow and arrow, or javelins.

When used one handed, the force blade does 1d6 damage, two-handed does 1d8 damage, and dual wielded does 1d4 damage. The force blade disappears when you release it, unless it's being thrown (see below). The force blade is considered an energy/magic weapon for purposes of vulnerabilities and resistances.

Beginning at 2nd level, the force blade becomes a +1 weapon and becomes a +2 weapon at level 5 and a +3 weapon at level 8. Instead of getting actual magic weapons, Soul Blades get bracers that grant your force blade extra powers identical to those of weapons. These bracers take up the same chakra slot as a weapon and have the same quirk effects, but do not grant the bonus to attack or damage.

Throw Force Blade

The force blade can be thrown as a standard action against a nearby enemy or a far away enemy at a -2. Any enhancements or talents that apply to a melee force blade attack also applies to a thrown force blade. Hit or miss, you must manifest your force blade again (though it retains any focus powers spent).

Adventurer Tier Feat - You may manifest your force blade as a quick action, but still no more than once per turn.

Adventurer Tier Feat - You now deal normal miss damage when throwing your force blade

Champion Tier Feat - Increase the damage die by one step (d4 becomes d6, d6 becomes d8, d8 becomes d10)

Epic Tier Feat - Your force blade treats all enemy elemental resistances as being one step weaker (18+ becomes 16+, 16+ becomes 12+, 12+ is ignored).



Focus

Through concentration and practice, you can more finely tune and boost the magical power used to manifest your force blade. You gain a number of Focus points equal to your 2+Wis modifier that can be spent for different effects and to power certain talents.

Champion Tier Feat - Increase the number of Focus points by 3.

Epic Tier Feat - At the end of a battle in which you spent Focus points, roll a 11+ saving throw for each point. On a success, you get that point back.

Enhance Force Blade

As a quick action, you can enhance your force blade with additional magical effects. Enhancements are separated by both tier and cost. Unless otherwise noted, enhancements last until the end of battle. In a scenario where the length out of battle is relevant, the effects last 1 hour per tier power plus 1 hour per point of focus spent or until combat begins, whichever comes first. You may have as many enhancements at one time as you have focus points to spend and you can use the powers from any tier equal to or lower than your character tier.

Adventurer Tier Powers

- Change your force blade to Fire, Cold, Thunder, or Lightning damage (1 point)
- Increase your crit range by 1. This does not stack with other crit increase enhancements (1 point)
- On hit, you may pop the enemy free and place them nearby. (1 point)
- Your force blade deals twice as much damage on a miss (1 point)
- There is no penalty for throwing your force blade at far targets (1 points)

Champion Tier Powers

- Increase your crit range by 2. This does not stack with other crit increase enhancements (2 points)
- Change your force blade to Poison, Negative Energy, Holy, or Psychic damage (1 point)
- (1 point)
- On hit, gain temporary hit points equal 2x Con mod (4x at Epic Tier). (1 point)
- On hit, your force blade now Dazes a target, save ends (2 points)

Epic Tier Powers

- Increase your crit range by 3. This does not stack with other crit increase enhancements (3 points)
- While your force blade is manifested, gain 3 points to be added to your defenses in any combination. (2 points)
- Reroll any damage dice that come up as a 1 or a 2. You may only reroll a die once. (1 point)



Class Talents

Choose three of the following talents. Choose another at level 5 and level 8.

Mind Enhancement

The focus and magical power needed to manifest your force blade has been turned inward, augmenting your mental and physical prowess in a variety of ways. You gain a +1 to MD, +1 to Death Saves, and +2 to Background rolls relating to memory (memorizing documents, remembering faces, drawing maps from memory, etc).

Adventurer Tier Feat - You gain Resist 12+ to Poison and +1 to saves vs ongoing damage.

Champion Tier Feat - You treat your Fear threshold as 1 level higher and gain +1 to saves vs non-damage status effects.

Epic Tier Feat - When you go down to 0 HP or below, make a normal saving throw at the beginning of your turn. On a success you may take your turn as normal. At the end of your turn you take damage equal to your level, then make a death save as normal.

Arcane Strike

With a moment to concentrate, you increase the raw arcane energy flowing through your force blade. With a quick action and 1 Focus point, you deal additional damage on your next attack even if the attack misses. Arcane Strike may be used in conjunction with thrown force blades, Bladewind, Twin Throw, or Double Blade, but not Knife to the Soul. Arcane strike takes on the same energy properties as the force blade at the time of use.

- Level 1-2: +1d6 damage
- Level 3-4: +2d6 damage
- Level 5-6: +3d6 damage
- Level 7-8: +4d6 damage
- Level 9-10: +5d6 damage

Adventurer Tier Feat - Gain a +2 to attack rolls when using Arcane Strike

Champion Tier Feat - The damage die for Arcane Strike increases to d8s.

Epic Tier Feat - When you hit with Arcane Strike, choose a second nearby enemy to deal only the Arcane Strike damage to.



Bladewind

You can shatter your force blade into multiple shards of magical energy to attack multiple foes with a single attack. Once per battle, you may make a single melee or ranged basic attack against up to 2 nearby or engaged enemies. Bladewind may not be used against enemies that are far away.

Adventurer Tier Feat - At the end of the turn in which you used bladewind, roll a hard (16+) saving throw. On a success, you may use it again in this battle. You may still not use bladewind more than twice per battle.

Champion Tier Feat - You may now attack up to 3 enemies with bladewind

Epic Tier Feat - You may now attack a single enemy more than once with your bladewind.

Knife to the Soul

The force blade is as keen as the sharpest steel, but some have found a way to cut something deeper than mere flesh. By passing up some of that physical sharpness, these force blades can cut into the very essence of their opponent and damage it. Once per battle, when you hit with an attack, you may choose to exchange damage dice for the ability to reduce enemy stats (though you still deal ability modifier damage). For each die you sacrifice, you may inflict a -1 penalty to one of the following stats for the remainder of the battle. No enemy may be damaged this way more than once per battle in this manner. You may not exchange dice from Arcane Strike while using Knife to the Soul, but Knife to the Soul may be used with Bladewind.

- Armor Class
- Physical Defense
- Mental Defense
- Saving Throws
- Attack Rolls
- Remove 1 use of a limited-use power
- Reduce an enemy resistance by 1 step

Adventurer Tier Feat - Knife to the Soul may be used twice per battle

Champion Tier Feat - When you damage an enemy stat, you gain an equal bonus to that same stat until the end of your next turn.

Epic Tier Feat - Abilities damaged by Knife to the Soul now take a -2 penalty per damage die sacrificed



Blade Shield

Most Soul Blades focus on the offensive potential of their force blades, but some have unlocked a unique ability to expend the raw arcane force from their force blade to deflect a potentially devastating blow from an opponent. Gain a +1 to PD and, once per battle as an immediate interrupt, you may “burn” your force blade to reduce damage from one attack by half. A force blade used in this blade loses all enhancements and must be reformed again from scratch.

Adventurer Tier Feat - For the rest of battle, gain +1 to either PD or MD (your choice)

Champion Tier Feat - Using Blade Shield no longer causes your force blade to lose enhancements when used, though it still must be reformed.

Epic Tier Feat - Blade Shield now negates all of the damage and effects of a single attack.

Guided Throw

One of the advantages of using a weapon of pure arcane energy such as the force blade is that with training and practice, a Soul Blade can direct their thrown force blade to attack multiple enemies at the cost of some of the impact of a regular throw.

Your weapon damage die drops one notch. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action. If you decide you don't want to try for a double ranged attack when throwing your force blade, declare it before rolling your attack; the single attack will deal the normal damage dice instead of using reduced damage dice. *This talent is only usable when using your force blade.*

Adventurer Feat - Your second attack gains a +2 attack bonus if it is against a different target.

Champion Feat - Once per battle, you can use Guided Throw after an odd attack roll.

Epic Feat - Each turn, you can pop free of one enemy before one attack roll that is part of a Guided Throw attack. You can also use your move action in between your two attacks if you wish.



Double Blade

Soul Blades have found ways to unnaturally boost their speed through raw arcane power coursing through their veins, trading powerful strikes at their foes for increasing the number of attacks they make.

Your weapon damage die drops one notch. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action. If you decide you don't want to try for a double blade attack, declare it before rolling your attack; the single attack will deal the normal damage dice instead of using reduced damage dice. *This talent is only usable when using your force blade.*

Adventurer Feat - Your second attack gains a +2 attack bonus if it is against a different target.

Champion Feat - Once per battle, use Double Blade after an odd attack roll.

Epic Feat - Each turn, you can pop free of one enemy before one attack roll that is part of a Double Blade attack. You can also use your move action in between your two attacks if you wish.

Wild Talent

Although most Soul Blades manifest their sorcerous powers strictly through their force blade and magically empowering their physical bodies, some find a way to cast a spell or two the way a sorcerer might. Pick one Sorcerer spell of your level or lower. That spell is now a part of your powers and may be used as normal (including Breath or Chain benefits).

Adventurer Tier Feat - You can use your Wisdom as the attack ability for Sorcerer spells you cast

Champion Tier Feat - You may now Gather Power as the Sorcerer class feature. Gathered power may only be used for Sorcerer spells as well as the Arcane Strike ability.

Epic Tier Feat - Choose a second Sorcerer spell to add to your powers.



Adaptive Aura

Although the force blade is, by definition, an extreme concentration of arcane energy, some Soul Blades have learned to do the opposite and diffuse their magical powers in order to resist elemental energies. You may pay 1 focus to gain resistance 12+ to Cold, Fire, Thunder, or Lightning for one battle. You may only have one resistance from this talent at a time. In the event that using Adaptive Aura outside of battle is relevant, it lasts for 1 hour per character level or until a new combat begins, whichever comes first.

Adventurer Tier Feat - You can now gain resistance to Poison, Negative Energy, Holy, or Psychic damage.

Champion Tier Feat - When you take half damage because of a resistance from this talent, gain a +2 to your next attack roll.

Epic Tier Feat - Resistances gained from this talent are now 16+



Designer Notes

There are a few things to note with this class. First is that, as of this writing at the end of January 2015, this class has not been extensively playtested. It has been reviewed and examined, but not playtested. It's possible, maybe even likely, that something here is unbalanced in a way that could make a game less fun for a group. I intend to update this class as needed if anything major needs to be addressed and you'll always be able to find the latest version at 13thAge.org along with a changelog. If you have a question or a comment, even if it's just to tell me how well (or poorly) the class went down in your game, you can reach me on my [Patreon page](#) or by emailing wolfsamurai on gmail.

The second thing to note is about the class itself. The Soul Blade is obviously my take on the 3rd Edition D&D class called the Soul Knife. The Soul Knife was a psionic class which had two major problems. The fact that it was a psionic power source turned many people away from it, due to the rather divided feelings that the D&D community has about psionics. And even those who tried the class found that it was interesting, but underpowered, at best and did not play well with multiclassing or prestige classes.

I've tried to address that first issue by fluffing the Soul Blade as a variant on the Sorcerer so that it'll fit in more campaign settings more easily. For those of you who want to keep it as a psionic class, you don't have to change anything except the names of the abilities and powers (and sometimes not even that). I've also tried to make the Soul Blade a class with variety of useful and/or interesting powers to try to avoid that second problem. The class as I've made it can hopefully be played in many ways both simple and complex to keep players interested in excited at what they can do in the next round, fight, or level.

In any case, I hope you all enjoy what I've put together here and I hope to hear stories of cool things you or your players have done with the class in the future.

Aaron "WolfSamurai" Roudabush



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