

# Silver Sword

Developed by David Mann and Jon Sebesta

We first saw a minor description of the Silver Sword while thumbing through the Sword and Fist Fighter's Handbook. Later that same day, Jon was playing his first 3E game with myself as the DM. He had previously chosen an elven ranger as his character and we both felt that this was a goal that his character might want to work towards. After doing some research, we found that no description for this class is currently in any manuals. We hope that you enjoy using these guidelines as much as we enjoyed coming up with them. The Silver Sword is a modification on the Archane Archer and Blackguard. Certain descriptions and phrasing were taken from the D&D 3E Dungeon Master's Guide. - David Mann

Rangers are the most respected of all Elven warriors and the highest revered of these are the elite Silver Swords, whose battle prowess is legendary even outside the First Nation. Often used as diplomats, and because of their reputations, the mere sight of a Silver Sword is enough to call both warring factions to the table. (SEE DND 3E SWORD & FIST FOR MORE INFO).

Hit Die: d10	Level	BAB	Fort	Refl	Will	Special
Requirements	1	1	2	2	0	Gain skill Diplomacy, Enchant Sword + 1
All warrior classes are eligible to become a Silver Sword if able to meet the following criteria.	2	2	3	3	0	Whirlwind Attack + 2
	3	3	3	3	0	Enchant Sword + 2
	4	4	4	4	1	Whirlwind Attack + 3
	5	5	4	4	1	Enchant Sword + 3
	6	6/1	5	5	1	Whirlwind Attack + 4
Race: Elf or half-elf	7	7/2	5	5	2	Enchant Sword + 4, Summon Griffon
Base Wisdom Score: 14	8	8/3	6	6	2	Whirlwind Attack + 5
Base Charisma Score: 14	9	9/4	6	6	2	Enchant Sword + 5
Base Attack Bonus: +6/+1	10	10/5	7	7	3	Death Blow
Alignment: Any non-chaotic, non-evil						
Access to all Ranger Class Skills						
Two-Weapon Fighting and Ambidexterity feats						

## Class Skills

The Silver Sword's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), Wilderness Lore (Wis) See Player's Handbook Chapter 4: Skills for skill description.

## Class Features

All of the following are class features for the Silver Sword prestige class.

**Gain + 2 Languages:** Because Silver Swords are often used as diplomats, they must be able to effectively communicate with many different types of races. Through rigorous training and study, the Silver Sword becomes acquainted with not only that race's language, but with their customs as well. Silver Swords gain +2 Languages per level increase in their prestige class.

**Morale Affect:** Silver Swords are renown for their battle prowess and expertise on the fighting field. When allies are accompanied by a Silver Sword, they receive a +2 to Morale checks and

Will saving throws. All non-elven enemies receive a -2 to Will saving throws.

Enchant Sword: At 1st level, every non-magical sword that the Silver Sword holds in his hands becomes enchanted, gaining a +1 enchantment bonus. Unlike magic weapons enchanted by normal means, the Silver Sword need not spend money or experience points to enchant the weapon. However, this effect is limited to the current sword(s) he/she is using and only functions for that character. For every two level increases in prestige class, the sword(s) that the Silver Sword uses gains a +1 greater proficiency (+1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Whirlwind Attack: At 2nd level, the Silver Sword gains the feat Improved Whirlwind Attack, even if he/she does not have the prerequisite feats. (see Player's Handbook Chapter 5: Feats for feat description). For every two levels in increase in prestige class beyond 2nd level, the Silver sword gains +2 enemy and +2 foot increase in his Whirlwind Attack (7 enemies in a 7' radius at 2nd level, 9 enemies in a 9' radius at 4th level, +11 enemies in a 11' radius at 6th level, +13 enemies in a 13' radius at 8th level, +15 enemies in a 15' radius at 10th level).

Death Blow: Once per day, based upon a successful attack roll, the Silver Sword may deliver a Death Blow. The targeted enemy must make a save vs. fortitude at DC 20 or be slain immediately. Any creatures targeted above Large in size receive +4 size adjustment to their save and do so for 1/2 damage of their current hit points.

Summon Griffon:

	Silver Sword Level	Int Adj	Special
At 7th level, the Silver Sword gains the ability to summon 1 griffon. The griffon may be used as a guardian, a helper, or a mount. The Silver Sword may only have one griffon at a time. If the griffon dies, the Silver Sword must wait one month before he/she is able to call another. The new griffon has all the accumulated abilities due a servant of the Silver Sword's current level. Because the griffon is a magical creature, no bonus is given to the griffon's hit die, natural armor, or strength. However, the griffon does receive a +1 bonus to their intelligence for every level of the Silver Sword beyond 7th level as well as certain special abilities (See Monster Manual pg. 113 for griffon Hd, attack, and saving throw info.)	7	+1	Improved Evasion
	8	+2	Share Saves
	9	+3	Speak with Silver Sword
	10	+4	Blood Bond

Improved Evasion: If the griffon is subjected to an attack that normally allows a reflex saving throw for half damage, it takes no damage on a successful throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

Share Saving Throws: At the Silver Sword's option, he/she may share saving throws with the griffon. The griffon must be within 10' of the Silver Sword. The character's base save or the griffon's may be used, but not combined, whichever is higher.

Speak With Silver Sword: The griffon and the Silver Sword may communicate with one another verbally as if speaking a common language. Other creatures do not understand the communication without magical help.

Blood Bond: The griffon gains a +2 bonus to all attacks, checks, and saves if it witnesses the Silver Sword threatened or harmed. The bonus lasts as long as the threat is immediate or apparent.

..