

SAMURAI (LEVEL 4)

Hayato cuts a stern and silent figure. Exiled for avenging his master's murder, he now travels as a ronin, serving whatever cause seems noble.

HAYATO

Male human samurai 4 (*Ultimate Combat* 18)

LG Medium humanoid (human)

Init +1; **Senses** Perception +6

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 40 (4d10+12)

Fort +6, **Ref** +2, **Will** +3

OFFENSE

Speed 20 ft.

Melee +1 *katana* +9 (1d8+4/18–20) or

naginata +7 (1d8+4/×4)

Ranged mwk longbow +6 (1d8/×3)

Special Attacks challenge (+4, 2/day)

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 10, **Wis** 14, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 18

Feats Mounted Combat, Power Attack, Weapon Focus (*katana*)*

Skills Diplomacy +7, Handle Animal +7, Linguistics +1, Perception +6, Perform (string) +2, Ride +4, Sense Motive +10; **Armor Check Penalty** –4

Traits armor expert*, suspicious*

Languages Common, Tien

SQ challenge +2, mount (Jinfu [horse]), mounted archer, order abilities (self-reliant), resolve, ronin, weapon expertise (*katana*)

Combat Gear *potion of cure moderate wounds*, *potion of remove fear*; **Other Gear** +1 *o-yoroi* armor, +1 *katana*, *naginata*, mwk longbow with 20 arrows, backpack, koto (stringed instrument), waterskin, 31 gp

* The effects of this ability are already calculated into Hayato's stats.

SPECIAL ABILITIES

Challenge Two times per day as a swift action, Hayato may challenge an enemy he sees. Until that enemy is slain, he gains a +4 bonus on damage rolls against that enemy, but takes a –2 AC penalty against any other enemies. If Hayato is the target of a challenge or smite made by the target of his challenge, he also gains a +2 morale bonus on attack rolls and a +2 dodge bonus to AC against his opponent.

Katana Hayato's blade has the deadly quality. When used to deliver a coup de grace, the katana gains a +4 bonus on damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace attack.

Mount Hayato's horse, Jinfu, is extraordinarily skilled and loyal.

He obeys without fear or hesitation, even in combat. His statistics are as follows: **Size** Large; **Speed** 50 ft.; **AC** 17; **hp** 30; **Fort** +7, **Ref** +6, **Will** +4; **Melee** bite +7 (1d4+5), 2 hooves +2 (1d6+2); **Feats** Alertness, Iron Will; **Skills** Perception +11; **Str** 20, **Dex** 14, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6; **SQ** low-light vision, scent, war-trained

Mounted Archer Hayato only takes a –2 penalty for firing ranged weapons while mounted, or a –4 penalty at full gallop.

Mounted Combat Once per round when his mount is hit, Hayato may make a Ride check as an immediate action to negate the hit. The DC is equal to the opponent's attack roll.

Naginata This traditional samurai weapon has the reach quality.

Power Attack Before attacking, Hayato may choose to take a –2 penalty on all attack rolls and combat maneuver checks until his next turn and gain a +4 bonus on damage.

Resolve Twice per day, Hayato can muster his resolve to perform one of the following actions:

Determined: As a standard action, Hayato removes the fatigued, shaken, or sickened condition from himself.

Resolute: Before making a Will or Fortitude save, Hayato may decide to roll twice and use the best result.

Unstoppable: If reduced below 0 hit points but not killed, Hayato can remain conscious and upright, though he can only take a single move or standard action each round. He falls unconscious if he takes any more damage.

If Hayato defeats the target of his challenge ability, he regains one spent resolve.

Self-Reliant If Hayato fails a Will save, he may make a second save against the same effect at the end of his next turn. Whenever Hayato is reduced to 0 hit points, he may roll to stabilize twice on his next round.

Weapon Expertise Hayato may draw his katana as a free action. Whenever he threatens a critical with a katana, he gains a +2 bonus to confirm.

Honor is strength. It is a maxim that Nakayama Hayato has known since birth, and one whose barbs he still feels deep in his flesh. After his banishment from distant Minkai for avenging his master's murder by a rival noble, the samurai came to rest in the Inner Sea region. He operates as a fearless and talented mercenary—or ronin, as he terms it—for those whose causes seem righteous, yet refuses to bow to anyone regardless of status, saying only that he has had his fill of masters.



“My soul feeds upon honor, and my blade on flesh.
We will both gorge this day.”