

# 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** 38 (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** –4

**Traits** Armor Expert\*, Suspicious\*

**Languages** Common, Tien

**SQ** mount (Jinфу [horse]), mounted archer, order abilities (self reliant), order challenge +2, 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, masterwork longbow with 20 arrows, backpack, koto (stringed instrument) waterskin, 31 gp

### 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.

**Mount** Hayato's horse, Jinфу, is extraordinarily skilled and loyal. He obeys without fear or hesitation, even in combat. Jinфу's stats are as follows:

**Size** Large; **Speed** 50 ft.; **AC** 18; **hp** 34; **Fort** +7, **Ref** +6, **Will** +4; **Melee** bite +8 (1d4+5), 2 hooves +3 (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.

**Power Attack** Before attacking, Hayato may choose to take a –2 penalty on all attack rolls and combat maneuver checks until his next turn

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 death against 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 cause 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."

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 two dice 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.

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