

SAMURAI (LEVEL 1)

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 1 (*Ultimate Combat* 18)

LG Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 13 (1d10+3)

Fort +4, **Ref** +1, **Will** +2

OFFENSE

Speed 20 ft.

Melee katana +4 (1d8+2/18–20) or

naginata +3 (1d8+3/x4)

Ranged shortbow +2 (1d6/x3)

Special Attacks challenge (+1, 1/day)

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 14

Feats Mounted Combat, Weapon Focus (katana)*

Skills Diplomacy +5, Linguistics +1, Perception +3, Perform (string) +2,

Ride +3, Sense Motive +3; **Armor Check Penalty** –2

Traits armor expert*, suspicious*

Languages Common, Tien

SQ challenge +1, mount (Jinfu [horse]), resolve, ronin

Gear kikko armor, katana, naginata, shortbow with 20 arrows,

backpack, waterskin, 1 gp

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

SPECIAL ABILITIES

Challenge Once per day as a swift action, Hayato may challenge an enemy he sees. Until that enemy is slain, Hayato gains a +1 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 +1 morale bonus on attack rolls and a +1 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 for a riding animal. His statistics are as follows: **Size** Large; **Speed** 50 ft.; **AC** 14; **hp** 13; **Fort** +5, **Ref** +4, **Will** +1; **Melee** bite +3 (1d4+3),

2 hooves –2 (1d6+1); **Feats** Alertness; **Skills** Perception +8; **Str** 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6; **SQ** low-light vision, scent

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.

Resolve Once 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.

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. Yet Hayato also knows a deeper truth: that just as a sword must bend to avoid breaking, so too must honor. And the more rigid the steel, the easier it shatters.

In distant Minkai where he was born, Hayato grew up to be a trusted and valued servant—head samurai of his master's holdings. He was so close to his master that he was even allowed to take his family name.

Hayato's master was slain by a petty and treacherous rival, who laid claim to the Nakayama holdings. Hayato avenged his master's death, seeing the usurper's outright thievery for what it was, no matter what the law said. After the slaying, he was prepared to commit seppuku to maintain his honor until the grateful Lady Nakayama entreated him to instead find a land where he could make a good life for himself. Effectively banished from his homeland, the samurai came to the Inner Sea region.

Now in his mid-thirties, Hayato is a hard man who keeps to himself. Though he has long since learned to speak Taldane, he remains terse by nature, feeling that everyone in his new home speaks too much but says too little. 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.
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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.



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SAMURAI (LEVEL 7)

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 7 (*Ultimate Combat* 18)

LG Medium humanoid (human)

Init +1; **Senses** Perception +11

DEFENSE

AC 22, touch 12, flat-footed 21 (+10 armor, +1 deflection, +1 Dex)

hp 67 (7d10+21)

Fort +9, **Ref** +5, **Will** +8

OFFENSE

Speed 20 ft.

Melee +2 *katana* +14/+9 (1d8+5/18-20) or
naginata +10/+5 (1d8+4/x4)

Ranged +1 *longbow* +9/+4 (1d8+1/x3)

Special Attacks challenge (+7, 3/day)

STATISTICS

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

Base Atk +7; **CMB** +10; **CMD** 22

Feats Alertness*, Greater Weapon Focus (katana)*, Iron Will*, Mounted Combat, Power Attack, Weapon Focus (katana)*

Skills Diplomacy +10, Handle Animal +10, Linguistics +1, Perception +11, Perform (string) +2, Ride +6, Sense Motive +15; **Armor Check Penalty** -4

Traits armor expert*, suspicious*

Languages Common, Tien

SQ banner +2, challenge +2, mount (Jinfu [horse]), mounted archer, order abilities (self-reliant), resolve (4), ronin, weapon expertise (katana)

Combat Gear *potion of cure moderate wounds* (2), *potion of remove fear*; **Other Gear** +2 *o-yoroi* armor, +2 *katana*, naginata, +1 *longbow* with 20 arrows, *cloak of resistance* +2, *ring of protection* +1, backpack, masterwork koto (stringed instrument), waterskin, 104 gp

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

SPECIAL ABILITIES

Challenge Three times per day as a swift action, Hayato may challenge an enemy he sees. Until that enemy is slain, he gains a +7 damage bonus 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.

Banner As long as Hayato's banner is visible, all his allies within 60 feet gain a +2 morale bonus on saves against fear and a +1 morale bonus on attack rolls made as part of a charge. The banner must be carried by Hayato or Jinfu to function.

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** 19; **hp** 45; **Fort** +8, **Ref** +7, **Will** +5; **Melee** bite +8 (1d4+5), 2 hooves +6 (1d6+2); **Feats** Alertness, Iron Will, Multiattack; **Skills** Perception +13; **Str** 21, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6; **SQ** devotion, evasion, 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 and gain a +4 bonus on damage.

Resolve Four times 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.

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