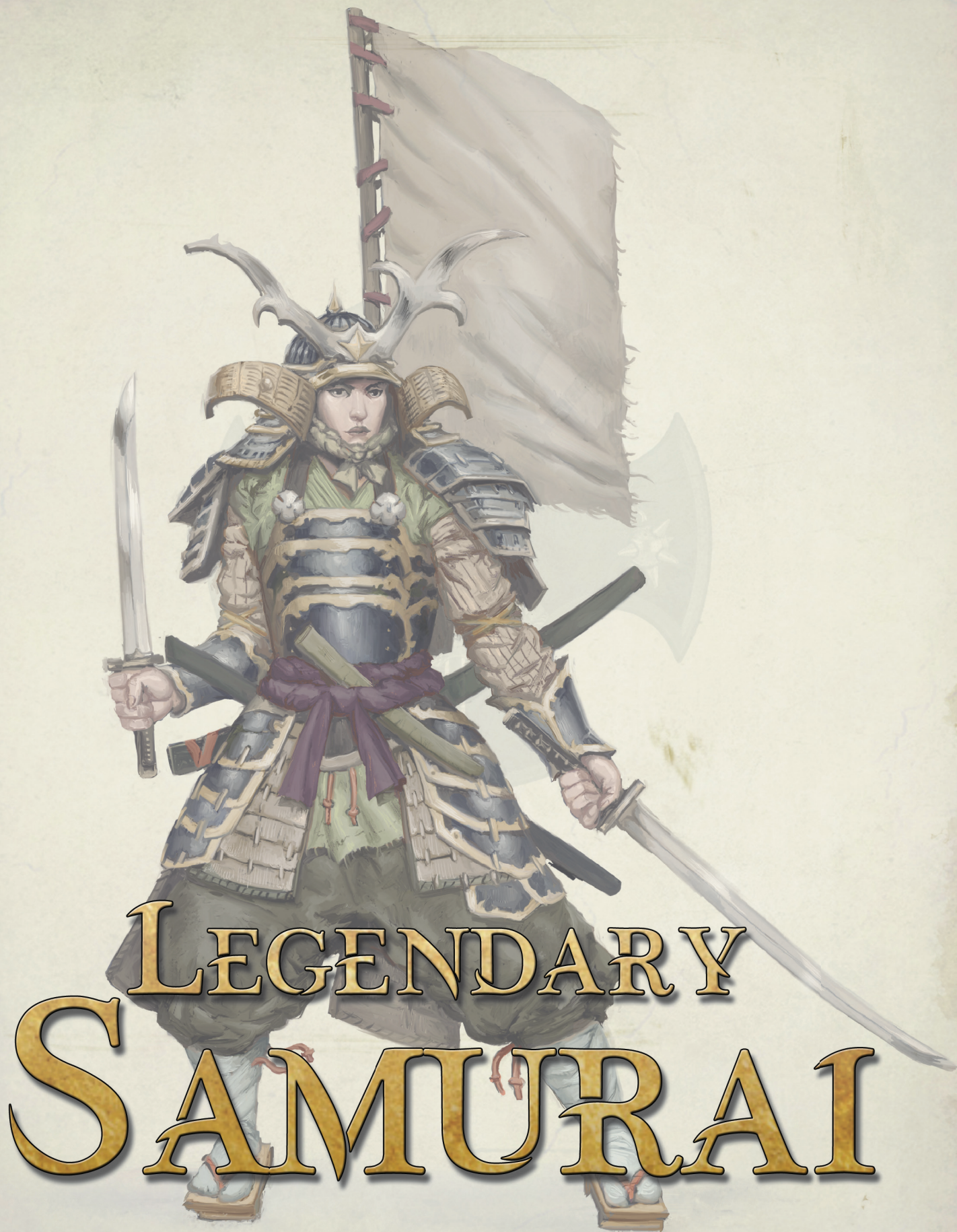




LEGENDARY SAMURAI

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

BY N. JOLLY, SIOBHAN BJORKNAS,
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LEGENDARY SAMURAI

WELCOME TO LEGENDARY HEROES

This product is a part of our line of player-focused class supplements for Paizo's Pathfinder Roleplaying Game. When you see the word *Legendary* in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at *Legendary Games* is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of *Necromancer Games, Inc.* and headed up by Jason Nelson. *Legendary Games* uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game *Legendary*!

Visit us on [Facebook](#), follow us on [Twitter](#), and check out our website at www.makeyourgamelegendary.com.

The following superscript notations are used to denote references to official *Pathfinder Roleplaying Game* rulebooks and other content:

ACG= *Pathfinder Roleplaying Game Advanced Class Guide*

APG= *Pathfinder Roleplaying Game Advanced Player's Guide*

LV= *Legendary Vigilantes*

LV:V= *Legendary Villains: Vigilantes*

OA= *Pathfinder Roleplaying Game Occult Adventures*

PPC:AA= *Softcover companion dealing with gear and armories*

PPC:PotR= *Softcover companion dealing with people of rivers*

SoM= *Spheres of Might*

SoP= *Spheres of Power*

UC= *Pathfinder Roleplaying Game Ultimate Combat*

UE= *Pathfinder Roleplaying Game Ultimate Equipment*

UI= *Pathfinder Roleplaying Game Ultimate Intrigue*

UW= *Pathfinder Roleplaying Game Ultimate Wilderness*



WHAT YOU WILL FIND INSIDE LEGENDARY SAMURAI

Legendary Samurai is the latest volume in our new series of class-focused player supplements, this time focusing on the most well renowned duelist around: the honorable warriors known as samurai. This new alternative class, introduced in the *Pathfinder Roleplaying Game Ultimate Combat*, was a class designed to be a talented duelist, as well as a counterpart to the cavalier class. This book is intended to help expand the samurai with a redesign of the class which seeks to grant new options and gives the class a more solid focus, allowing it to fulfill a more dynamic narrative role. *Legendary Samurai* further alter the class by introducing iaijutsu talents to alter their attacks and kiai arts to allow them to call upon supernatural power to further dominate the battlefield. In addition, over a dozen new archetypes grant entirely new options for the *legendary samurai*, such as **Ancestral Inheritor** which allows you to summon the spirit of your ancestors to fight alongside you, **Gunblade Duelist** which mixes firearms and blades in an exotic fusion, and **Yumi Sniper** which allows for the mastery of the bow above the blade for devastating results.

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

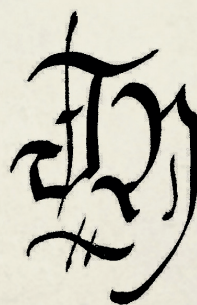




TABLE OF CONTENTS

INTRODUCTION	2
LEGENDARY SAMURAI	2
FAVORED CLASS BONUSES	11
ALTERNATE CLASS FEATURES	11
FEATS	14
ARCHETYPES	16
ANCESTRAL INHERITOR	16
GUNBLADE DUELIST	17
MASTER STRIKER	18
ONI WARRIOR	18
RONIN	19
SAMURAI SPHERE LORD	19
SOUL BLADE	20
STEED LORD	21
YOJIMBO	22
YUMI SNIPER	22
NEW MATERIAL: BLOOD IRON	23
NEW MAGIC ITEMS	24
SAMPLE LEGENDARY SAMURAI: KURO HIRO	26



INTRODUCTION

"Life with a code is important, it's how you know what's right. But a code without exceptions is worthless." Kuro Hiro, samurai in training.

In terms of a roleplaying game, a samurai is a very loaded term, as the concept of what a samurai can be varies from person to person. In *Legendary Samurai*, we've worked to create a more dynamic combatant who also possesses new and unique ways to interact with the world around them. Despite their social ways, samurai are more at home in the heart of combat, their unique abilities fueled by their love of combat. Focused in their beliefs and desires, samurai focus on dueling, always seeking an opponent who is their equal.

LEGENDARY SAMURAI

"What I do is magic, it's amazing. But what those swordsmen do? Now that's something entirely different." Acutut Vars, circle mage of the last order

Few warriors are more dedicated to honor and the code of the warrior than the samurai. Trained from an early age in the art of war and sworn to the service of a lord, the samurai holds a position of power and respect in many lands, often serving as the voice and justice of the local noble. The samurai takes on their training with zeal, learning the way of the blade (typically a katana). Some even learn how to effectively use firearms, if they are available. The samurai is often the most trusted soldier in their lord's employ. In them, the common folk see honor and sacrifice. They are an honorable warrior, dedicated to the realm and the leaders that guide it.

Role: Masters of the blade, legendary samurai specialize in the art of swordsmanship. Able to use their weapons to create a variety of effects, they also draw upon internal energies to further enhance themselves, being able to withstand a plethora of ailments while standing tall against adversity.

Legendary Class: Unlike other legendary classes, the legendary samurai marks a large departure from the base class in order to create a class that is more in keeping with the fantasy of samurai. Class features such as iaijutsu strike and iaijutsu technique help to give the class a unique identity while warrior's grace seeks to replicate the status samurai traditionally had in communities. In addition, spirit gives the class a new and unique way of engaging in combat, a resource with allows them to tap into more mystical abilities to make combat far more engaging.

JAPANESE CLASSES AND WESTERN FANTASY

One of the things that many players will hear upon asking to play a legendary samurai is "This is a western game, things like samurai do not exist." This is a disheartening statement, and it isn't necessary. The legendary samurai obviously contains content that speaks to its heritage as a Japanese class and concept, but no mechanic of it requires a Japanese-themed setting to work. The legendary samurai is easily reflavored to fit a game that would allow a magus or other magical warrior. Some GMs may have the perception that it breaks verisimilitude, or that their setting "doesn't have a Japanese-influenced area." To those, I suggest considering the samurai the same as a cavalier, an honorable warrior with unique talents and social skills. The class could just as easily be considered a legendary spellsword (or certain archetypes/alternative class features could be used to remove the more mystic aspect from it).

While a legendary samurai would be ideal for a game that allows for Japanese influences, the material contained within has been balanced to work with all existing classes. We suggest speaking with GMs who wouldn't normally allow Japanese-themed content into their games to take these things into account in order to make your experience with the class as enjoyable as possible. As always, communication is the best way to make sure your GM, your fellow players, and you are having the best possible experience.

Alignment: Any

Hit Die: d10

Starting Wealth: 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills: The legendary samurai's class skills are

Skill Ranks Per Level: 4 + Int modifier. The legendary samurai's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Weapon and Armor Proficiencies: Samurai are proficient with all simple and martial weapons, plus the tetsubo and all one-handed slashing weapons. Samurai are proficient with all types of armor (heavy, light, and medium).



Spirit (Su): At 1st level, a legendary samurai gains access to spirit, using it to focus their attacks. A legendary samurai begins the day with no spirit, but can gain spirit in the following ways (a legendary samurai cannot gain spirit from each of these more than once per round and a legendary samurai must be in combat to gain spirit):

Spirited Initiative: Whenever the legendary samurai rolls initiative, they gain 1 spirit.

Samurai Strike: Whenever the legendary samurai successfully damages a creature with an iaijutsu strike, they gain 1 spirit.

Warrior's Guard: Whenever the legendary samurai takes damage from an attack originating from a creature (including spells, spell-like abilities, and supernatural abilities), they gain 1 spirit. A legendary samurai does not gain spirit from attacks made against them while they are flat-footed or unaware.

Their spirit goes up or down throughout the day, but usually cannot go higher than their Charisma modifier (minimum 1), though some feats, abilities, and magic items may affect this maximum. If a legendary samurai spends 1 minute or longer outside of combat, they lose all spirit they possess.

Spirit is used to power the legendary samurai's challenge, kiai arts, resolve, and other class features.

Challenge (Ex): As a swift action, the legendary samurai can spend 1 spirit to choose one target within their sight to challenge; a samurai can only have a single creature challenged at a time. The legendary samurai's melee attacks deal extra damage when made against the target of his challenge. This extra damage is equal to the legendary samurai's level. Whenever a legendary samurai rolls initiative, they gain 1 spirit which can only be used to activate this ability (this spirit is gained in addition to the spirited initiative class feature).

Challenging a foe requires much of the legendary samurai's concentration. The legendary samurai takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge. As long as the target is within the threatened area of the legendary samurai, it takes a -2 penalty to its AC on attacks made by anyone other than the samurai.

The challenge remains in effect until the target is dead or unconscious, or until the combat ends.

Iaijutsu Strike (Ex): At 1st level, a legendary samurai can strike in the blink of an eye, cutting down foes with their unique talents. A legendary samurai can make an attack action with a one-handed slashing weapon as long as it is sheathed before the attack;





TABLE 1-1: LEGENDARY SAMURAI CLASS FEATURES

LEVEL	BASE ATTACK BONUS	FORT SAVE	REFLEX SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+2	Challenge, iaijutsu strike, iaijutsu technique, sheath control, spirit
2nd	+2	+3	+0	+3	Resolve, warrior's grace
3rd	+3	+3	+1	+3	Blazing initiative, kiai art, samurai's renown
4th	+4	+4	+1	+4	Banner, sheathe block
5th	+5	+4	+1	+4	Dragon defense, iaijutsu technique
6th	+6/+1	+5	+2	+5	Advanced blade, warrior's grace
7th	+7/+2	+5	+2	+5	Kiai art, spirit charge
8th	+8/+3	+6	+2	+6	Daimyo's renown, opportune strike
9th	+9/+4	+6	+3	+6	Greater resolve, iaijutsu technique
10th	+10/+5	+7	+3	+7	Greater banner, iaijutsu master
11th	+11/+6/+1	+7	+3	+7	Advanced blade, kiai art
12th	+12/+7/+2	+8	+4	+8	Blazing initiative, warrior's grace
13th	+13/+8/+3	+8	+4	+8	Iaijutsu technique
14th	+14/+9/+4	+9	+4	+9	Shogun's Renown, true spirit charge
15th	+15/+10/+5	+9	+5	+9	Kiai art
16th	+16/+11/+6/+1	+10	+5	+10	Advanced blade
17th	+17/+12/+7/+2	+10	+5	+10	Iaijutsu technique, true resolve
18th	+18/+13/+8/+3	+11	+6	+11	Warrior's grace
19th	+19/+14/+9/+4	+11	+6	+11	Kiai art
20th	+20/+15/+10/+5	+12	+6	+12	Emperor's renown, last stand, warrior's grace

if they do, they treat that attack as though the weapon was wielded in two hands for the purpose of how much damage it deals. In addition, a legendary samurai can apply iaijutsu talents to this attack (see below). In addition, when making an iaijutsu strike, the legendary samurai can spend 1 spirit as a free action. If they do, they can roll twice when making this attack roll, taking whichever result they desire.

Sheath Control (Ex): At 1st level, a legendary samurai gains Quick Draw as a bonus feat as well as being able to sheathe a weapon as a free action that can be taken even outside

of their turn after making an attack with it. In addition, a legendary samurai can treat a sheathed weapon as drawn for the purpose of threatening spaces, being allowed to draw their weapon when a creature would provoke an attack of opportunity from them.

Iaijutsu Techniques (Ex or Su): At 1st level and every four levels afterwards, a legendary samurai gains the ability to alter their iaijutsu strike, gaining an iaijutsu technique of their choice. A legendary samurai can only apply a single iaijutsu technique to an iaijutsu strike. The saving throws of iaijutsu strikes are equal to $10 + \frac{1}{2}$ the legendary samurai's class level + their Charisma modifier.

There are two types of iaijutsu techniques; slashes and cuts. Slashes are used to inflict statuses and other such things, while cuts change the area and range of the attack.

"SHEATHED"

While the term 'sheathed' may not make sense for weapons that do not have a sheathe (such as polearms and other such weapons), for the purposes of the legendary samurai, it is intended to mean a weapon which is upon the person of the legendary samurai (or able to be accessed easily) which can be drawn but is not currently being wielded.



Armor-rending Slash (Ex) Whenever the legendary samurai makes a successful iaijutsu strike against a creature, that creature must make a successful Reflex saving throw or take a -2 to their armor class for a number of rounds equal to the legendary samurai's Charisma modifier (minimum 1). At 6th level, this penalty increases to -4. At 12th level, this penalty increases to -6. This penalty does not stack with itself or other uses of this talent.

Bloody Slash (Ex) Whenever the legendary samurai makes a successful iaijutsu strike against a creature, that creature takes bleed damage equal to $1/2$ the legendary samurai's class level + their Charisma modifier. A legendary samurai must be 5th level or higher to select this iaijutsu technique.

Crippling Slash (Ex) Whenever the legendary samurai makes a successful iaijutsu strike against a creature, that creature must make a successful Reflex saving throw or take 1d4 Dexterity or Strength ability damage (legendary samurai's choice). At 12th level, this ability damage increases to 1d6. At 18th level, this ability damage increases to 1d8. A legendary samurai must be 5th level or higher to select this iaijutsu technique.

Death Slash (Ex) Whenever the legendary samurai makes a successful iaijutsu strike against a creature, that creature must make a successful Reflex saving throw or die. A legendary samurai must be 17th level or higher to select this talent. This is a death effect.

Dimensional Slash (Su) Whenever the legendary samurai strikes a creature with this iaijutsu talent, that creature must make a successful Reflex saving throw or be teleported to a square within 30 feet of the legendary samurai's choice (this space must be on solid ground and not be considered dangerous terrain, as decided by the GM). At 17th level, the distance the creature can be teleported to increases to 60 feet. A legendary samurai must be 13th level or higher to select this iaijutsu technique.

Dispelling Slash (Su) Whenever the legendary samurai makes a successful iaijutsu strike against a creature or object, they can make a dispel check against their target as though using the targeted dispel function of [dispel magic](#), treating their legendary samurai level as their caster level. Once a creature or object has been affected by this iaijutsu talent, it cannot be affected by it again for 24 hours. At 14th level, this talent is instead treated as [greater dispel magic](#). A legendary samurai must be 9th level or higher to select this talent.

Explosive Cut (Su) Whenever the legendary samurai makes an iaijutsu strike, they can choose to make the attack take the form of a 10-foot burst within 60 feet of themselves, although their weapon is treated as one size smaller for how much

damage they deal. All creatures within this burst must make a successful Reflex save or take damage as though the attack was successful (taking half damage on a successful save). The legendary samurai can choose to exclude a number of spaces from this attack equal to their Charisma modifier. At 16th level, it can instead take the form of a 20-foot burst. A legendary samurai must be 9th level or higher to select this iaijutsu technique.

Forceful Slash (Ex) Whenever the legendary samurai makes a successful iaijutsu strike against a creature, they can make a free bull rush attempt (this does not provoke an attack of opportunity) against that creature, and they are not required to move with their opponent. At 8th level, if the foe is pushed back by this talent, they are also knocked prone. At 16th level, if the foe is knocked prone by this talent, they are also staggered for 1 round (Fortitude save negates).

Hidden Slash (Ex) Whenever the legendary samurai makes a successful iaijutsu strike against a creature, that creature must make a Perception check with a DC equal to the legendary samurai's attack roll or be completely unaware the legendary samurai made an attack against them. All those who would have seen the attack must make the same Perception check with a -5 penalty to be aware of the attack. The legendary samurai can delay the effects of this attack (including damage) by a number of minutes equal to their Charisma modifier (minimum 1). At 12th level, the legendary samurai can instead delay the effects of their attack for a number of hours equal to their Charisma modifier (minimum 1). At 18th level, the legendary samurai can instead delay the effects of their attack for a number of days equal to their Charisma modifier (minimum 1). If the legendary samurai wishes, they may trigger the damage early as an immediate action by sheathing their weapon within 60 feet of the creature. A legendary samurai must be 5th level or higher to select this iaijutsu technique.

Hindering Slash (Ex) Whenever the legendary samurai makes a successful iaijutsu strike against a creature, that creature must make a Reflex saving throw or be staggered for 1 round. At 12th round, the foe is instead stunned for 1 round. At 18th level, is instead paralyzed for 1 round and then staggered for 1 round. A legendary samurai must be 6th level or higher to select this talent.

Lethargy Slash (Ex) Whenever the legendary samurai makes a successful iaijutsu strike against a creature, that creature must make a Fortitude saving throw or become fatigued for a number of rounds equal to the legendary samurai's Charisma modifier (minimum 1). At 8th level, their foe is instead exhausted for the duration of this effect. At 14th round, the foe is also staggered for 1 round.



SEVERED LIMBS

If you remove a wing, the target loses a wing natural attack if it had any and cannot fly (creatures with 3 or more wings who lose a wing have their flight maneuverability reduced to clumsy and have their flight speed reduced by 1/2 for each wing which they are missing). If you remove a tentacle, the creature loses all attacks and abilities related to that tentacle. If you remove an arm or leg, the target suffers a series of penalties listed below. Creatures with more than 2 legs do not suffer the penalties listed below, but instead lose 10 feet from their movement speed and lose the benefits of being a quadruped if they had them.

In addition, the target suffers 1 Constitution bleed per missing limb (this bleed damage stacks). A severed limb counts as an object one size category smaller than the creature it came from if using it as an independent object or improvised weapon. A character who has lost an arm incurs the following penalties:

- -10 penalty on Climb, Craft, Disable Device, Sleight of Hand, and Use Magic Device skill checks;
- -8 penalty on grapple checks;
- Must make a caster level check at a -5 penalty to cast spells with somatic components; affected arm.
- Carrying capacity is not reduced. However, the maximum weight a character can lift over head or off the ground is halved.

A character who has lost a leg incurs the following penalties:

- -10 penalty on Acrobatics, Climb, Ride, Stealth, and certain Perform skill checks (GM's discretion).
- Cannot run or charge.
- Cannot bull rush or overrun and takes a -10 penalty to resist these combat maneuvers.
- Speed is reduced to 5 feet, and can no longer make a 5-ft step
- Carrying capacity is reduced by two thirds and the maximum weight a character can lift over head or off the ground is halved when sitting, impossible when standing.

These penalties do not stack with other penalties for losing limbs. A character who has lost both arms cannot use any of the listed skills, make attacks, or use objects, without the aid of prosthetics or magic. A character who has lost both legs is always considered flat-footed and prone and can only move 5 feet as a full round action, without the aid of prosthetics or magic.

Limb-cutting Slash (Su) Whenever the legendary samurai strikes a creature with this iaijutsu talent, that creature must make a successful Reflex saving throw or lose a limb of the legendary samurai's choice. A legendary samurai must be 15th level or higher to select this iaijutsu technique.

Long Cut (Ex) Whenever the legendary samurai makes an iaijutsu strike, they can choose to make the attack take the form of a line which extends 30 feet from themselves. All creatures within this line must make a successful Reflex save or take damage as though the attack was successful (taking half damage on a successful save), although their weapon is treated as one size smaller for how much damage they deal. The legendary samurai can choose to exclude a number of spaces from this attack equal to their Charisma modifier. At 11th level, this line can instead extend 60 feet from themselves. At 18th level, this line can instead extend 90 feet from themselves. A legendary samurai must be 5th level or higher to select this iaijutsu technique.

Lunging Cut (Ex) Whenever the legendary samurai makes an iaijutsu strike, their reach increases by 5 feet for this attack (this does not stack with the *Lunge* feat). At 10th level, they instead increase their reach for this attack by 10 feet. At 20th level, they instead increase their reach for this attack by 15 feet.

Nightmare Slash (Ex) Whenever the legendary samurai makes a successful iaijutsu strike against a creature, that creature must make a Will saving throw or become shaken for a number of rounds equal to the legendary samurai's Charisma modifier (minimum 1). At 8th level, the foe is also frightened for 1 round. At 14th level, the foe is also cowering for 1 round and then frightened for 1 round. This is a fear effect.

Ranged Cut (Ex) The legendary samurai can make an iaijutsu strike at a range of 30 feet, attacking a foe with the wind pressure of their strike. Treat this attack as a melee attack for how the attack and damage rolls are determined for this talent, although their weapon is treated as one size smaller for how much damage they deal. At 6th level, this range increase to 60 feet. At 12th level, this range increases to 120 feet. At 20th level, this range increases to 200 feet. This talent is treated as a ranged attack of one size smaller than the legendary samurai for how wind and other effects affects it.

Soul Slash (Su) Whenever the legendary samurai makes a successful iaijutsu strike against a creature, that creature must make a successful Reflex saving throw or gain 2 negative levels. At 16th level, this is increased to 3 negative levels. A legendary samurai must be 9th level or higher to select this talent.



Flowing River Cut (Ex) As a full round action, the legendary samurai can move up to their speed, making an iaijutsu strike during any point during this movement. This movement does not provoke attacks of opportunity. At 8th level, they can instead move up to two times their speed and may make an additional iaijutsu strike against a different creature. At 16th level, they can instead move up to three times their speed, and may make any amount of iaijutsu strikes, but they may not attack an individual creature more than once.

Tornado Cut (Ex) Whenever the legendary samurai makes an iaijutsu strike, they can choose to target all spaces adjacent to them. Each attack only uses a single attack roll to determine success, and any miss chances are rolled individually. The legendary samurai can choose to exclude a number of spaces from this attack equal to their Charisma modifier. At 10th level, they can instead choose to attack all spaces within 10 feet of themselves. At 20th level, they can instead choose to attack all spaces within 15 feet of themselves.

Utility Slash (Ex) Whenever the legendary samurai makes a successful iaijutsu strike against a creature, the legendary samurai can attempt one of the following combat maneuvers against that creature as a free action which doesn't provoke an attack of opportunity: bull rush, disarm, reposition, sunder, or trip. At 8th level, whenever the legendary samurai picks a combat maneuver, they are treated as though they had the corresponding "Greater" feat for that combat maneuver (for example, an 8th level legendary samurai who chose to trip an opponent with this iaijutsu technique would be treated as though they had the [Greater Trip](#) feat when making this trip attempt).



Vacuum Slash (Ex) Whenever the legendary samurai makes an iaijutsu strike, they can select 1 creature or object their size or smaller within 10 feet of them, forcing that creature to make a successful Reflex saving throw or be pulled 5 feet towards the legendary samurai (objects do not receive a save). This movement resolves before the attack roll, allowing them to target that creature or object with their iaijutsu strike. At 10th level, the creature or object can be up to 20 feet away and pulled up to 10 feet, taking a -2 penalty to their AC against the attack. At 14th level, the creature or object can be up to 30 ft away and pulled up to 15 feet, the penalty to their AC increasing to -4. A legendary samurai must be 5th level or higher to select this talent.

Resolve (Ex): Starting at 2nd level, a legendary samurai gains resolve that they can call upon to endure even the most devastating wounds and afflictions. They can spend 1 spirit as the listed action type to use resolve in a number of ways.

Determined: As a standard action, the legendary samurai can remove the fatigued, shaken, or sickened condition. If the legendary samurai is at least 8th level, they can alternatively remove the exhausted, frightened, nauseated, or staggered condition (if nauseated, the legendary samurai can use this ability as a move action). If the condition has a duration longer than 1 hour or is permanent, this ability removes the condition for 1 hour, at which time the condition returns.

Resolute: As an immediate action, whenever the legendary samurai is required to make a Fortitude or Will save, they can roll twice and take the better result. They must decide to use this ability before they roll the saving throw.

Unstoppable: As an immediate action, when the legendary samurai is reduced to fewer than 0 hit points but not slain, they can instantly stabilize and remain conscious. They are staggered, but they do not fall unconscious and begin dying if they take a standard or full-round action. They do fall unconscious if they take additional damage from any source.

Warrior's Grace (Ex): At 2nd level and every four levels afterwards, a legendary samurai can select one of the following vigilante talents, treating their legendary samurai level as their vigilante level for the purposes of qualifying for this social talent: celebrity discount, celebrity perks, feign innocence, friend of a friend^{LV}, gauge talent^{LV,V}, gist of it^{LV}, gossip collector, instant recognition, keep 'em talking^{LV}, loyal aid, safe house, social grace, show off^{LV,V}, triumphant return, or well-known expert.

Blazing Initiative (Ex): At 3rd level, whenever a legendary samurai would gain 1 spirit from their spirited initiative class feature, they instead gain 2 spirit. At 12th level, they instead gain 3 spirit.



Kiai Arts (Su): At 3rd level and every four levels after, a legendary samurai gains new ways to channel their fighting spirit into shouts called kiai arts. At each listed level, the legendary samurai gains all listed kiai arts for that level. Although kiai arts are supernatural abilities, they all have a verbal component of a shout and thus cannot be used whenever a spell with a verbal component would be unusable.

3RD LEVEL

Duty's Call: As a standard action, the legendary samurai can spend 1 spirit and touch an ally under the effect of a [fear] effect. If they do, that ally can make an additional saving throw against that effect with a morale bonus equal to the legendary samurai's Charisma bonus. On a successful saving throw, the effect is ended as though the ally had made a successful saving throw. If the saving throw was successful, the legendary samurai can spend 1 additional spirit as a free action to absorb the effect into themselves, being able to discharge it by performing a melee touch attack against a creature as a standard action, being treated as though they were the caster for the purpose of its effects. A legendary samurai can only hold a single [fear] effect, and must discharge it within a number of minutes equal to their Charisma modifier or else it is discharged harmlessly. A samurai can spend 2 spirit while using this kiai art; if they do, it can be used as a move action.

Follow My Lead: Whenever the legendary samurai successfully strikes a creature, they can spend 1 spirit as a free action. If they do, all allies within 60 feet of themselves gain a circumstance bonus to damage rolls against that enemy equal to 1/2 the legendary samurai's level for a number of rounds equal to the legendary samurai's Charisma bonus (minimum 1).

Soul-Rending Shout: As a standard action, the legendary samurai can spend 1 spirit. If they do, the legendary samurai can make an Intimidate check to demoralize all enemies within 60 feet of themselves, ignoring any immunity to fear effect those creatures may possess. If this check is successful, the samurai can spend 1 additional spirit to cause the creatures to be frightened rather than shaken. A samurai can spend 2 spirit while using this kiai art; if they do, it can be used as a move action.

7TH LEVEL

Duty's Call, Charm: The duty's call kiai art can now be used for [charm] effects as well as [fear] effects.

Ghost Blade: As a free action, the legendary samurai can spend 1 spirit. If they do, any weapon they are currently wielding gains the ghost touch property for a number of rounds equal to their Charisma modifier. In addition, if the legendary samurai attacks a creature they have challenged, they can ignore any miss chance that creature possesses granted by spells, spell-like abilities, extraordinary abilities, or supernatural effects (such as blur, invisibility, or similar effects). A legendary samurai can choose to spend 2 spirit when using this kiai art; if they do, they treat all creatures they attack as though they were the target of their challenge for the purpose of ignoring miss chances.

To Your Last Breath: As a swift action, the legendary samurai can spend 1 spirit. If they do, they gain a number of temporary hit points equal to their class level + their Charisma modifier for a number of rounds equal to their Charisma modifier. While a legendary samurai possesses temporary hit points from this ability, they ignore the fatigued and exhausted condition (this does not remove the condition, instead suppressing it). A legendary samurai can choose to spend 2 spirit when using this kiai art; if they do, at the beginning of each of their turns, they gain an additional amount of temporary hit points equal to 1/2 their class level; these temporary hit points stack with those granted by spending 1 spirit.

11TH LEVEL

Duty's Call, Compulsion: The duty's call kiai art can now be used for [compulsion] effects as well as [fear] and [charm] effects.

Regroup: As a standard action, the legendary samurai can spend 1 spirit. If they do, they gain the effects of a freedom of movement spell for a number of rounds equal to their Charisma modifier. Unlike other kiai arts, this can be used as a purely mental action, no longer requiring a verbal component. In addition, all allies within 60 feet can move up to 60 feet as long as they would end this movement closer to the legendary samurai. A legendary samurai can choose to spend 2 spirit when using this kiai art; if they do, allies are also under the effect of freedom of movement for 1 round and are instead teleported to a space adjacent to the legendary samurai (or as close as possible if there are not any open squares adjacent to the legendary samurai).

Spirit Charge: As a full round action, a legendary samurai can spend 1 spirit. If they do, they become ethereal and any weapon they wield gains the ghost touch property until the end of their turn, moving 60 feet in a straight line. This movement does not provoke attacks of opportunity, and the legendary samurai can make an attack roll against any creature that they are adjacent to at any point during their



movement. The legendary samurai can use any iaijutsu talent with 'slash' in the name with each of these attacks, being able to use a different iaijutsu talent for each attack. A legendary samurai can choose to spend 2 spirit when using this kiai art; if they do, they can use this kiai art as a standard action.

15TH LEVEL

Duty's Call, Possession: The duty's call kiai art can now be used to reroll saves against any magical possession effects such as the magic jar spell. The legendary samurai cannot spend spirit to hold a magical possession effect.

Rebuke Sorcery: As an immediate action, the legendary samurai can spend 2 spirit. If they do, the grant all allies (including themselves) within 60 feet a morale bonus to their saves against spells and spell-like abilities equal to the legendary samurai's Charisma modifier for 1 round per class level. This morale bonus does not stack with any other ability that allows a creature to apply their Charisma modifier to their saving throws.

Yojimbo's Presence: As a move action, the legendary samurai can spend 2 spirit. If they do, until the beginning of the legendary samurai's next turn, whenever an ally within 60 feet of the legendary samurai is targeted with an attack roll, the legendary samurai can spend a free action (even if it is not their turn) to teleport both themselves and the targeted ally, switching spaces with the ally (if the ally would take up more spaces than the legendary samurai, the legendary samurai must end this movement in a space in which they could be a target of the triggering attack). The attack is instead resolved against the legendary samurai, and provokes an attack of opportunity from the legendary samurai which is resolved before the triggering attack. A legendary samurai can choose to spend 3 spirit when using this kiai art; if they do, whenever they are teleported, all attacks made against the legendary samurai provoke attacks of opportunity (which are resolved before the attack) until the beginning of the legendary samurai's next turn.

19TH LEVEL

Duty's Call, Mind: The duty's call kiai art can now be used to reroll saves against any mind-affecting effects. The legendary samurai cannot spend spirit to hold a mind-affecting effect unless it is already a [fear], [charm], or [compulsion] effect.

Shogun's Demand: As a standard action, the legendary samurai can spend 3 spirit to impose order on the battlefield. If they do, they create a supernatural field forms in a 60-foot. radius around the legendary samurai which remains, stationary, for 1 minute. In this zone, flying creatures are immediately forced to land, ethereal creatures are forced to enter the material

plane if used on a material plane, magical effects cannot move between planes or cause movement between planes, all illusion effects are suppressed, and physical movement in or out of the zone is prevented. Creatures do not receive a save to resist these effects except the restriction against moving in or out of the zone; a successful saving throw (DC = 20 + the legendary samurai's Charisma modifier) while attempting to cross the boundary allows the subject to move in or out as intended.

Samurai's Renown (Ex): At 3rd level, a legendary samurai becomes well known in a specific community in which they gain the benefits of renown. They gain the renown [vigilante](#)^{UI} social talent, treating their legendary samurai level as their vigilante level for this ability. This community can be an entire settlement or portions of a settlement (such as a particular district or neighborhood), depending on the population as allowed by the renown social talent. For the purposes of this class feature, the legendary samurai does not have a vigilante identity and is always considered to be in their social identity.



Banner (Ex): At 4th level, a legendary samurai's banner becomes a symbol of inspiration to their allies and companions. As long as the samurai's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. At 9th level, and every five levels thereafter, these bonuses increase by +1. The banner must be at least Small or larger and must be carried or displayed by the samurai to function.

Sheathe Block (Ex): At 4th level, the legendary samurai makes an iaijutsu they have a free hand, they can use it to pull sheath, gaining a +2 shield bonus against attacks until the beginning of their next turn. At the beginning of their next turn, they return their sheath to their hip and sheathe weapon as a free action. At 8th level and every levels thereafter, this bonus increases by +1.

whenever strike, if out their melee turn. can their four



Dragon Defense (Ex): At 5th level, as a free action, a legendary samurai can choose to take on a dangerous stance which enhances their spiritual prowess. Whenever they do, they suffer the following effects until the next time they receive damage or the beginning of their next turn, whichever comes first:

- The next attack made against the legendary samurai targets their touch AC
- The legendary samurai takes a -10 penalty to Reflex saves

The next time the legendary samurai take damage while using this ability, if that damage would activate their warrior's guard ability, rather than gaining 1 spirit, they instead gain 2 spirit. In addition, as an immediate action, the legendary samurai can make an Intimidate check against the creature that dealt damage to them to demoralize that creature as long as they are aware of that source of the damage, ignoring any immunity to fear it possesses.

Advanced Blade (Ex): At 6th level, a legendary samurai gains Vital Strike as a bonus feat. At 11th level, they gain Improved Vital Strike. At 16th level, they gain Greater Vital Strike.

Spirit Charge (Ex): At 7th level, a legendary samurai can spend a move action before making an attack action. If they do, whenever the legendary samurai would gain 1 spirit from their Samurai Strike ability, they instead gain 2 spirit.

Daimyo's Renown (Ex): At 8th level, a legendary samurai gains the great renown vigilante talent.

Opportune Slash (Ex): At 8th level, once per round, a legendary samurai can treat an attack of opportunity as an iaijutsu strike.

Greater Resolve (Ex): At 9th level, a legendary samurai can spend their spirit to negate some of their most grievous wounds. After a critical hit is confirmed against them, the legendary samurai can spend 1 spirit as an immediate action to treat that critical hit as a normal hit. Effects that only trigger on a critical hit do not trigger when the legendary samurai uses this ability.

Iaijutsu Mastery (Ex): At 10th level, whenever a legendary samurai uses a slash iaijutsu talent, they can also apply a cut iaijutsu talent to the attack (such as ranged cut and armor-rendering slash). If a talent which forces a creature to make a saving throw affects more than a single creature, the saving throw of any iaijutsu techniques applied to the iaijutsu strike is reduced by -2.

Greater Banner (Ex): At 10th level, a legendary samurai's banner becomes a rallying call to their allies. All allies within 60 feet receive a +2 morale bonus on saving throws against charm and compulsion spells and effects. In addition, while their banner is displayed, the samurai can spend a swift action to wave the banner through the air, granting all allies within 60 feet an additional saving throw against any one spell or effect that is targeting them. This save is made at the original DC. Spells and effects that do not allow saving throws are unaffected by this ability. An ally cannot benefit from this ability more than once per day.

Shogun's Renown (Ex): At 14th level, a legendary samurai gains the incredible renown vigilante talent.

True Spirit Charge (Ex): At 14th level, a legendary samurai can use their spirit charge ability as a swift action instead of a move action, although they can only use their spirit charge once per round.

True Resolve (Ex): At 17th level, a legendary samurai can spend spirit to avoid death. If they have at least 2 points of spirit remaining, they can spend all points of spirit that they have available to them as an immediate action to avoid death. Regardless of the source of the attack that would have killed them, they are left alive, at -1 hit points (or lower if they were already below -1), unconscious, and stable.

Emperor's Renown (Ex): At 20th level, the legendary samurai can gain renown in a single community of up to 100,000 people (metropolis) or up to two larger cities of no more than 25,000 individuals each (large city).

Last Stand (Su): At 20th level, a legendary samurai can spend 1 spirit as a move action to declare a last stand. For one round, the legendary samurai takes minimum damage from all sources, becomes immune to death effects, and does not die from having negative hit points in excess of their Constitution score. In addition, the legendary samurai remains conscious and is not staggered while they are below 0 hit points. At the start of each subsequent turn, the legendary samurai can spend 1 spirit as a free action to extend the last stand for another round.

Once the last stand ends, the legendary gains 1 negative level. The negative level cannot be removed by normal means but heals when the legendary samurai completes an 8-hour rest. If the legendary samurai gains multiple negative levels through last stand, they are all healed by the same 8-hour rest.



FAVORED CLASS BONUSES

"Now me, I swing a sword, someone dies. One of those samurai swings a sword, and we're down at least 10 men. Maybe I should learn some of that stuff..." Benjamin Terk, captain of the silver guard.

The following favored class bonuses are open to all characters, regardless of race or ancestry:

Any: Add +1/3 on critical hit confirmation rolls made with iaijutsu strikes (maximum bonus of +5). This bonus does not stack with [Critical Focus](#).

Any: Gain 1/6 of a new iaijutsu technique.

Any: Add +1/4 to the legendary samurai's banner bonus.

Any: Add +1/2 to the legendary samurai's bonus to damage against targets of the legendary samurai's challenge.

Any: Gain 1/5 of a new social talent granted by warrior's grace.

Any: Gain +1/2 bonus on Intimidate checks to demoralize.

ALTERNATE CLASS FEATURES

"The world is a far bigger place than I ever thought possible. Maybe it's about time I start learning about it..." Kuro Hiro, the wandering warrior.

Alternate class features are small, modular archetypes. They swap out a single class feature (or a few related class features) for new abilities. By affecting only small parts of the class at a time, a player is able to build the legendary samurai that best fits their ideas. With these alternate class features, the legendary samurai is more flexible than ever before. If an archetype or alternate class replaces one of the below class features, the replacement class feature may not be exchanged for an alternate class feature. However, some alternative class features explicitly stack with certain archetypes as noted in their entries. Mix and match these alternate class features to build your perfect legendary samurai!

WEAPON AND ARMOR PROFICIENCY

The following options alter or replace the legendary samurai's proficiency in weapons and/or armor.

AC Bonus (Ex): When unarmored and unencumbered, a legendary samurai adds their Charisma bonus (if any) to their AC and their CMD. In addition, the legendary samurai gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four legendary samurai levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the legendary samurai is flat-footed. They lose these bonuses when they are immobilized or helpless, when they wear any armor, when they carry a shield, or when they carry a medium or heavy load.

This ability replaces armor proficiencies.

Armor Proficiencies: The legendary samurai is proficient with light and medium armor as well as all shields (including tower shields).

This ability alters armor proficiencies.

Weapon Proficiencies: The legendary samurai is proficient with all simple weapons, three exotic weapons of their choice, and all one-handed slashing weapons.

CHALLENGE

The following options alter or replace the legendary samurai's challenge. If the legendary samurai gains ranks in another class with these abilities, those class levels stack for the purpose of advancing those abilities.

Favored Enemy (Ex) At 1st level, a legendary selects a creature type from the ranger favored enemies table. They gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of their selected type. Likewise, they get a +2 bonus on weapon attack and damage rolls against them. A legendary samurai may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the legendary samurai may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the legendary samurai chooses humanoids or outsiders as a favored enemy, they must also choose an associated subtype, as indicated on the [ranger favored enemies table](#). (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the legendary samurai's bonuses do not stack; they simply use whichever bonus is higher.

This ability replaces challenge.



Studied Target (Ex): At 1st level, a legendary samurai can study an opponent they can see as a move action. The legendary samurai then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack and damage rolls against it. The DCs of legendary samurai class abilities against that opponent increase by 1. A legendary samurai can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is dead or the legendary samurai studies a new target.

If the legendary samurai gains sneak attack from another source and deals sneak attack damage to a target, they can study that target as an immediate action, allowing them to apply their studied target bonuses against that target (including to the normal weapon damage roll).

At 5th, 10th, 15th, and 20th levels, the bonuses on weapon attack rolls, damage rolls, and skill checks and to legendary samurai DCs against a studied target increase by 1. In addition, at each such interval, the legendary samurai is able to maintain these bonuses against an additional studied target at the same time. The legendary samurai may discard this connection to a studied target as a free action, allowing them to study another target in its place.

At 7th level, a legendary samurai can study an opponent as a move or swift action.

This ability replaces challenge.

Weapon Training (Ex): At 1st level, a legendary samurai chooses a one-handed slashing weapon, receiving [Weapon Focus](#) as a bonus feat for their chosen weapon. At 2nd level, they receive [Weapon Specialization](#) as a bonus feat for their chosen weapon. At 5th level, the legendary samurai gains a +1 bonus on attack and damage rolls for all weapons with their chosen weapon. The bonus improves by +1 for every four levels beyond 5th.

This ability replaces challenge.

IAIJUTSU STRIKE

The following options alter or replace the legendary samurai's iaijutsu strike or iaijutsu techniques.

Combat Training: A legendary samurai may combine [combat spheres](#)^{SoM} and talents to create powerful martial techniques. Legendary samurai are considered Proficient combatants and use Charisma as their practitioner modifier.

This ability replaces iaijutsu strike and iaijutsu techniques.



Samurai's Finesse (Ex): At 1st level, a legendary samurai gains [Weapon Finesse](#) as a bonus feat. The legendary samurai can use the Weapon Finesse feat with the longspear, naginata, spear, and with all one-handed slashing and piercing weapons with which they are proficient. Additionally, the legendary samurai cannot treat the attack made with iaijutsu strike as though the weapon was wielded in two hands for the purpose of how much damage it deals.

This ability alters iaijutsu strike. This alternative class feature can be combined with either the Yumi Sniper archetype or the Skirmisher's Strike alternative class feature (but not both), in which case both alterations to iaijutsu strike apply.

Skirmisher's Strike (Ex): Instead of drawing and attacking with a one-handed slashing weapon, a legendary samurai performs an iaijutsu strike with any slashing or piercing melee weapon by making the attack action after moving at least 10 feet from the position they occupied at the start of their turn.



This ability alters iaijutsu strike. This alternative class feature can be combined with Samurai's Finesse, in which case both restrictions to iaijutsu strike apply (moving before attacking and not treating the attack as being wielded in two hands).

Sneak Attack: At 1st level, if a legendary samurai catches an opponent unable to defend itself effectively from their attack, they can strike a vital spot for extra damage. The legendary samurai's attack deals extra damage anytime their target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the legendary samurai flanks their target. This additional damage is 1d6 at 1st level, and increases by 1d6 every 4 levels thereafter. Should the legendary samurai score a critical hit with a sneak attack, this additional damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or unarmed strike), a legendary samurai can make a sneak attack that deals nonlethal damage instead of lethal damage. They cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The legendary samurai must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A legendary samurai cannot use sneak attack while striking a creature with concealment.

This ability replaces iaijutsu techniques.

WARRIOR'S GRACE

The following options alter or replace the legendary samurai's warrior's grace.

Bardic Performance (Su): At 2nd level, a legendary samurai gains the bardic performance class feature, treating their legendary samurai level as though it was their bard level for this feature. The legendary samurai does not gain access to the inspire courage, inspire greatness, inspire heroics, or deadly performance bardic performances.

This ability replaces warrior's grace.

Rogue Talents: At 2nd level and every four levels afterwards, a legendary samurai gains a [rogue talent](#), treating their legendary samurai level as though it was their rogue level for the purpose of which rogue talents they can select. The legendary samurai cannot select rogue talents which would alter sneak attack unless they already possess the ability. At 10th level, they can also select [advanced rogue talents](#).

This ability replaces warrior's grace.

Shifter Aspects (Su): At 2nd level and every four levels afterwards, a legendary samurai gains a [shifter aspect](#) from the [shifter](#)^{UW} class, although this ability does not have a duration, instead being permanent until the legendary samurai chooses to end it. At 10th level, they gain the [chimeric aspect](#) class feature.

This ability replaces warrior's grace.

KIAI ARTS

The following options alter or replace the legendary samurai's kiai arts.

Bonus Feats: At 3rd level and every four levels afterwards, a legendary samurai gains a bonus feat. These bonus feats must be selected from those listed as Combat Feats. A legendary samurai is treated as a fighter of their class level for the purpose of meeting prerequisites for these bonus feats.

This ability replaces kiai arts. This can be combined with the steed lord archetype, in which case the legendary samurai only gains bonus feats at 3rd, 11th, and 19th level.

Elemental Focus (Ex): At 3rd level, a legendary samurai gains an [elemental focus](#) as per the [kineticist](#)^{OA} class feature. In addition, at 3rd level and every four levels afterwards, a legendary samurai gains a utility wild talent, treating their class level as their kineticist level for the purpose of meeting prerequisites. If a [utility wild talent](#) would require them to accept burn to activate, they can instead spend spirit equal to the burn they would have to accept to use that wild talent. A legendary samurai with this alternative class feature is treated as a kineticist of their level for the purpose of selecting the [Extra Wild Talent](#)^{OA} feat.

This ability replaces kiai arts.

Spellcasting: At 3rd level, a legendary samurai learns three orisons from the [cleric/oracle](#) spell list or cantrips from the [sorcerer/wizard](#) spell list of their choice of their choice. At 4th level, if they selected orisons, they gain the spellcasting of a [ranger](#) of their class level. If they selected cantrips, they gain the spellcasting of a [bloodrager](#)^{ACG} of their class level. In either situation, they use their Charisma to determine if they can cast spells, the DCs of their spells, and how many bonus spells they would receive.

This ability replaces kiai arts.



BLIND WARRIOR (COMBAT)

Without sight, you've learned to perceive the environment through heightened senses and dedicated training.

Benefit: You gain blindsense 30 feet and blindsight 5 feet as long as you are unable to see. For every three hit dice you possess, your blindsense increases by 5 feet. For every six hit dice you possess, your blindsight increases by 5 feet.

Special: Upon selecting this feat, you are permanently blinded (if you weren't previously blind). If you would somehow regain your sight, you immediately lose this feat, and must retrain it instantly.

If a player has chosen to play a blind character via either backstory or taking the Blind Warrior feat, the GM should allow players to stop playing a blind character during the campaign if a player already is or becomes uncomfortable with the concept. Flavour it as magic, a miracle, a result of training, or any other suitable excuse that seems fitting. On the other hand, don't force a "cure" on the players if they don't want one, whether through in-game actions or out-of-game decrees. If a player is uncomfortable with another person's depiction of a blind character, err on the side of deferring to them and asking the player of the blind character to stop. Blind people are the authorities on how to respect blindness.

As a team with disabled members, we encourage you to play blind characters with maturity and to explore the realities of living with blindness. When treated with respect towards blind people, exploring blind characters can be a rewarding learning experience and add gravity to your roleplaying. If you yourself are blind, we hope that we made representing disability positively at the table easier for you.

DISABILITY AND FANTASY

The trope of the blind swordsman is something the writers want to include in this book, both because it is popular but also because it encourages exploring disability with empathy. The Blind Warrior feat is available to essentially remove the majority of the mechanical downsides to making a blind character. Ideally there would be no mechanical difference, but since blindsense and blindsight are mechanical benefits, they are presented in a feat for the purposes of balanced options. However, if a GM and player agree that roleplaying a blind character with maturity would be a welcome addition to the game, the GM is encouraged to give the feat to the character "for free" as a bonus feat instead of forcing them to spend a feat on gaining it. A small freebie for a single character isn't worth fretting about.

FEATS

"Send a hundred of those blade wielding bastards at me, I'll take them all on! No one will ever topple the empire of shadows!" Azank Tark, soon to be deposed emperor of shadows.

The following feats can be taken by legendary samurai to play with some of the classic tropes of the genre and to enhance their unique class features.

EXTRA IAIJUTSU TALENT (COMBAT)

Your talent in iaijutsu cannot be measured.

Prerequisite: Iaijutsu talent class feature.

Benefit: You gain an iaijutsu talent.

Special: This feat can be selected multiple times.

IAIJUTSU EXPERT (COMBAT)

You can unlock the true power of iaijutsu techniques.

Prerequisite: Iaijutsu technique class feature

Benefit: Select an iaijutsu technique you possess; if that iaijutsu technique would force a creature to making a saving throw, the DC of that saving throw is increased by +2. All other iaijutsu techniques you possess have their DC increased by +1.

LEGACY WEAPON

The weapon you wield has been passed down from generations.

Benefit: You begin play with a masterwork weapon with a cost of 500 gp or less, gaining a +1 bonus to damage with this weapon. In addition, this weapon can be enhanced as though its owner possessed the [Craft Magical Arms and Armor](#) feat, treating its owner as though they possess whatever spells would be required to enhance it.

Special: This feat can only be selected at 1st level.

Special: If you possess the [ancestral weapon](#)^{PPC:PotR} trait, your damage bonus from this feat increases to +3.

Special: If you possess the [heirloom weapon](#)^{PPC:AA} trait, you gain a +1 trait bonus to attack rolls with this weapon.

Special: If you possess both the ancestral weapon and heirloom weapon traits, you also reduce the cost of enhancing this weapon by 10% and treat this feat as though it was also Weapon Focus for the purpose of meeting prerequisites.



SCHOLARLY SAMURAI

You harness and channel your spiritual might through rigorous mental discipline rather than outward force of personality.

Prerequisite: Legendary samurai 1st.

Benefit: You may use your Intelligence instead of your Charisma for any legendary samurai ability you gain, such as iaijutsu techniques, kiai arts, or spirit limit. In addition, select 1 Intelligence based skill; you gain a +2 bonus to skill checks made with that skill.

Normal: A legendary samurai uses Charisma to determine their class features.

Special: This feat must be selected at 1st level, or before your 1st level of legendary samurai.

Special: This feat cannot be combined with the Wizened Samurai feat.

WIZENED SAMURAI

You harness and channel your spiritual might through meditation and insight rather than outward force of personality.

Prerequisite: Legendary samurai 1st.

Benefit: You may use your Wisdom instead of your Charisma for any legendary samurai ability you gain, such as iaijutsu techniques, kiai arts, or spirit limit. In addition, select 1 Wisdom based skill; you gain a +2 bonus to skill checks made with that skill.

Normal: A legendary samurai uses Charisma to determine their class features.

Special: This feat must be selected at 1st level, or before your 1st level of legendary samurai.

Special: This feat cannot be combined with the Scholarly Samurai feat.





ARCHETYPES

"The first thing you learn is that if your opponent can predict your attack, it was a poor attack. That's why I never do the same thing twice." Saizo Kaze, soldier of the unseen hand.



The legendary samurai is a class defined by its skill with the blade, using it to accomplish amazing feats. Despite the care given to the legendary samurai, there are a few personas the base class is not capable of encapsulating perfectly, thus leading to the archetypes listed below.

Each archetype listed is meant to allow characters to modify their character in a variety of ways, including varying one's weapon, introducing new mechanics from alternative sources, and other unique variations. This section includes all new archetypes for the legendary samurai, including reimaginings of some classic archetypes. For more information on using and selecting archetypes, see Chapter 2 in *Pathfinder Roleplaying Game Advanced Class Guide*.

ANCESTRAL INHERITOR

Blessed by the spirits of their heritage, some legendary samurai share an incredible bond to their history. This manifests in the spirits of the dead watching over them, forming a powerful spiritual guardian which fights alongside them.

Spiritual Guardian (Su): At 1st level, an ancestral inheritor gains an eidolon as though they were a [summoner](#)^{APG} of their class level. This eidolon must have the biped base form, and it does not receive the claws evolution for free. Instead, it gains the same weapon proficiencies as the ancestral inheritor. A spiritual guardian cannot gain any evolutions which would grant it an additional natural attack. The ancestral inheritor can spend 1 spirit as a free action even if it is not their turn. If they do, the next time the spiritual guardian makes an attack roll, it can roll twice and take the better result.

This ability replaces challenge and kiai arts.

Protective Resolve (Su): Whenever an ancestral inheritor is within 60 feet of their spiritual guardian, their spiritual guardian can use the ancestral inheritor's resolve class feature, spending the ancestral inheritor's spirit to do so.

This ability alters resolve.

Spiritual Surge (Su): At 4th level, an ancestral inheritor can spend 1 spirit as a move action to grant their spiritual guardian the effect of a [lesser evolution surge](#)^{APG}.

This ability replaces banner.

Greater Spirit Surge (Su): At 10th level, an ancestral inheritor can spend 2 spirit as a move action to grant their spiritual guardian the effect of a [evolution surge](#)^{APG}.

This ability replaces greater banner.



GUNBLADE DUELIST

The art of the quick draw is one of practice and discipline, but even the oldest techniques can be improved upon. Gun duelists aren't satisfied with simply slashing an opponent into pieces, instead wishing to expand upon it in an explosive fashion.

Weapon Proficiencies: A gunblade duelist is proficient with all simple and melee weapons, as well as the sword pistol cane.

This ability alters the legendary samurai's weapon proficiencies.

Signature Weapon: At 1st level, a gunblade duelist gains a sword pistol cane. While it is in their possession, the gunblade duelist adds their class level to the Perception check required to notice that a sword cane pistol is anything other than a normal cane.

Bullet Control (Ex): Whenever a gunblade duelist sheathes a sword pistol cane, as long as they have at least 1 spirit, they can reload the weapon as a free action.

This ability alters sheathe control.

Gun Technique: A gunblade duelist cannot learn cut techniques. In addition, a gunblade duelist gains access to the following iaijutsu technique:

Bullet Slash (Ex) Whenever the legendary samurai makes an iaijutsu strike while wielding a pistol sword cane, they can choose to also fire a bullet from that weapon as a free action, targeting any creature within the first range increment of their weapon. This attack does not provoke attacks of opportunity.

This ability alters iaijutsu technique.

Perfect Craftsmanship (Ex): At 2nd level, while wielding a sword pistol cane, its range is increased by 10 feet. At 5th level and every three levels afterwards, its range increases by an additional 10 feet. At 6th level, while wielding a sword pistol cane, its misfire rate is reduced by 1 (to a minimum of 0).

This ability replaces resolve and greater resolve.

Gun Fusion (Ex): At 10th level, whenever a gunblade duelist makes an iaijutsu strike, they can apply the bullet slash iaijutsu technique in addition to another slash technique. In addition, the gunblade duelist can choose to have the effect of any iaijutsu slash apply to the target of the sword cane pistol's ranged attack instead of the melee attack.

This ability replaces iaijutsu master.

MASTER STRIKER

Masters of the blade are among the most popular of samurai, but there are some who simply do not believe in anything that is not a part of themselves. Master strikers serve to learn the art of self-defense with nothing but their fists, drawing on their internal strength to empower themselves.

Weapon and Armor Proficiencies: A master striker is proficient simple and martial weapons as well as unarmed strikes. A master striker is also proficient in light armor.

This alters a legendary samurai's normal weapon and armor proficiencies.

Iron Fist (Ex): At 1st level, a master striker gains the unarmed damage of a monk of their class level.

This ability replaces sheathe control.

AC Bonus (Ex): When wearing light armor or no armor, not carrying a shield, and unencumbered, the master striker adds their Charisma bonus (if any) to their AC and her CMD; this bonus cannot exceed their class level. (A 1st level master striker with 16 Charisma still gains only a +1 bonus to their armor class from this class feature.) This AC bonus does not stack with any class features which share the same name as it.

This bonus to AC applies even against touch attacks or when the master striker is flat-footed. They lose these bonuses when they are immobilized or helpless, when they wear medium or heavy armor, uses a shield, or when they carry a medium or heavy load.

Martial Arts Technique (Ex): A master striker can use an unarmed strike in place of a one-handed melee slashing weapon to perform iaijutsu techniques and they do not require their weapon to be sheathed at the start of the attack.

This ability alters iaijutsu strike.

Bare Knuckle (Ex): At 4th level, a master striker treats the critical range of their unarmed strikes as though it was 19-20.

This ability replaces sheathe block.



ONI WARRIOR

The path of the legendary samurai often draws those with less civilized tactics. Oni warriors are those who feed on the thrill of combat, embracing the battlefield with an unbound vigor that their more disciplined kin cannot understand.

Weapon Proficiencies: An oni warrior is proficient simple and martial weapons as well as all two-handed melee bludgeoning weapons.

This ability alters the legendary samurai's weapon proficiencies.

Rage (Ex): At 1st level, an oni warrior gains the [rage](#) class feature as though they were a [barbarian](#) of their class level. In addition, they gain a [rage power](#) of their choice, being treated as a

barbarian of their level of the purpose of which rage powers they can select and for purpose of selecting the [Extra Rage Power](#)^{APG} feat.

This ability replaces challenge and sheathe control.

Smashing Technique (Ex): An oni warrior can use a melee bludgeoning weapon in place of a one-handed melee slashing weapon to perform iaijutsu techniques and they do not require their melee weapon to be sheathed at the start of the attack.

This ability alters iaijutsu strike.

Smashing Iaijutsu (Ex): An oni warrior cannot learn cut iaijutsu techniques.

This ability alters iaijutsu technique.

Critical Smash (Ex): At 4th level, an oni can treat the critical range of any melee bludgeoning weapon they wield as though it was 19-20; doing so reduces its critical multiplier to x2.

This ability replaces sheathe block.

Oni Transformation (Su) At 6th level, whenever an oni warrior is raging, they gain a gore attack as a primary natural weapon which deal 1d8 piercing damage. Whenever an oni warrior makes an iaijutsu strike while raging, they can make a gore attack with a -2 penalty as a free action against a target of their choice, dealing their full strength modifier rather than 1/2. At 11th level, the critical threat range of this gore attack increases to 18-20, and while raging, an oni warrior selects an energy type, gaining resistance to that element equal to their class level. At 16th level, an oni warrior can make two gore attacks which both deal their full strength modifier, although doing so requires a swift action instead of a free action.

This ability replaces advanced blade.

Greater Rage (Ex): At 10th level, an oni warrior gains the [greater rage](#) class feature.

This ability replaces iaijutsu master.

Mighty Rage (Ex): At 20th level, an oni warrior gains the [mighty rage](#) class feature.

This ability replaces last stand.





RONIN

The path of honor is common for legendary samurai, and yet others care to tread different ground. Lacking a master or a path in life, the ronin exists outside the fringes of society, a wandering vagabond searching for meaning in life.

No Challenge: A ronin cannot issue a challenge, despite having the challenge ability. However they can exchange it for any ability which would require them to replace challenge. For example, a ronin could select the weapon training alternative class feature or the oni warrior archetype.

Tainted Renown (Ex): A ronin is treated as though they were both in their social and vigilante identity for the purposes of the renown vigilante talent.

This ability alters samurai's renown.

Honorless Tactics (Ex): At 2nd level, a ronin gains the Improved Dirty Trick feat, even if they would not meet the prerequisites. At 6th level, they also receive the Greater Dirty Trick feat, even if they would not meet the prerequisites. If the ronin already possesses one of these feats, they can instead select another combat feat.

This ability replaces the determined ability of the resolve class feature.

Roguish Guile (Ex): A ronin can select a [rogue talent](#) in place of a social talent. At 10th level, they can also select [advanced rogue talents](#).

This ability alters warrior's grace.

Uncanny Dodge (Ex): At 4th level, a ronin gains the [uncanny dodge](#) class feature.

This ability replaces banner.

Improved Uncanny Dodge (Ex): At 10th level, a ronin gains the [improved uncanny dodge](#) class feature.

This ability replaces greater banner.

SAMURAI SPHERELORD

With wildly diverse and unique combat styles, samurai spherelords are true mavericks among their peers. These open-minded warrior-mystics forsake traditional samurai martial arts, instead picking and choosing what to learn from any sources available to them.

Proficiencies: The samurai spherelord is proficient with all simple weapons and light armor. In addition, if this is this character's first level in any class, they may select a martial tradition SoM of their choice.

This modifies proficiencies.

Casting: The samurai spherelord may combine spheres SoP and talents to create magical effects. The samurai spherelord is considered a Low-Caster and uses Charisma as their casting ability modifier.

(Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.) This replaces challenge, iaijutsu techniques, and kiai arts.

Spell Pool: The samurai spherelord gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their level + their Charisma modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training (Ex): A samurai spherelord gains a combat or magic talent every time they gain a level. The samurai spherelord uses their casting ability modifier as their practitioner modifier.





SOUL BLADE

The spirit of one's ancestors is always watching over legendary samurai, regardless of if they believe so. Yet sometimes, these ancestors wish to take a more active role in their descendants lives. Soul blades are those who have the power and knowledge of their lineage at their fingertips (even if they would wish otherwise).

Spirit Weapon (Su): At 1st level, a soul blade receives a mundane weapon of their choice, this weapon is treated as broken to all who would use it except the soul blade. While wielding the weapon, its appearance changes to that of a perfectly crafted version of itself, being treated as masterwork by the soul blade. In addition, this spirit weapon houses the soul of the soul blade's ancestors. A spirit weapon is an intelligent weapon and has the following traits:

Intelligence: This is the intelligence score of the spirit weapon. It starts at 9 and increases by 1 for every two levels of the legendary samurai (at 3rd level, 5th level, and so on).

Wisdom and Charisma: As the legendary samurai increases in level, so do the Wisdom and Charisma of the spirit weapon. These abilities start at 6 and increase by 1 for every two levels of legendary samurai.

Ego: A spirit weapon starts with an ego of 3, and that ego increases as the spiritual weapon becomes more powerful, as per **Table 2-1: Spirit Weapon Progression** below. In cases where a wielder and the spirit weapon come into conflict, like any intelligent item, a spirit weapon can attempt to

exert its dominance (see Intelligent Items). Due to its flexible and powerful nature, a spirit weapon has a nonstandard ego progression.

Languages and Skills: A spirit weapon starts with Common as a language. As the spirit weapon increases in Intelligence, it manifests knowledge of languages and arcane lore. Upon reaching an Intelligence of 12, it gains a bonus language of the GM's choice, and gains 1 rank in Knowledge (arcana). Each time the sword gains a bonus to Intelligence, it gains another language and another rank in Knowledge (arcana).

Senses: A spirit weapon is aware of everything around it like a creature that can see and hear. It can be blinded and deafened as if it were a creature. It uses the saving throws of its legendary samurai, even if the legendary samurai is not currently wielding the spirit weapon.

This ability replaces challenge and advanced blade.



TABLE 2-1: SOUL BLADE PROGRESSION

SOUL BLADE CLASS LEVEL	ENHANCEMENT BONUS	INT	WIS/CHA	EGO	SPECIAL
1st–2nd	+0	9	6	3	Alertness , spiritual weapon strike, telepathy , unbreakable
3rd–4th	+1	10	7	5	Spirit store, weapon bond
5th–6th	+2	12	8	8	Kiai resonance
7th–8th	+2	13	9	10	—
9th–10th	+3	14	10	12	Teleport weapon
11th–12th	+3	15	11	14	Greater spirit store
13th–14th	+4	16	12	16	Spirit drinker
15th–16th	+4	17	13	18	—
17th–18th	+5	18	14	22	—
19th–20th	+5	19	15	24	Bonded mastery



SOUL BLADE ABILITY DESCRIPTIONS

A spiritual weapon has special abilities (or imparts abilities to its wielder) depending on the wielder's legendary samurai level. The abilities are cumulative. A spiritual weapon normally refuses to use any of its abilities when wielded by anyone other than its legendary samurai, and acts as a masterwork weapon of its type.

Alertness (Ex): While a soul blade is wielding their spiritual weapon, they gain the Alertness feat.

Spiritual Weapon Strike (Sp): As a free action, the soul blade can spend 1 spirit, gaining a +1 on attack and damage rolls with their spirit weapon for 1 minute. For every four levels beyond 1st, this bonus increases by +1 (to a maximum of +5 at 17th level).

Telepathy (Su): While a soul blade is wielding or carrying their spiritual weapon, they can communicate telepathically with it in a language that the legendary samurai and the spiritual weapon share.

Unbreakable (Ex): A spiritual weapon is unable to have the broken status or be destroyed as long as the soul blade is alive.

Spirit Store (Su): At 3rd level, a soul blade can imbue their spiritual weapon with 1 spirit as a free action. If they do so, that spirit remains, even if the soul blade is out of combat (this spirit still counts against the maximum spirit a soul blade can possess). While storing this spirit, the soul blade gains the listed enhancement bonus on **Table 2-1: Soul Blade progression**, and the soul blade can spend this spirit as though they possessed it. The spiritual weapon can hold this spirit for 24 hours before it harmlessly dissipates, and a spiritual weapon can only store 1 spirit at a time.

Weapon Bond (Ex): At 3rd level, a spiritual weapon can be enhanced as though its owner possessed the [Craft Magical Arms and Armor](#) feat, treating its owner as though they possess whatever spells would be required to enhance it. In addition, a spiritual weapon does not need to have a +1 [enhancement bonus](#) to be granted a melee or ranged weapon special ability, but it cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +5.

Kiai Resonance (Su): At 5th level, whenever the soul blade spends 1 or more spirit on a kiai art, the next attack made with the spiritual weapon receives a bonus to damage equal to the soul blade's Charisma modifier. This attack must be made within 1 minute or this bonus is lost.

Teleport Weapon (Sp): A soul blade of 9th level or higher can call their spiritual weapon from as far as 1 mile away as a standard action, causing it to instantaneously teleport to their hand.

Greater Spirit Store (Ex): At 11th level, a spiritual weapon can store up to 2 spirit.

Spirit Drinker (Su): At 13th level, whenever a spiritual weapon confirms a critical hit while in the heat of combat, it gains 1 spirit; if it is already storing 1 spirit, this new spirit replaces the old spirit. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the soul blade's character level does not allow them to gain spirit.

Bonded Mastery (Su): At 19th level, if a soul blade is in possession of their spiritual weapon at the start of combat,

Form of the Spirit (Sp): At 20th level, a soul blade can spend 2 spirit as a standard action. If they do, they can summon the spirit of their weapon, treating this as *summon monster IX*.

This ability replaces last stand.

STEED LORD

The lone nature of legendary samurai leaves them little time to create bonds. And yet, steed lords have managed to create a lasting partnership with their horses, the two moving as one.

Mount (Ex): At 1st level, a steed lord gains a [mount](#) as per the [cavalier](#)^{APG} class feature.

This ability replaces the unstoppable ability of the resolve class feature.

Noble Steed (Ex): At 3rd level, a steed lord's mount gains a +1 morale bonus to attack rolls made with its natural attacks. At 5th level and every four levels afterwards, this bonus increases by +1, to a maximum of +5 at 20th level.

This ability replaces the duty's call kiai art.

Measured Gait (Ex): At 7th level, as long as the steed lord's mount is being ridden by the steed lord, it can ignore difficult terrain while charging. At 10th level, the steed lord's mount no longer needs to be charging to ignore difficult terrain.

This ability replaces the duty's call, charm kiai art.

Iron Steed (Ex): At 11th level, as long as a steed lord is riding their mount, their mount gains DR 5/-. This damage reduction stacks with similar damage reduction.

This ability replaces the duty's call, compulsion kiai art.



Rider's Bond (Ex): At 15th level, as long as the steed lord's mount is above 0 hit points and the steed lord is within 60 feet of it, the steed lord and their mount gain the benefits of the [Diehard](#) and [Deathless Initiate](#)^{APG} feats, regardless of if they qualify for them.

This ability replaces the duty's call, possession kiai art.

Powerful Steed (Ex): At 19th level, while riding their mount, a steed lord's steed is treated as one size larger for the purpose of how much damage its natural attacks deal. This does not stack with any other virtual size increases, such as the [impact](#)^{UE} weapon enhancement

This ability replaces the duty's call, mind kiai art.

YOJIMBO

The life of a legendary samurai often involves protecting others, but yojimbo take it a step further. Resolved to defend their charge, yojimbo are known to risk life and limb to protect those close to them.

Bonded Challenge: Whenever a yojimbo issues a challenge, they can select an ally within 60 feet of themselves, known as their bonded ally. If they do, their bonded ally gains a dodge bonus to their armor class against attacks made by the challenged creature equal to the yojimbo's Charisma modifier. The yojimbo only deals damage equal to 1/2 their level to the challenged creature.

This ability alters challenge.

Bonded Resolve: A yojimbo can spend spirit to use their resolve and greater resolve class feature on their bonded ally.

This ability alters resolve and greater resolve.

Guardian's Toughness (Ex): At 4th level, whenever a yojimbo issues a bonded challenge, they gain temporary hit points equal to their class level + their Charisma modifier. Whenever an attack made against their bonded ally misses, these temporary hit points are refreshed; but they cannot be refreshed more than once per round. At 9th level, as long as a yojimbo has a bonded challenge in effect, they gain DR/adamantine equal to 1/2 their class level.

This ability replaces banner and greater banner.

Sentinel's Imposition (Ex): At 5th level, whenever an attack would be made against the yojimbo's bonded ally, if the yojimbo is adjacent to their bonded ally, they can spend an immediate action to switch places with their bonded ally, becoming the new target of the attack. If this attack deals damage to them, they gain 2 spirit from their warrior's guard ability.

This ability replaces dragon defense.

YUMI SNIPER

The art of the bow is as widely practiced as that of the blade among samurai, leading many to focus upon it. Yumi snipers practice their craft with these weapons, attacking from afar and harrowing opponents as they see fit.

Weapon Proficiencies: is proficient simple and martial weapons as well as all ranged weapons.

This ability alters the legendary samurai's weapon proficiencies.

Ranged Acumen (Ex): At 1st level, a yumi sniper gains [Precise Shot](#) as a bonus feat even if they do not meet the prerequisites and is treated as though they had the [Point-Blank Shot](#) feat for the purpose of meeting the prerequisites of feats.

This ability replaces sheathe control.

Archer's Technique (Ex): A yumi sniper can use a ranged weapon in place of a one-handed melee slashing weapon to perform iaijutsu techniques and they do not require their ranged weapon to be sheathed at the start of the attack.

This ability alters iaijutsu strike.

Archer Iaijutsu (Ex): A yumi sniper cannot learn cut iaijutsu techniques.

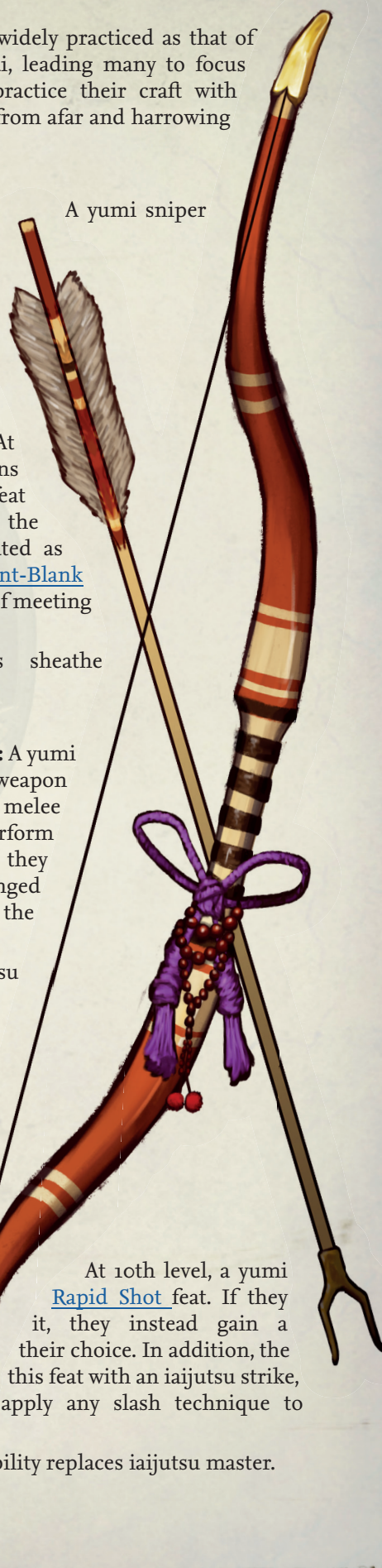
This ability alters iaijutsu technique.

Split Shot (Ex): sniper gains the already possess combat feat of yumi can use being able to both attacks.

This

At 10th level, a yumi sniper gains the [Rapid Shot](#) feat. If they it, they instead gain a their choice. In addition, the this feat with an iaijutsu strike, apply any slash technique to

ability replaces iaijutsu master.





NEW MATERIAL

"Funny how people always like bragging about what their weapons are made out of. Me, I just care if they explode." Kallen Telos, owner of the gunpowder scorpion.

Blood Iron

Price: +1500 GP (weapon), +750 GP (armor) or +30 GP (ammunition)

This rust-red metal is a special form of steel (despite the name) that is infused with blood in the forging process, usually that of a ritualistically-sacrificed and oftentimes sacred animal such as a rooster or bull; in evil societies or particularly-desperate situations, a human sacrifice might be used. This ritual involves both costly materials during such a weapon. The end result is a metal that always seems to be slick with blood and has a distinctive iron-and-copper scent, no matter how much it is cleaned. A weapon made of blood-iron is always considered masterwork.

As long as an individual is wielding a weapon made of blood-iron (merely carrying one is not enough), they gain a +2 circumstance bonus to Intimidate checks; multiple wielded weapons grant multiple instances of this bonus. On any turn where the wielder has drawn the weapon from its sheath (or has otherwise drawn their weapon from an unready position, as described in the sidebar "Sheathed"), the bonus to Intimidate that wielding that weapon grants is increased by +1; the light plays off a blade in a sinister manner, a hammer drips blood as if it had recently crushed a skull, and so forth. In addition, whenever the weapon would threaten a critical hit, the wielder gains a +4 circumstance bonus to confirm the critical (which stacks with effects such as Critical Focus). Finally, the weapon gains the deadlyUC quality; if the weapon would already have the deadly quality, the benefits stack.

Any armor primarily made of metal (such as a chain shirt or breastplate) can also be made out of blood-iron. Armor that is made of blood-iron grants a +2 circumstance bonus to Intimidate while worn, and grants a +4 circumstance bonus to saving throws against effects that would cause the wearer to take hit point damage from bleeding. It also grants a +2

circumstance bonus to Constitution checks made to stabilize. Unlike other special materials, the process of creating blood-iron allows a weapon to be formed from it even after its initial creation. A masterwork weapon that is primarily made of metal (including the heads of arrows or spears, or other wooden-hafted but metal-tipped weapons) and is not otherwise a special material (such as bronze, cold iron, or silver) can be converted into a blood-iron weapon by paying the additional cost and using the normal rules for crafting mundane equipment. As fresh blood must be provided in order to create such a weapon, the character must either find a noteworthy sacrifice (which may prove more difficult than first assumed) or give some of their own blood; 3 hit points per character level is enough.





MAGIC ITEMS

"The man makes the weapon, not the other way around. How would a sword make a person? That's crazy talk." Belflen Nas, elven smith.

The following items are of particular use to legendary samurai.

BLADE OF THE BLOODTHIRSTY;

PRICE 24,375 GP

AURA MODERATE NECROMANCY; **CL** 9TH

SLOT NONE; **WEIGHT** VARIES (SEE BELOW);

This +2 keen blood iron falchion has a handguard on its hilt that points towards the blade, giving the appearance like a ring of jagged teeth like the mouth of a leech. As a move action, the wielder of a blade of the bloodthirsty can will the weapon into a new form, transforming it into any weapon in the axe, heavy blade, or light blade category (see the Fighter's Advanced Weapon Training class feature) that the wielder is proficient in. In addition, the whenever the wielder would deal bleed damage due to an attack originating from the blade of the bloodthirsty, the bleed damage increases by the weapon's enhancement bonus. Finally, whenever the blade of the bloodthirsty successfully confirms a critical hit, it repairs 10 HP to itself as the blood of its victims is used to undo wear and imperfections; most blades of the bloodthirsty look impeccably-sharp and in excellent condition regardless of their age or the brutality of their purpose.

CONSTRUCTION REQUIREMENTS: COST 12,375 GP

CRAFT MAGIC ARMS AND ARMOR, *BLEED*, *MAJOR CREATION*, *VAMPIRIC TOUCH*

ROBE OF THE OVERFLOWING SPIRIT, FIRE;

PRICE 8,000 GP

AURA MODERATE EVOCATION; **CL** 7TH

SLOT BODY; **WEIGHT** 1 LB.

This robe shines with a vibrant orange sheen, its cloth constantly moving and flowing, even when there is no air to jostle it. The wearer deals an additional 1 point of fire damage on all attacks. Wearers with the Spirit ability can access additional powers when they gain Spirit in excess of their normal maximum capacity. When this happens, the robe consumes the extra spirit points, and the wearer may activate the ability as a free action, otherwise the points are wasted. For every point of Spirit consumed by this robe, the wearer gains a +3 bonus on all damage rolls for 1 round.

CONSTRUCTION REQUIREMENTS: COST 4,000 GP

Craft Wondrous Item, *produce flame*

ROBE OF THE OVERFLOWING SPIRIT, AIR;

PRICE 3,000 GP

AURA FAINT TRANSMUTATION; **CL** 3RD

SLOT BODY; **WEIGHT** 1 LB.

This robe shines with a vibrant white sheen, its cloth constantly moving and flowing, even when there is no air to jostle it. The wearer gains a +2 competence bonus on all Acrobatics and Escape Artist checks. Wearers with the Spirit ability can access additional powers when they gain Spirit in excess of their normal maximum capacity. When this happens, the robe consumes the extra spirit points, and the wearer may activate the ability as a free action, otherwise the points are wasted. For every point of Spirit consumed by this robe, the wearer gains a 10-foot enhancement bonus to all of their movement speeds for a number of rounds equal to their Charisma modifier.

If the wearer possesses the Scholarly Samurai or Wized Samurai feats, they may use their Intelligence or Wisdom modifier, as appropriate with the feat, rather than their Charisma modifier when determining the effects of the Earth and Air robes.

CONSTRUCTION REQUIREMENTS: COST 1,500 GP

Craft Wondrous Item, *air step*^{ACG}

ROBE OF THE OVERFLOWING SPIRIT, EARTH;

PRICE 4,500 GP

AURA FAINT ABJURATION; **CL** 5TH

SLOT BODY; **WEIGHT** 1 LB.

This robe shines with a vibrant golden its cloth constantly moving and flowing, even when there is no air to jostle it. The wearer gains a +1 enhancement bonus to their natural armor. Wearers with the Spirit ability can access additional powers when they gain Spirit in excess of their normal maximum capacity. When this happens, the robe consumes the extra spirit points, and the wearer may activate the ability as a free action, otherwise the points are wasted. For every point of Spirit consumed by this robe, the wearer gains a +1 dodge bonus to their Armor Class for a number of rounds equal to their Charisma modifier.

If the wearer possesses the Scholarly Samurai or Wized Samurai feats, they may use their Intelligence or Wisdom modifier, as appropriate with the feat, rather than their Charisma modifier when determining the effects of the Earth and Air robes.

CONSTRUCTION REQUIREMENTS: COST 2,250 GP

Craft Wondrous Item, *barkskin*



ROBE OF THE OVERFLOWING SPIRIT, PURITY;

PRICE 22,000 GP

AURA STRONG ABJURATION; CL 11TH

SLOT BODY; WEIGHT 1 LB.

This robe shines with a vibrant purple sheen, its cloth constantly moving and flowing, even when there is no air to jostle it. The wearer gains a +1 luck bonus on all saving throws, ability checks and skill checks. Wearers with the Spirit ability can access additional powers when they gain Spirit in excess of their normal maximum capacity. When this happens, the robe consumes the extra spirit points, and the wearer may activate the ability as a free action, otherwise the points are wasted. When these robes consume Spirit, the wearer may immediately make a new save against any ongoing mind-affecting effects they are suffering from, with a morale bonus to the save equal to the number of points of Spirit consumed.

CONSTRUCTION REQUIREMENTS: COST 11,000 GP

Craft Wondrous Item, *break enchantment*

ROBE OF THE OVERFLOWING SPIRIT, WATER;

PRICE 6,000 GP

AURA FAINT CONJURATION; CL 3RD

SLOT BODY; WEIGHT 1 LB.

This robe shines with a vibrant blue sheen, its cloth constantly moving and flowing, even when there is no air to jostle it. The wearer gains a +1 morale bonus on Fortitude saves. Wearers with the Spirit ability can access additional powers when they gain Spirit in excess of their normal maximum capacity. When this happens, the robe consumes the extra spirit points, and the wearer may activate the ability as a free action, otherwise the points are wasted. For every point of Spirit consumed, the robe restores a number of hit points equal to the number of class levels that the wearer possesses in the class that grants them the Spirit ability.

CONSTRUCTION REQUIREMENTS: COST 3,000 GP

Craft Wondrous Item, *cure moderate wounds*

ROBE OF THE OVERFLOWING SPIRIT, VOID;

PRICE 12,500 GP

AURA MODERATE NECROMANCY; CL 9TH

SLOT BODY; WEIGHT 1 LB.

This robe shines with a vibrant silvery sheen its cloth constantly moving and flowing, even when there is no air to jostle it. The wearer gains a +2 competence bonus on all Intimidate checks. Wearers with the Spirit ability can access additional powers when they gain Spirit in excess of their normal maximum capacity. When this happens, the robe consumes the extra spirit points, and the wearer may activate the ability as a free action, otherwise the points are wasted. After consuming Spirit, the next attack that the wearer of this robe hits with deals an additional 1d6 negative energy damage for each point of Spirit consumed, and sickens the creature for 1 round if they are currently demoralized.

CONSTRUCTION REQUIREMENTS: COST 7,500 GP

Craft Wondrous Item, *vampiric touch*

UNIVERSAL SCABBARD; PRICE 2,000 GP

AURA FAINT TRANSMUTATION; CL 3RD

SLOT NONE; WEIGHT 1 LB.

This plain steel scabbard functions as a masterwork combat scabbardAA. In addition, any melee weapon can be placed into this scabbard, transforming one end of it into a hilt as though it was a katana sized for a scabbard of this size. When removed from the scabbard, the weapon regains its original shape. If this scabbard is destroyed, the weapon returns to its original shape.

CONSTRUCTION REQUIREMENTS: COST 1,000 GP

CRAFT WONDROUS ITEM, *MENDING*



SAMPLE CHARACTER:

KURO HIRO

"It doesn't really matter where you are, anywhere can be a home. It just takes the effort to make it one." Kuro Hiro, champion of the desert kingdoms.

KURO HIRO CR 6

XP 2,400

Male human legendary samurai 7

NG Medium humanoid (human)

Init +5; Perception +9

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

hp 42 (7d10+14)

Fort +9, **Ref** +4, **Will** +5

OFFENSE

Speed 30 ft.

Melee +1 katana +10 (1d8+10, 18-20/x2)

Ranged Mwk composite longbow +9 (1d8+3, 20/x3), ranged cut +10 (1d6+10, 18-20/x2)

TACTICS

Before Combat Not taking time to hide from opponents or otherwise surprise them, Hiro begins most combats openly facing foes.

During Combat Preferring melee combat, Hiro often steps in while employing his utility slash to beguile opponents, openly engaging foes who would look to be his equal. If required, he will use his ranged cut to engage foes who are outside of his normal attack radius, but this is only as a last resort, often looking for ways to fell such opponents.

Morale If reduced to 10 or less hit points, Hiro will

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +7; **CMB** +10; **CMD** 21

Feats Great Fortitude, Improved Initiative, Power Attack, Toughness, Vital Strike, Weapon Focus (katana)

Skills Diplomacy +13, Heal +9, Knowledge (local) +10, Perception +9, Sense Motive +9

Languages Common

SQ Banner, blazing initiative, challenge, dragon defense, iaijutsu strike, iaijutsu technique (ranged cut, utility slash), kiai arts, resolve, samurai's renown, sheathe block, sheath control, spirit (3 max), spirit charge, warrior's grace (loyal aid, safe house)

Combat Gear *potion of cure moderate wounds* (2), **Gear** +1 breastplate, +1 katana, masterwork composite (+3) longbow, cloak of resistance +1, 400 gp

While most samurai hold a place of impeccable respect, the man known only as Hiro is respected in another way. Considered the 'soft hearted' samurai, there has never been a challenge too small or a risk too great for him to take, even when it does not concern battle. A soft-spoken man, Hiro has been known to take time out of his life to assist others in more mundane tasks such as helping to settle debts, aid in lifting the mood, or even helping to watch someone's children for a night or two. But woe be to those who would challenge him to a competition of any sort, as Hiro has been known to lack restraint.

Born into a relatively normal family, Hiro's parents served as doctors to their village, allowing him to see people at their most vulnerable. Always ready to help, Hiro soon learned that war was the prevailing reason why his parent's clinic was so full. While he tried to follow in the footsteps of his parents, he soon learned that his place was not with the clinic, but on the battlefield. Happy to accommodate him, his parents were quick to help fund his studies (and not just because he was often more trouble than he was worth in the clinic).

Growing in prestige among the common folk, the local lords grew fearful of Hiro, questioning the loyalty of their people. Not wishing to lose their subjects, they gave Hiro a challenge that they thought impossible for the man, hosting a foreign dignitary known for his hatred of commoners. Despite this burden, Hiro was able to host the dignitary for many weeks, even causing a change of heart in the foreigner. Infuriated, the local lords had the dignitary murdered in Hiro's home, holding him responsible for the death. Banishing him off to a foreign land with the request that he slays a beast of legend, Hiro journeys along this strange new land of heat and sand, finding companionship with a one armed older woman.

It's said nothing truly bothers Hiro, and yet the offer of a challenge has done more to damage his reputation than anything else. Be it swordsmanship, drinking, or other such events, Hiro has been known to put himself in danger to prove himself the best, often losing sight of why it matters so much. If unchallenged, there is rare someone more compassionate than the wanderer, having continued to cultivate his reputation of comradery even among the western kingdom.



Using Hiro in your games: Hiro is intended to be a friendly face in a new land, and may be placed wherever PCs are. An outsider like them, Hiro is a likeable fellow who's willing to assist others and create a friendly atmosphere for players, as well as act as a possible romantic interest. Consider introducing him at a time when the players feel they need an ally, allowing for him to help smooth over any issues. In contrast, if the players are non-good or even evil, Hiro serves as a fun opponent. Allow him to be played up before introducing him, making him more of a local legend. By the time the players are ready to

fight him, they
should be
of who

aware
he is and
especially the
damage killing
him would do
to the community.

Hiro serves as a fun way to help a non-good player slowly shift towards good, seeing the way his deeds impact others for the better. Either way, Hiro is intended to be a naturally good person, and his role in the story should reflect that.

Boon: Unlike others, Hiro starts with a default attitude of friendly towards all creatures unless they pose a deliberate threat to him or others. A DC 15 Diplomacy check is required to make Hiro helpful (this DC is doubled in the case of people who are brazenly egotistical or outwardly evil). Those who manage to make Hiro helpful can request his aid in traversing new territory, gain a +4 circumstance bonus to a single Diplomacy check made against someone Hiro has spoken with, or train with him for a week to gain Quick Draw as a bonus feat.





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