Way of the SAMURAI

A faction guide to the Samurai Clans of Kaidan



Jonathan McAnulty







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a Kaidan Faction Guide for Samurai Clans



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Way of the Samurai

Part 1: Introducing the Samurai

Now the enemy is arrayed against us. Now the day is at hand when we shall risk everything for our lord and master! For this we have prepared all the days of our miserable lives. Now you shall learn what it means to be samurai! Fate is in the hands of the gods, our armor is on our breast, success is in our legs! Let us go forward without fear and may our swords find a bloody sheath before we die.

Taira Motomori to his troops at the Battle of the Six Bridges.

My lord, your quest for knowledge is a credit to yourself and your clan. Truly, a warrior should be as well schooled in matters of lore as in matters of battle, and I am honored that one so august as yourself would think my knowledge worthy of your consideration. I will endeavor, as you have requested, to supply a concise but thorough history of the samurai, the clans, and our way of life, along with some of my own humble observations.

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Those Who Serve

To understand the samurai, it is necessary to look past the armor and the sharp edge of his sword. The heart of a perfect samurai is the heart of a servant and he gives himself over completely to this labor, serving as duty demands, even to the point of giving his last breath for another's cause.

As the cherry blossom is the flower of flowers, so too is the samurai the man among men

The samurai, as we know them today, are a river which has been fed by two streams, the end greater and more powerful for the union. A thousand years ago, and more, before the days of the Everliving Emperor, demons beset the land. The then Emperor, Mommu, hard pressed and desiring an army worthy of the name, one upon whom he could depend, drafted one in every four men into the military so as to better fight the oni. Though these men were obligated to supply their own weapons and equipment, they were freed from taxes and, those who served well were doubtlessly given positions of honor, and land besides. Victorious armies bring peace but without war there is little need for a large army. Naturally, in time, following the great victory against the demons, these soldiers were disbanded. Yet the experiment showed the wisdom of having warriors, always ready to do battle. This was the first stream. Meanwhile, those who served the nobility as administrators, accountants and scholars were at this time divided into divisions, with a segment of these civil servants taking the title of samurai. These men were not yet warriors, but this was the second stream.

It was to quell an uprising in the north that an army was once more called together, but the army fought poorly having no great leader. Thus was born the position of the Shogun, with the Emperor granting unto the Shogunate the responsibility for training and leading the emperor's warriors. This army was also disbanded, but not without gain, for the wisdom of placing the army under a single leader was seen. In time, the office of the Shogun would become a permanent position and would grow in authority and responsibility.

Naturally, again, during the conflict, some of the warriors had gained much prestige and were rewarded. From these warriors there arose certain families and clans, which, over time, grew in power, gaining magisterial authority and the right to tax their lands. These warrior families formed alliances through marriages and conquest, some continuing to grow in power. The important point to understand is that these warrior families began to take on the duties of administration so that, in time, the role of administrator and the role of warrior became one and the same. Thus the two streams were joined and we observe the true birth of the samurai clans: warrior families who oversee the land on behalf of their respective daimyo and the mighty Shogun.

The Everliving Emperor himself is the son of a samurai clan, his wise ancestors having married into the aristocracy, thus cementing their power. While many of the samurai clans married into the nobility, not all can rise to the highest heights, and rulers need faithful men they can depend on. The samurai fulfill this role today. In times of peace we administer justice to the land, overseeing the collection of taxes, the preservation of our culture, and insuring honor is maintained. When war looms, we lay aside our pens and take up our swords.

The samurai does not live for himself. He does not consider the needs of a thousand or ten thousand. The samurai must place the needs of his lord above all else. This is what it means to be samurai. We serve as we are called, whether as accountants, as poets, or as living weapons forged to fight and die for our lord.

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The Bow and Sword

By imperial decree and the will of the Shogun, the twin swords are the prerogative and the symbol of the true samurai yet it was not always thus. The earliest swords of the samurai were straight blades and the primary weapon of these ancient warriors was the bow, for the stirrup made it possible for skilled riders to utilize this weapon, which had once been reserved for soldiers on foot. Naturally, the samurai excelled in both horsemanship and archery. Combining deadly accuracy and the speed of the horse, there were few who could stand against samurai. Even though the sword has become the weapon of choice for most samurai, the mastery of the bow is yet a desirable art, enabling the mature warrior to modify his strategy according to the situation. Only the foolish disdain instruction in this honored tradition.

It was the extensive use of the horse by the samurai warriors which led to the creation of the katana. Time and experience showed straight blades to be less suitable on horseback than curved blades and it is natural that samurai came to prefer the use of a curved blade. Through the years, craftsmen refined the pattern of these curved swords until, at last, the design was perfected in the katana. The katana and the wakazashi represent the highest pinnacle of the art of swordcraft and it is more than fitting that only a man of noble spirit and noble blood should be deemed worthy to carry them. This is right and proper. Should a man be discovered to unlawfully carry such weapons, his life is deemed forfeit.

The Seven Tenets of Bushido Gi - Rectitude Yu - Courage Jin - Benevolence Rei - Respect Shin - Honesty Meiyo - Honor, Glory Chugi - Loyalty

It has been said that the sword is the soul of the samurai. While the sentiment is debatable, for there have been many samurai who were masters of other weapons, most samurai strive for some level of competence with this most essential of weapons. While it is self-evidently true that we cannot all be masters of the sword, those samurai who excel in sword-play gain great fame. Consider Minamoto no Yoshitsune, who, though he fought against the family of the Everliving Emperor, is still remembered fondly. Tales say that the tengu trained Yoshitsune as a youth in the art of the sword, and, whether such fancies are fable or fact, it is certainly true that he was a warrior without peer in his day. It is also a fact that several shrines have been erected in his honor with the passing of time. This illustrates a truth about samurai. Whom a warrior fights for is less important than how he fights. A man may be loval to your Lord's bitter foe, but if he fights with skill and honor, you give him the respect owed him.

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The sword is indeed a noble weapon, but a wise warrior knows never to depend on a single blade or a single weapon for victory. Every weapon has its purpose. For some situations, the bow accomplishes what the sword cannot. In close quarters, the shorter blade, such as the tanto [dagger] or the wakazashi is to be preferred. And do not disdain the power of a heavy blade, such as the no-dachi [great sword]. If a warrior achieves victory, it matters not what weapon the warrior used. A broken blade may be replaced by a spear, the spear, when lost, can be replaced by a rock and if there are no rocks, fists and teeth may suffice while there is still life. Moreover, a swordsman with a blade worth 10,000 pieces can be overcome easily by a hundred men armed with spears, though the spears may cost only 100 pieces each. Therefore the wise lord procures a hundred spears before he ever buys a single sword so that he might better win battles.

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Samurai Clans

Samurai are divided into clans, with each clan generally and primarily owing allegiance to a single daimyo, though individual samurai within the clan may, through the course of their lives, transfer their allegiance from one lord to another. Ultimately, each samurai bears responsibility for his own loyalty, and decides to whom to give his oath. Once a samurai swears his loyalty, only the recipient of that loyalty may legitimately free him from his oath, so that he may serve another.

The majority of clans are established families, descended from distinguished warriors of old. However, the clans are not completely static. Clans may splinter, either by command of the shogunate or due to internecine strife. Upon occasion, in times of war or distress, a non-samurai so distinguishes himself as to be elevated in position and given the right to wear the twin swords. These warriors, should they have descendants, are the founders of new clans. Most younger clans are small and poor. Many of them are jizamurai, the lowest of clans, who make a living by rice farming in times of peace.

All clans, regardless of size, have an obligation to provide men for the shogun. These samurai who serve the shogun normally dwell in the capital, serving either as honor guards or in the shogun's army. Larger clans, those capable of fielding whole units of samurai, are led by men given the title of taisho, or general. The heads of smaller clans are designated as monogashira. Most larger clans control their own territories, acting either in the name of the shogun or one of the powerful daimyo. Within the territory, the word of the taisho or monogashira is law, though his accounts and actions are subject to Imperial review and he is at all times under the authority of the daimyo. Smaller clans also control their own territories, though these are rarely larger than a village or town. Such clans frequently dwell within the territories of larger clans, or occupy urban neighborhoods. These latter often serve as watchmen for their community, a low position, only a little higher in prestige than that of the jizamurai.

The head of each clan sets the policies for their clans, detailing clan goals, military philosophies and the expectations concerning samurai deportment within the clan. The actual rules for each house vary greatly, with some clan heads managing everything from marriages to the proper manner in which lesser samurai should bow to their superiors. Other clans have very simple rules, leaving minute matters up to the good judgment of individual samurai. Clan heads also determine the methods of advancement within their clans, promoting or demoting as they see fit. Clan heads who wish for their clans to excel know it is good to promote those samurai who show themselves especially fit for greater duties, whether martial or bureaucratic. Nevertheless, when two men vie for the same post, the one with the better lineage is properly given greater consideration.

Though all clans are subjects of the Shogun, and therefore, in theory, allied, in reality there is always a certain amount of tension between the clans over territories, wealth and political advantages. The larger clans vie with one another for the attention of the Shogun, seeking to find a way to be in his good graces while undermining the positions of their traditional rivals. Smaller clans are more likely to be concerned with tax revenues, and the lack thereof, or to be seeking ways to annex the territories of their neighbors. While outright warfare is a rarity in these times, liable as not to bring down the wrath of the Shogun, wise clan leaders seek at all times to maintain strong allies and guard against the activities of rival clans. These clan rivalries reflect the smaller, personal rivalries typical of samurai, who, should they be ambitious, naturally strive against one another, in the dojo, in games, in politics, and on the battlefield

Samurai Life

In these days, the exact lifestyle of each samurai varies according to rank, seniority and clan. Most samurai occupy their hours with a job assigned to them by their superiors. Lower ranked samurai are likely to be given jobs cataloging supplies, keeping track of food stores, or patrolling the clan's holdings. More senior samurai naturally occupy administrative positions within the clan bureaucracy or are in charge of military units.

Samurai are taught, regardless of station or duties, that they should continually devote themselves to a combination of martial excellence and literary acumen. A fit body and a fit mind are the hallmarks of the complete man. As the old proverb says, the brush and the word are as important as the bow and the horse. For this reason, besides expecting samurai to practice swordwork and bowmanship, the majority of daimyo also require calligraphy be practiced on a daily basis, lest skill in being able to write words be lost. It is not a strange thing that some of our most skilled warriors are also our greatest poets or that samurai with no skills in the art of poetry are considered boorish. Additionally, though the art of horsemanship is not as revered as in former days, it is still a required study for samurai in many provinces where samurai are expected to be as skilled in war on a horse as they are on their feet. Beyond these basics, samurai are also encouraged to practice an art of some form or another. Poetry, as we have already mentioned, is assumed. Beyond poems, samurai may also take up painting, flower arranging, the design of



gardens, and, of course, the tea ceremony. Finally, when not busy with work, or practicing any other thing, samurai are well advised to keep a book with them, discreetly, that they may read in their leisure time.

Daimyo should expect their retainers and vassals to keep themselves well groomed. Many actively command their samurai to do their hair first thing in the morning, regardless of their duties, and require them to keep their kimonos and other garments always clean, making exception for misconduct in this regard only during times of war.

Samurai who serve well can be granted lands and wealth by their lord. These gifts, in theory, help bind the former to the latter. Sadly, such rewards do not always work as intended. In conflicts, less honorable men give their allegiance based solely on the promise of greater reward. Technically, each samurai is allowed to choose to whom he swears allegiance, but it is dishonorable to transfer loyalties before the death of a lord frees his retainers from their oaths. More honorable samurai follow the lead of their clan head when deciding where to pledge their loyalty or else they follow noble relatives or teachers, transferring allegiance through those to whom they are already beholden.

The Fourfold Virtue of Loyalty

Be loyal to your emperor. Be loyal to your nation. Be loyal to your daimyo. Be loyal to yourself

Samurai Honor and Seppuku

The world, we know, is full of warriors and soldiers, some more capable than others. The samurai rises above all of them in no small part because of his dedication to honor. Samurai are schooled in matters of honor from their earliest years, through the words and deeds of their parents and teachers, so that they need, when they are old, no written lessons in what it means to be honorable. It is as much a part of the samurai as the air he breathes. As a fish without water, or a bird which cannot fly, to discover that a samurai is without honor is to discover an unnatural, abhorrent condition.

Honor is maintained through loyalty. A samurai rightly displays loyalty to his oaths, loyalty to himself, and loyalty to his duties. A samurai who faithfully executes the tasks given to him thus proves himself honorable. The more competence he displays in achieving his goals, the greater the honor due him. When once a samurai finds himself in an untenable position, unable to complete his duties, or shamed by conflict between warring duties, death becomes the only means of rectifying the situation. The most honorable death is a death found in battle against a worthy foe. A dishonored samurai unable to find such a death, wishing to cleanse himself, performs seppuku. Using a tanto or, if necessary, a wakazashi, the samurai slices open his own stomach to free his soul. When done as a ritual, a second stands ready to cleanly cut the head off following the disembowelment. Seppuku began as an act performed by defeated samurai wishing to escape capture or torture. In these days it is most often an act used as a means of capital punishment. Samurai who have committed acts displeasing to their superiors are ordered to kill themselves and it goes hard on those who dishonor themselves by refusing.

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Samurai Religion and Alignment

In matters of spiritual philosophy, knowledgeable samurai understand our way of life is antithetical to true enlightenment and salvation. As warriors devoted to death, we have few illusions about what awaits us in the hereafter and resign ourselves to a time in hell that we might be purged for rebirth. Our willingness to bear with such a fate is a part of our whole-hearted sacrifice as samurai. More than a mere willingness to give our lives, if called upon to do so, we are willing to risk our very souls for the sake of our duty and honor.

This is not to say that samurai lack a measure of spirituality. Samurai are routinely encouraged to strengthen their minds through the study of literature and philosophy. The sword in the right hand and a book in the left, as one famous teacher said, is the means by which a samurai improves himself. Samurai are thus, typically, well versed in matters theological, philosophical and spiritual. Moreover, the same philosophy and mindset which allows a man to give himself in service to another, is itself conducive to an enlightened mind, even if the soul itself is tainted with blood. Samurai who lay aside their swords often find a new calling as a vamabushi monk or as a priest. Some do this in an effort to atone for the violence they have committed, but others find the discipline and sacrifices of the monastery to be a natural brother to the discipline and sacrifices they were called to practice as samurai.

For the samurai, ultimate questions of right and wrong are less important than questions of duty and honor. There are, of course, dishonorable samurai who shame their names and the names of their clans through cowardice and treachery. Such are truly the exceptions. Samurai, as a whole, are dedicated to upholding the laws of their daimyo and advancing his interests.

Samurai Adventurers

The majority of samurai, when not at war, live their lives content with the peace of their daily routine. Yet samurai are, by birth, warriors and it is natural that some find peace intolerable. They seek out excitement, either as ronin, or by finding a lord who desires to actively use their skill of arms.

Concerning ronin, every year it seems as if the number of unaligned samurai increases. Some of this is a result of extended times of peace. In such times it is natural for lords to release retainers, particularly those with no immediate useful skills or lesser family ties. Such ronin, if they do not wish to starve, have only a limited number of choices. The most dishonorable turn to banditry. Others must either find a new lord to swear allegiance to, or else make their living as treasure hunters, or mercenaries. This latter course is less than perfectly honorable, but it is rightly viewed as being superior to theft. On the other hand, there are those samurai who never take an oath, preferring to remain masterless. Of these, some pursue training, seeking to make themselves masters of their martial crafts. Others simply desire the freedom to wander as they will.

Not all samurai who wander the land are ronin. Many daimyo retain a number of individuals capable of carrying out missions of either intrigue or diplomacy, sending these samurai here or there, as is necessary. A few daimyo also maintain units of samurai capable of dealing with supernatural threats, such as oni, ghost or the yokai. There is wisdom in such a practice, as the skills essential for winning pitched battles are not necessarily suitable for dealing with angry spirits and vengeful demons. Samurai who crave honorable adventure are advised to seek out such lords.

The Way of Death

The way of the warrior is the way of death. A samurai must be always ready to die in service to his lord and master. Only when he goes into battle with no fear of death will he have victory. The one who desires to live, he shall surely die and bring shame upon himself and his descendants after. WALLECHLORDI

Calmness, not skill, is the sign of a matured samurai. A samurai therefore should neither be pompous nor arrogant. Calm your mind, oh Warrior of the Way, and look into the heart of your foe. This is the highest skill of the Warrior.



Samurai, masterful warriors dedicated to honor, even to the point of death, touch the heart and capture the imagination. Samurai characters provide great opportunities for roleplaying and story-telling. The following rules, archetypes, feats and prestige class are offered to facilitate the creation of samurai characters, for the use of both Game Master and Player alike. Though there is an actual in-game class named "samurai," the assumption of this book is that the samurai, or buke caste, is more than a single character type. It is an encompassing social caste made up of accountants, artists, and scholars, all of whom happen to be trained in the art of warfare. Nor do all samurai warriors follow the same martial path. Therefore, a variety of archetypes and class options are more desirable than a single overarching class for a samurai oriented campaign. Throughout this book "samurai" is used generically to indicate any member of the buke caste. The lone exception to this is in the archetype headings, were samurai is used to mean the specific class.

Honor as a Mechanic

Several of the rules and classes that follow use Honor as a new mechanic or game-rule. Using Honor in this way has a variety of benefits. In terms of roleplaying, it provides a useful scale to measure a samurai's standing in the eyes of his peers. Those who possess Honor may rightly expect samurai of equal or lesser Honor to treat them respectfully. Mechanically, several class archetypes presented in this book possess class abilities related to Honor. Beyond this, certain feats and traits take advantage of an Honor score. Those who choose to use samurai characters are encouraged to understand Honor, from the samurai point of view, and heavily use it as a game concept, to better portray the nature of the samurai character.

The term samurai is derived from a verb meaning "to serve," and the samurai's code of personal honor is centered on the concept of serving. The samurai code of conduct, *bushido*, or the way of the warrior, has four primary virtues.

Loyalty to king or emperor Loyalty to nation Loyalty to daimyo (or, in the case of ronin, to community) Lovalty to oneself

As samurai remain true to these ideals, performing acts of daring or duty for others, they rise in honor. As they act selfishly or cowardly, they lose honor. A samurai devoted to bushido would sooner die than be shamed and dishonored. Even ronin, those samurai who turn away from serving a particular nobleman, frequently seek out communities which they can serve, thus maintaining their honor. Samurai with no honor are considered less than dogs by their peers. Likewise, though two samurai may be sworn enemies, so long as their foe is honorable, they treat one another respectfully, even in the midst of death and combat.

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Shame and honor are primarily samurai concepts. Commoners are too busy trying to scratch out a living to care about such things. The hinin [i.e. unclean] caste, excepting perhaps the yakuza who teach loyalty to the gang-family, generally consider such high minded ideals foolish. The nobles encourage bushido in the samurai, but, as the ones being served, often feel no obligation to practice it themselves. Some hengeyokai, the badgers and dogs in particular, may practice something akin to bushido, but never as strictly as the samurai. Thus for a character to have an Honor score, he must first belong to a samurai clan (either through birth or adoption) or be a part of the buke caste. GMs may allow some exceptions to this rule, but a character who does not belong to the samurai must conscientiously and actively pursue bushido.

Honor is determined by a numerical score, with o being the lowest. A character's Honor can never be a number more than half his character level, unless the character has an ability that says otherwise. The only exception to this is 1st level characters who may normally possess an Honor of 1. The primary way to gain Honor is to fight and defeat a challenge in service to another. The challenge defeated must be at least 1 CR above a character's level. Though it is never necessary for a character to defeat this challenge alone, he must contribute significantly to the cause. The one being served must have either requested the action or benefit significantly from the action. Thus a character that fights a powerful oni for the fun of it earns no Honor. But the character sent by either a daimyo or a community to fight the oni would gain 1 Honor if successful. Honor is always gained 1 point at a time. Alternatively, it is possible to earn Honor by making an extreme sacrifice for another, either monetarily or of one's time. Monetary sacrifices to gain Honor require an amount of gp equal to 1,000 x the character's level squared. Sufficient sacrifices of time are measured in months per character level. Characters lose Honor by failing a challenge in which the CR is lower than the character's level or by running from a challenge in which the CR is equal to their character level. GMs may also choose to have characters lose Honor through actions which defy the orders of their superiors, or which bring harm to their lord. Honor should never be decreased more than a single point through any one action.

Samurai Traits

If your GM allows traits, the following traits may be taken at 1st level by samurai characters. Otherwise they must be gained through the purchase of the Additional Traits feat.

Battlefield Veteran

An experienced warrior, you are well schooled in the business and horrors of war.

Benefit You gain a +1 bonus to Will saves vs. fear effects and a +1 bonus to Profession (soldier) checks.

Born to the Saddle

You have spent all your life around horses, riding and caring for them.

Benefit You gain +1 bonus to Ride checks and a +2 bonus to Handle Animal checks when dealing with horses. Ride is always a class skill for you.

Contemplative Soul

Much of your time is spent in still meditation, seeking inner calmness and an interconnectedness with the world around you.

Benefit You gain a +1 bonus to Sense Motive checks and a +1 bonus to Will saves vs. fear effects.

Honorable Soul

You have worked all your life to conduct yourself in the way that is right and proper.

Benefit You begin the game with 1 Honor and for purposes of calculating your potential maximum Honor, you are considered to be 2 levels higher than you actually are.

Jizamurai Son

Your clan is jizamurai, and you grew up amidst the rice fields, working alongside the older men. **Benefit** You gain a +1 bonus to Profession (farmer) checks and a +1 bonus on all Constitution checks.

Legacy of Death

You come from a long line of samurai, the majority of whom have died in battle. Your duty to do the same has been drilled into you from birth and you charge into danger with little hesitation. **Benefit** You gain a +2 bonus to initiative.

Legacy of Steel

You carry a precious ancestral blade, one handed down through many generations.

Benefit You begin play, at 1st level, with a masterwork katana. If you lose this blade, or replace it, you lose 1 Honor.

Practiced Calligrapher

You have long studied the art of writing, and have practiced daily the use of an inked brush. **Benefit** You gain a +1 bonus to Craft (calligraphy) checks and Linguistics checks and Linguistics is always a class skill for you.

Recreational Fisherman

From your many hours spent fishing, you have learned patience and stillness.

Benefit You gain a +1 to Stealth and, in matters related to fish you gain a +2 bonus to Knowledge (nature) checks.

The Secret of Courage

Do not seek for positions or wealth. Do not covet material things. For in doing so you have placed a value upon your life. The man who places a value upon his own life has stumbled on the Path of the Warrior. How can a man display courage if he values his own life?



Samurai Archetypes

Gunslinger (Teppou Bushi archetype)

Samurai, masterful warriors dedicated to honor, While the katana is the traditional weapon of the samurai, the teppou bushi embraces the future of warfare, learning to use gunpowder and lead alongside her steel blades. Teppou bushi characters are predominantly members of the buke, or samurai, caste, but some ambitious daimyo surreptitiously train their lesser soldiers to be gunmen.

Class Skills The teppou bushi possesses Knowledge (engineering) as a class skill.

Weapons and Armor Proficiency: Teppou bushi are proficient with all simple and martial weapons, with the katana, wakazashi and with all two-handed firearms, such as the musket. (To be proficient with other firearms, a teppou bushi must take the appropriate feat; however, all firearm related abilities will work with any firearms for which the teppou bushi is proficient.) Teppou bushi are proficient with all light and medium armor, but not with shields or heavy armor.

Gunsmith: A teppou bushi must select a musket when she chooses a battered firearm at 1st level. Otherwise this ability is the same as the standard Gunsmith ability.

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A Struggle for Honor: Teppou bushi are viewed with suspicion by more traditional samurai and must strive harder to prove their honor. A teppou bushi subtracts one from her class level when determining her maximum honor, and, unlike other classes, a character who begins as a teppou bushi may not possess an honor score until she is second level (that is, her maximum honor equals her class level -1 and then divided by two, with a minimum of 1 at 2nd level). Otherwise, a teppou bushi gains and loses Honor as normal. A teppou bushi with an Honor score of at least 1 may, once per day, if she has no grit remaining, raise her amount of grit to 1.

Deeds:

A teppou bushi gains the following deeds, replacing standard gunslinger deeds as required:

Determined (Ex): As a standard action, the teppou bushi can spend one use of her grit to remove the fatigued, shaken, or sickened condition. If the teppou bushi is at least 8th level, she can alternatively remove the exhausted, frightened, nauseated, or staggered condition. 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. This deed replaces Deadeye.

Unstoppable (Ex): When the teppou bushi is reduced to fewer than o hit points but not slain, she can spend one use of grit as an immediate action to instantly stabilize and remain conscious. She is staggered, but does not fall unconscious, or begin dying if she takes a standard action. She immediately falls unconscious if she takes additional damage from any source (unless, of course, it's enough to kill her), and must thereafter stabilize as normal.

One Man Volley (Ex): At 1st level, as long as the teppou bushi has at least one point of grit remaining, she may take a full round action to unleash a salvo of fire at her enemies, using her firearm. When using this ability, she makes as many attacks as her base attack bonus allows for, and gains one additional attack at her highest base attack bonus. She must still use ammunition as normal, but she may reload her weapon as a free action during this full-round action. All attacks, including the extra attack, gain a -4 penalty to hit and are resolved using the target's normal AC (as opposed to the target's touch AC), regardless of how many range increments away the target is. At 7th level, the penalty to hit is lessened to -3. At 14th level, the penalty to hit is only -2. This deed replaces the Gunslinger's Dodge and Startling Shot deeds.

Disciplined Reloader (Ex): At 3rd level, as long as the teppou bushi has at least one point of grit remaining, she can reload any two-handed firearm as if it were one-handed. This deed replaces Gunslinger Initiative.

Greater Determination (Ex): At 11th level, a teppou bushi can use her grit to negate some of her deepest wounds. After a critical hit is confirmed against her, the teppou bushi can spend one use of her grit as an immediate action to treat that critical hit as a normal hit. Effects that only trigger on a critical hit do no trigger when the teppou bushi uses this ability. This deed replaces the Expert Loading deed.

Teppou Bushi's Resilience (Ex): Starting at 2nd level, so long as the teppou bushi has at least 1 grit, she gains DR 1/– when wearing armor. At 7th level and every 5 levels thereafter, this damage reduction increases by +1. This ability replaces Nimble and the Evasive deed.

Tanegashima Training (Ex): Starting at 5th level, a teppou bushi increases her skill with two-handed firearms. She gains a bonus on damage rolls equal to her Dexterity modifier, and when she misfires with a two-handed firearm, the misfire value increases by 2 instead of 4. Every four levels thereafter (9th, 13th, and 17th), the bonus on damage rolls increases by +1. At 11th level, the teppou bushi never misfires with a two-handed firearm. This ability replaces Gun Training.

The Twofold Path

A samurai should be always at work, perfecting his reading, writing, martial skills, archery, and horse riding. He must hold literary skills in his left hand, martial skills in his right. This is the law from ancient times. Never neglect it.

Paladin (Yamabushi archetype)

A divine warrior-monk who draws his power from the positive aspects of Yomi (the realm of the dead) and a good relation with the kami, yamabushi can sometimes be in samurai communities where they serve as spiritual advisors to the clan head. While many yamabushi are ascetic hermits, removed from the cares of the world, others, descending from their monastical mountain retreats, seek to battle the evils of the world. The supernatural powers of the yamabushi come from a combination of inner strength and spiritual enlightenment.

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Class Skills: Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int). **Skill Ranks per Level:** 2 + Int modifier.

Weapon and Armor Proficiency: Yamabushi are proficient with all simple and martial weapons and with the naginata. They are proficient with light and medium armor and with shields.

Weapon Focus: Yamabushi gain weapon focus as a class bonus feat. This feat replaces the paladin's heavy armor proficiency.

Detect Undead (Su): At will, the yamabushi can *detect undead*, as the spell. At first level yambushi can, as a move action, concentrate on a single individual within 60 feet and determine if it is undead, as well as the relative power of the undead. At 10th level, the use of this ability becomes a free action, though only one individual may be targeted a round. At 20th level the yamabushi is immediately aware of all undead within 60 feet and their relative strength. This ability replaces the paladin's *detect evil* ability.

Damage Undead (Su): Beginning at 2nd level, the yamabushi's attacks against undead are especially effective. The yamabushi may add his Charisma modifier to all attack and damage rolls made against undead. If the yamabushi uses his smite evil ability to target an undead, the first successful attack deals extra damage equal to 2 points of damage per yamabushi level instead of the normal extra point of damage per class level. This ability replaces Lay on Hands.

Domain: At 4th level, when a yamabushi gains the ability to cast spells, he gains access to one of the following cleric domains (Air, Animal, Knowledge, Law, Strength). His effective cleric level for this domain is equal to his paladin level -3. When choosing spells, the first spell in each spell slot must

be the appropriate domain spell, though the number of spells he may cast per day is unchanged.

Channel Positive Energy (Su): When a yamabushi reaches 4th level, he gains the supernatural ability to channel positive energy like a cleric. A yamabushi may do this a number of times per day equal to his Charisma modifier, but otherwise uses his class level as his effective cleric level when channeling positive energy.

Expert Healer (Ex): Beginning at 4th level, the yamabushi may add 1/2 his class level to all Heal checks. This ability replaces Mercy.

Divine Bond (Su): At 5th level, the yamabushi forms a divine bond with either Yomi or the Kami. Once the bond is chosen, it cannot be changed. If the yamabushi forms a bond with Yomi, he can enhance his weapon. This ability works in all respects as the standard paladin ability; only the source of the ability's power is changed.

If the yamabushi forms a bond with the Kami, he gains the ability to call upon the service of an unusually intelligent, strong, or loyal animal to aid him in battle. This animal is considered an outsider with an Intelligence of at least 6, but otherwise functions as a druid's animal companion, using the vamabushi's paladin level as his effective druid level. If the yamabushi already possesses an animal companion, through the Animal domain, add 2 to the effective druid level when this option is chosen. The vamabushi cannot magically summon the animal companion to his side and if the animal companion dies, the yamabushi may not summon another animal for 60 days or until he gains a paladin level, whichever comes first. During this 60 day period, the yamabushi takes a -1 penalty on attack and weapon damage rolls. At 11th level the animal companion gains the celestial simple template.

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Observer of Nature (Ex): At 6th level, the yamabushi may make Knowledge (nature) checks untrained. If the yamabushi possesses skill ranks in Knowledge (nature) he may add 1/2 his class level to all Knowledge (nature) checks.



Champion of Nature (Su): At 20th level, a yamabushi becomes a conduit for the powers of Yomi and the kami. His DR increases to 10/evil. Whenever he uses smite evil and successfully strikes an undead foe, the target takes an additional 200 points of damage (10 per class level). This immediately ends the smite evil attempt regardless whether the creature survived the attack. Furthermore, when the yamabushi channels positive energy, the healing or damage is maximized.

Ranger (Yojimbo Archetype)

A member of the buke caste, the yojimbo (literally bodyguard) is the face of the noble lord throughout the lord's province. Traveling about their lord's lands righting wrongs, and defeating his lord's enemies, the yojimbo is comfortable living either a solitary existence or working with a unit. A ronin yojimbo often serves a community in place of a lord. Those who follow the path of the yojimbo are considered some of the hardiest of the samurai.

Class Skills: Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (noble) (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim(Str).

Skill Ranks per Level: 4 + Int modifier.

Weapons and Armor Proficiency: A yojimbo is proficient with all simple and martial weapons and with the katana, naginata and wakazashi. He is proficient with light and medium armor but not with shields.

Enemy Clan (Ex): At 1st level a yojimbo chooses an enemy clan. He gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive and Survival checks against foes from this enemy clan. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. This damage stacks with any bonus gained from favored enemy. At 5th level and every five levels thereafter, a yojimbo gains another +1 bonus against an enemy clan. He may choose a new enemy clan or apply the bonus to one enemy clan he already possesses. A yojimbo may select Humanoid (human) as a favored enemy at 1st level, regardless of alignment. This ability replaces the ranger's normal track and swift tracker abilities.

Honor Bound (Ex): As a free action, by concentrating on a single individual within 30 feet, the yojimbo can sense whether the individual has Honor and whether it is negative or positive. When interacting with anyone with equal or less Honor than himself, the yojimbo can add his Honor score to any Charisma-based skill check as a bonus modifier. The yojimbo may possess an amount of Honor equal to half his yojimbo character level (minimum 1). He may gain Honor by defeating a challenge with a CR 1

greater than his character level in the name of his lord (in the case of a ronin yojimbo he must defeat this challenge in the name of a community). The yojimbo is under no obligation to defeat this challenge alone but he must contribute significantly to the success of the endeavor. If the yojimbo ever fails at a challenge than his character level, he loses 1 Honor. This ability replaces the ranger's wild empathy.

Tough to Kill (Ex): The yojimbo gains Toughness as a bonus feat at 1st level. He gains Endurance as a bonus feat at 2nd level, Die Hard as a bonus feat at 4th level and Fight On* as a bonus feat at 7th level. These replace the ranger's Endurance and woodland stride abilities, as well as 2 of the ranger's normal skill ranks per level. WALEECILCILLIN

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Combat Style Feat (Ex): At 2nd a yojimbo must select a combat style to pursue in a manner identical to the normal ranger. The yojimbo must select one of the following styles: Iaijutsu, Mounted Combat*, Two-Handed Weapon*, or Yabusame.

If he selects Iaijutsu he chooses from the following list whenever he gains a combat style feat: Cleave, Power Attack, Quick Draw, Vital Strike. At 6th level add Furious Focus and Improved Vital Strike to the list. At 10th level add Deadly Stroke and Improved Critical to the list.



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If he selects Yabusame (an alternate archery list), he chooses from the following list whenever he gains a combat style feat: Mounted Archery, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level add Improved Precise Shot and Point Blank Mastery to the list. At 10th level add Pinpoint Targeting and Shot on the Run to the list.

Ancestral Bond (Su): At third level, the yojimbo becomes more attuned to the wisdom and knowledge of his ancestors. He gains Skill Focus as a bonus feat. He gains another Skill Focus bonus feat again at 8th, 13th and 18th levels. This ability replaces the ranger's favored terrain ability.

Swift to Act (Ex): Beginning at 3rd level, the yojimbo gains a bonus to his initiative modifier equal to 1/2 his yojimbo character level. Once per round, as a swift action, the yojimbo can choose to place himself between an adjacent character and a single melee or ranged attack, so that the yojimbo himself takes any damage dealt by the attack. This ability must be used after the attack roll succeeds, including critical confirmations, but before damage is rolled. This ability can be used against magical attacks requiring an attack roll. Any bonus damage that would have been rolled against the original target, including sneak attack damage and damage from a critical hit, is rolled as normal against the yojimbo.

Warrior's Bond (Ex): At 4th level, instead of forming a hunter's bond, a yojimbo forms a bond with either his weapon or his mount.

If the yojimbo chooses his mount, the animal becomes an animal companion. This ability functions like the druid animal companion ability except that the yojimbo's effective druid level is equal to his yojimbo class level -3. The yojimbo gains a +2 bonus on Handle Animal and Ride checks with his animal companion mount.

If the yojimbo chooses to form a bond with his weapon, he chooses a specific individual weapon (not a weapon type) with which to bond. When using this weapon he gains a competence bonus to attacks and damage with the chosen weapon equal to 1/4 his yojimbo class level. When using this weapon against a favored enemy, its critical threat range is increased by one step. If the yojimbo decided to bond with a new weapon, he must forgo the bonus for one month before transferring the bond. Likewise, if the chosen weapon is lost or destroyed, the yojimbo may not form a new bond for a period of 1 month

Though the world may be ever changing; a samurai should never entertain such thoughts. His fate is determined and he must meet it with honor.

Ancestral Discourse (Su): Beginning at 4th level, the yojimbo is able to directly attune himself to his ancestors. By meditating for ten minutes, the yojimbo may gain one of the following benefits:

+1 to attacks, damage and saving throws, lasting 1 hour

A yes/no answer to a single question concerning events not in the future, otherwise as an *augury*, with an 80 + character level percent chance to be right

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+2 ancestral bonus to a single skill, lasting 1 hour +2 ability increase to one ability, lasting 1 hour

+2 dodge bonus to AC, lasting 1 hour

A yojimbo may use ancestral discourse a number of times per day equal to 1/5 his yojimbo character level +1. This means he may use it 1/day at 4th level and 2/day at 5th level. At 12th level, all numerical bonuses gained from ancestral discourse are doubled and the time the yojimbo must spend in meditation is halved. At 20th level the yojimbo may gain the benefits of ancestral discourse without meditation, as a swift action. This ability replaces the ranger's spell casting ability.

Soft Footfall (Ex): Beginning at 7th level, the yojimbo gains a bonus to his Stealth skill equal to his Wisdom bonus, if any. At 12th level, he gains an additional bonus to Stealth equal to 1/4 his yojimbo class level. This ability replaces camouflage and hide in plain sight.

Bushido Master (Ex): A yojimbo may, as a standard action, make a single attack against a favored enemy at his full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 10+ 1/2 the yojimbo's level + the yojimbo's Wisdom modifier. A yojimbo may choose instead to deal an amount of non-lethal damage equal to the creature's total hit points. A successful save negates this damage. A yojimbo may use this ability a number of times per day equal to 1/5 his yojimbo class level + his Wisdom modifier. He may not use the ability more than once against the same creature in a 24-hour period.



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Samurai (Kuge archetype)

The kuge are samurai who were born into a life of wealth and privilege. These warrior-nobles begin martial training later in life than is normal for samurai, but they enjoy greater access to refined culture, works of art, and scholastic thought. Kuge frequently find employment in the courts of the daimyo, or as captains, leading other samurai into battle.

Class Skills

The kuge's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str). The kuge may choose one additional Knowledge skill as a class skill.

Skill Ranks per Level: 6 + Int modifier.

Weapons and Armor Proficiency: A kuge is proficient with all simple and martial weapons and with the katana, and wakazashi. He is proficient with all armors (heavy, light and medium) but not with shields.

Wealthy: A 1st level kuge begins play with an extra 200 gp. Characters who multiclass as a kuge after 1st level do not benefit from this ability.

By My Honor (Ex): Kuge's have a greater capacity for honor than lesser samurai. When determining the amount of honor a kuge character can possess, add 2 to the kuge's class level and then divide by 2. He gains honor, as normal, by defeating a challenge with a CR 1 greater than his character level in the name of his lord (in the case of a ronin kuge he must defeat this challenge in the name of a community). The kuge is under no obligation to defeat this challenge alone but he must contribute significantly to the success of the endeavor. If the kuge ever fails at a challenge where the CR is 1 or more less than his character level, he loses 1 honor. A kuge with an honor score of at least 1, can, once per day, add +10 to a single d20 roll (attack roll, skill check or save) so long as the success of the roll is directly relevant to maintaining or gaining honor. This ability replaces Mount.

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Challenge (Ex): The kuge's challenge ability operates as normal but the kuge gains additional uses of the ability at a slower pace than the standard samurai. The kuge gains a second use of challenge at 5th level and every 4 levels thereafter, to a maximum of 5 times per day at 17th level.

Resolve (Ex): The kuge's resolve ability operates as normal, but the kuge gains additional uses of the ability at a slower pace than the standard samurai. A kuge gains an extra use of his resolve ability at 4th level and every three levels thereafter.

The Mighty Pen: At 1st level, the kuge can choose either Linguistics or a single Knowledge skill. He gains the Skill Focus feat for this chosen ability.

Master of Etiquette (Ex): At 3rd level, the kuge's knowledge of proper etiquette and sense of honor serves him well in dealing with other people. He can add his honor score to all Diplomacy skill checks. This ability replaces weapon expertise.

Voice of Authority (Ex): At 4th level, the kuge can choose to use Diplomacy as a standard action to alter attitudes and persuade others to act. He may use this ability a number of times per day equal to 1 plus his Charisma modifier (minimum 1). This ability replaces mounted archer.

Kuge's Banner (Ex): Allies affected by the kuge's banner do not gain a bonus on attacks made during a charge. Instead, these allies gain a +1 morale bonus to all Will saves. Against saves versus fear, this bonus increases to +2. At 10th level and every five levels thereafter, these bonuses increase by +1. Otherwise this ability functions as the samurai's banner ability.

Leadership: At 7th level, the kuge gains the Leadership feat. His cohort must be a part of the buke caste.

Samurai (Nitōjutsu Sensei archetype)

Disdaining other pursuits, the nitōjutsu sensei has spent his life perfecting the art of fighting with a katana and wakazashi. These warriors often choose to be ronin, so as to not allow themselves to be distracted by the demands of a lord. Even so, they are good men to have by your sides in a fight, if you can convince them to join your cause. Nitōjutsu begin play with less gold than other samurai.

Starting Gold: 2d6 x 10 gp (average 70 gp.)

Class Skills: The nitōjutsu's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility), Knowledge (religion), Ride (Dex), Stealth (Dex), and Swim (Str). **Skill Ranks per Level:** 2 + Int modifier

Weapon and Armor Proficiency: A nitōjutsu sensei is proficient with all simple and martial weapons, with the katana, and the wakazashi. They are proficient with light and medium armors, but not with shields or heavy armor.

Twin-Sword Fighter: At 1st level, a nitōjutsu sensei gains the ability to bond with a pair of swords, one katana and one wakazashi. When using these swords, the nitōjutsu sensei receives a +1 bonus to attack rolls. This bonus increases by an additional +1 every 7 levels (at 8th and 15th). If the nitōjutsu loses or changes weapons, it requires a week of practice to form a bond with a new pair of swords. In addition, at 1st level, a nitōjutsu sensei gains a non-masterwork katana and wakazashi free of cost (characters who multiclass into the nitōjutsu class do not gain these weapons). This ability replaces mount.

Orderless: A nitōjutsu sensei does not adopt an Order and gains no abilities associated with belonging to an Order.

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Resolute Honor: The nitojutsu sensei's devotion to his art and his honor has steeled his mind. He may add his Honor score to All Will saves. The nitojutsu may possess an amount of honor equal to half his nitōjutsu character level (minimum 1). If he is beholden to a lord, he gains honor as normal by defeating a challenge with a CR 1 greater than his character level in the name of his lord. A ronin nitōjutsu must defeat an opponent with a CR 2 greater than his character level in order to gain a level. The nitōjutsu is under no obligation to defeat this challenge alone but he must contribute significantly to the success of the endeavor. If the nitōjutsu ever fails at a challenge where the CR is 1 or more less than his character level he loses 1 honor.

Two-Weapon Combat Style (Ex): At 2nd level, the nitōjutsu sensei gains the combat style feat ranger class ability but he must choose the two-weapon combat style and Two Weapon Fighting must be his first feat. His effective ranger level is equal to his nitōjutsu sensei level. This means that at 2nd, 6th, 10th, 14th, and 18th levels, he gains a bonus feat that he must choose from the two-weapon combat style. This ability replaces the samurai's normal bonus feats.

Weapon Expertise (Ex): At 3rd level, the nitōjutsu gains weapon expertise as a samurai, but the benefits apply to both the katana and the wakazashi.

Swift Warrior: At 4th level, so long as the nitōjutsu sensei is wearing light armor or no armor, his speed increases by 10 feet and he gains a +2 bonus to initiative. This ability replaces mounted archer.

Grace under Pressure (Ex): At 5th level, the nitōjutsu sensei gains a +1 Dodge bonus to AC for every two enemies who have the nitōjutsu within range of their melee attack. If a nitōjutsu sensei is caught flat-footed or otherwise denied his Dexterity bonus, he loses this bonus. The enemies must be armed and conscious. At 14th level, this Dodge bonus increases to +2 per two enemies. This ability replaces both banner and greater banner.

Charging Double Slash (Ex): At 7th level, the nitōjutsu sensei learns how to move and attack with both of his blades. So long as he is using a katana and wakazashi, as an attack action or at the end of a charge, the nitōjutsu sensei can make two attacks, one with this main-hand and one with his off-hand weapon.

Samurai (Tajiya archetype)

Champions of the natural world, the tajiya samurai dedicate their lives to ridding the world of the blight of unnatural creatures. Originally an order of samurai dedicated to fighting the oni armies, today the tajiya stand resolute against all manners of supernatural foes. The majority of tajiya never swear allegiance to any lord, so as to avoid any conflicts of duty. They thus wander the lands as ronin, seeking their enemies wherever they may be found.

Class Skills: The tajiya's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (planes), Knowledge (religion), Ride (Dex) and Sense Motive (Wis). **Skill Ranks per Level:** 4 + Int modifier **Tajiya's Challenge (Ex):** When the tajiya uses her challenge ability against an aberration, outsider or undead, all bonuses she gains from the challenge ability increase by 50%, rounded down. For example, a 5th level tajiya belonging to the Order of the Warrior will normally deal an extra +5 points of damage against challenged foes, but against an aberration, outsider or undead, this same samurai would deal an extra +7 damage instead, and would gain DR 3/– against attacks that selfsame foe. This ability replaces mount.

The Hunter's Eye (Ex): An order of the tajiya samurai gains a bonus equal to half her tajiya level on Knowledge (arcana, planes and religion) checks made to identify aberrations, outsiders and undead creatures. She gains a similar bonus to Perception and Sense Motive rolls made against such creatures. This ability replaces resolve.

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Tajiya Honor (Ex): Like all samurai, a tajiya values honor, but she gains honor in a manner slightly different than other samurai. A tajiya who defeats an undead, outsider or aberration with a CR 2 greater than her character level may gain 1 honor. Likewise, failing to overcome such a foe (either through allowing the foe to escape or being defeated in combat), if that foe has a CR 1 less than her character level, costs the tajiya a point of honor. As normal, a tajiya's maximum honor is equal to 1/2 her class level (minimum 1 at 1st level).

Honor's Blade (Ex): Beginning at 3rd level, the tajiya may add her honor score to all rolls made to confirm a critical hit. This ability replaces weapon expertise.

A Pox on the Blight (Su): A 4th level tajiya can infuse her attacks with mystical energy allowing them to more effectively fight their dedicated foes. When challenging an aberration, outsider or undead, the attacks of the tajiya ignore an amount of DR equal to 1/2 the tajiya' class level. Furthermore, if the creature has the regeneration ability, a successful strike by the tajiya suppresses this ability for one round. This ability replaces mounted archer.

Tajiya's Banner (Ex): At 5th level, a tajiya's banner becomes a symbol of resistance to her allies and companions. As long as the tajiya's banner is clearly visible, all allies within 60 feet receive a +1 morale bonus on saving throws against spells, spell-like abilities, and supernatural abilities from the tajiya's dedicated foes (aberrations, outsiders and undead). This ability replaces banner.

Tajiya's Greater Banner (Ex): At 14th level, a tajiya's banner becomes a rallying call to her allies. The bonus to saving throws granted by the banner increases to +2. In addition, while her banner is displayed, the tajiya can spend a standard 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 that was applied by one of the tajiya's foes (aberrations, outsiders and undead). 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. This ability replaces greater banner.

Samurai (Yabusame archetype)

While most men equate the samurai with the katana, the yabusame knows that the true weapon of the samurai is the yumi, or bow. A master of the bow, both on foot and when mounted, the yabusame rains down death on the enemies of his lord, felling them long before ever they get close enough to draw their swords.

Weapon and Armor Proficiency: Yabusame are proficient with all simple and martial weapons, plus the katana, naginata, and wakazashi. They are also proficient with light and medium armor, but not with shields or heavy armor.



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Far Challenge (Ex): A yabusame can use issue a far challenge as a swift action, choosing one creature within sight to be the target of the challenge. For the duration of the far challenge, when the vabusame makes a successful ranged attack with a bow against the target of the challenge, he deals extra damage equal to the yabusame's level. The yabusame can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level. Beginning at 4th level, once per day, the yabusame may spend an extra use of his far challenge ability to double the potential extra damage of a single ranged attack during a challenge. The use of this extra challenge must be declared before making an attack roll, but if the attack strikes the target of the challenge, he deals twice his samurai level in extra damage instead of just his samurai level in extra damage. If the attack misses, the use of the challenge is wasted.

For the duration of the challenge, the target of the far challenge gains a +4 bonus on attack rolls made against the yabusame. A far challenge remains in effect until the target is dead or unconscious, until the target hits the yabusame with a melee attack, or until the combat ends. If a far challenge ends because the target hits the yabusame with a melee attack, the target is considered to be the subject of a standard samurai challenge. This ability replaces the standard samurai challenge.

Yumi Expertise (Ex): At 3rd level, the yabusame gains an unparalleled expertise with longbows. Whenever he threatens with a critical hit with a longbow, he gains a +2 bonus on the confirmation roll. In addition, he may take fighter only feats, such as weapon specialization. Any levels he has as a fighter stack with his yabusame levels for the purpose of determining whether the yabusame qualifies for such feats. This ability replaces weapon expertise.

Accurate Honor Assessment (Ex): At 3rd level, as a swift action, the yabusame can quickly figure out who has the most honor within 60 feet. He does not learn the exact amount, just who has the highest. If there is at least one other person within range who has honor and the yabusame has the highest honor, he gains a +2 honor bonus to skill checks and ability checks for as long as he is in the presence of these people, or until one hour has passed. The yabusame can only gain this benefit to skill and ability checks once per day.

One with the Yumi (Ex): At 5th level, as a fullround action, the yabusame can make a single ranged attack with his bow, adding twice his Dexterity modifier (if positive) to the attack roll. This ability can be used in conjunction with the far challenge ability and any feat which applies to a

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single bow attack. The yabusame cannot make a 5foot step when using this ability. This ability replaces banner.

Shi no va (Ex): At 6th level, the vabusame is able to focus his energies so that his arrows do more potential damage. So long as the yabusame makes only a single ranged bow attack in a round, foregoing any iterative attacks, he adds his Dexterity modifier (if positive) to his damage and his arrows do double damage. On a critical, his arrows instead do triple damage. At 11th, and then again at 16th level, the damage from his arrows, when using this ability, increases by another step, so that at 16th level, he does x4 damage on a successful hit and his critical hits with a bow do x5 damage. When using this ability, if the attack misses by 5 or less, the arrow still grazes the target, doing the base damage of the weapon, plus the yabusame's Dexterity modifier in damage. This ability may be used in conjunction with one with the yumi, and any feats which applies to a single bow attack. This replaces the bonus feat class feature.

Distant Death (Ex) At 11th level, the yabusame may use his resolve to make incredible shots over great distances. By spending two resolve, as a full round action, the yabusame may make a single ranged attack with a range up to 10 times the range increment of the weapon being used, without suffering any penalties for the range. This ability replaces honorable stand.

Crippling Challenge (Ex): At 12th level, when the yabusame hits the target of his challenge, the target suffers a -2 penalty to its AC for a full round. This ability replaces demanding challenge.

Encouraging Presence (Ex): At 14th level, the presence and skill of the yabusame is an encouragement to his allies. All allies within 60 feet of the yabusame receive a +1 morale bonus on all ranged attack rolls. This ability replaces greater banner.

New Samurai Order - Order of the Shogun

Comprised of soldier samurai fiercely loyal to the Shogun, the Order of the Shogunate serves to maintain order and fight those traitors who disturb the peace of the nation. These warriors are well trained in matters of war and most of them are combat veterans who have seen multiple battlefields.

Edicts: A samurai who belongs to the order of the shogunate must maintain complete loyalty to the Shogun above all others, treating every word of the Shogun as absolute law. Such a samurai would sooner die than bring shame or dishonor to the Shogun or the Shogunate.

Challenge: When an order of the shogunate samurai issues a challenge, all allies of the samurai within 30 feet of the samurai gain a bonus equal to 1+ 1/4 of the samurai's level to attack and damage the target of the challenge.

Skills: A samurai belonging to the Order of the Shogunate gains Knowledge (engineering) as a class skill. He may also make Profession (soldier) checks untrained, but if he has ranks in the skill, he receives a bonus on the check equal to 1/2 his samurai level (minimum 1).

Order abilities: A samurai who belongs to the Order of the Shogunate gains the following abilities as he increases in level.

A Calm Soul (Ex): At 2nd level, the order of the shogunate samurai has learned to steady his mind and calm his soul in the face of impending doom. The samurai adds a morale bonus equal to 1/2 his class level to all Will saves. Furthermore, at 20th level, the samurai is immune to fear and fear effects.

Roll with the Punch (Ex): At 8th level, the order of the shogunate samurai's combat experience helps him better avoid damage. When an opponent confirms a critical hit against the samurai, the samurai can use this ability to cancel the critical hit, instead taking the regular amount of damage. The use of this ability must be declared before damage is rolled and the samurai may use this ability once per day at 8th level. The samurai gains an additional use of this ability at 12th, 16th and 20th level.

Sure Aim (Ex): At 15th level, an order of the shogunate samurai can use his vast experience in battle to take advantage of an opening to strike true. Once per day, the samurai can automatically confirm one critical hit. In addition to the extra damage caused by the critical hit, this attack ignores all damage reduction and causes the target to be staggered for 1d4 rounds.

New Samurai Order - Order of Tajiya

The tajiya archetype shares its name with the order of the tajiya but it is not necessary that tajiya samurai choose that order. Like all orders, the Order of the Tajiya is available to both samurai and cavaliers. Originally an order devoted to combating the malignant influence of the oni, over the years, members of this order have learned techniques useful against a variety of supernatural foes. MALEEC ILCLAIL

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Edicts: The tajiya must protect the lands of men from the predations of supernatural foes. He prefers death to surrender against such monstrosities and in combat can offer no quarter to those he is sworn to destroy.

Challenge: When an order of the tajiya samurai issues a challenge, whenever she is adjacent to the subject of her challenge, that subject must make a concentration check to use any spell or spell-like ability. Unlike a normal concentration check, the DC of this concentration check is equal to 10 + half the samurai's level.



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Skills: An order of the tajiya samurai adds Knowledge (arcana) (Int) and Spellcraft (Int) to her list of class skills.

Order abilities: A samurai who belongs to the order of the tajiya gains the following abilities as she increases in level.

Resist the Unclean (Ex): At 2nd level, the order of the tajiya samurai is able to steel himself against supernatural abilities and spells. She gains a +2 bonus to all saving throws versus spells, spell-like abilities and supernatural abilities which allow a saving throw.

Denying Strike (Su): At 8th level, the order of the tajiya samurai's training has taught her how to disrupt the special abilities of supernatural creatures. As a swift action following a successful attack roll, she can disable the use of one supernatural or spell-like ability that a creature possesses. The target of the strike can negate this effect with a successful Will save where the DC of the save is equal to 10 + 1/2 the samurai's level + the modifier that determined if the attack was successful (Strength or Dexterity). If the creature succeeds on the Will save, the samurai cannot use this ability against that creature for 24 hours. If the samurai knows of a specific ability, he may designate that ability as the one disabled. Otherwise, the GM chooses an ability randomly. The affected ability is disabled for one hour. Creatures without supernatural or spell-like abilities are obviously not affected by this ability. The order of the tajiya samurai may use this ability once a day for every three class levels she possesses.

Vicious Retaliation (Ex): At 15th level, an order of the tajiya samurai can fiercely retaliate against enemies who use mystical attacks. If an adjacent opponent successfully uses a spell-like or supernatural ability, the samurai's next attack against that creature, so long as the attack occurs within the next round, is treated as a critical threat. The samurai must still confirm the critical hit, and if the critical is confirmed, the samurai deals double damage, regardless of the critical multiplier of the weapon. If the confirmation roll would have been a critical hit, you do not need to confirm it, and you use your weapon's normal critical hit multiplier.

New Samurai Order - Order of the Undying Emperor

Samurai belonging to the Order of the Undying Emperor are fiercely loyal to the Emperor. Frequently serving in the Imperial court, these samurai are well trained in matters of etiquette and diplomacy. **Edicts:** A samurai who belongs to the Order of the Undying Emperor must maintain complete loyalty to the Emperor above all others, treating every word of the Emperor as absolute law. Such a samurai would sooner die than bring shame or dishonor to the Emperor or the Imperial court.

Challenge: When an order of the undying emperor issues a challenge, he receives a dodge bonus to his AC equal to 1/2 his class level (minimum 1) against attacks made by the target of his challenge.

Skills: An order of the undying emperor samurai adds Knowledge (nobility) (Int) to his list of class skills. Furthermore, he may add 1/2 his class level (minimum 1) to all Diplomacy checks.

Order abilities: A samurai who belongs to the order of the undying emperor gains the following abilities as he increases in level.

Well-Educated (Ex): At 2nd level, and at each level thereafter, a samurai belonging to the order of the undying emperor gains a +1 class bonus to a skill of his choice. The chosen skill does not have to be a class skill, but the samurai must possess ranks in the skill. The same skill may be chosen more than once as the samurai gains levels, but no one skill can receive greater than a +5 cumulative bonus through the use of this ability.

Master of Intrigue (Ex): By 8th level, an order of the undying emperor samurai has extensive experience in the cut and thrust of political intrigue and court gossip. He receives a +4 bonus to all Sense Motive checks. Furthermore, in combat, as a free action, he may make a Sense Motive check, targeting one opponent each round, where the DC is the opponent's Combat Maneuver Defense + the opponent's Bluff modifier. Success grants the samurai a +4 dodge bonus to AC for one round against all attacks made by that opponent.

Dark Soul (Ex): At 15th level, an order of the undying emperor samurai becomes privy to some of the darker secrets of the undying emperor's court and learns to partially resist the effects of negative energy. The samurai gains a +4 class bonus to all saves made to resist the effects of a negative energy attack, including the special attacks of undead which utilize negative energy. Once per day, the samurai can choose to completely ignore the effects of a single such attack, though he does not ignore the physical damage that might accompany the effect (for instance, the samurai could choose to ignore the ability drain caused by an undead creature's slam attack, but the samurai would still suffer any damage inflicted by the slam attack).

A samurai has no need for oaths; such treasonous words weaken his soul and his reputation. A samurai's words should be as steel, never bending.

Wizard (Onmyoji archetype)

Onmyoji are the court wizards of Kaidan. Officially recognized by the Imperial court as legal practitioners of the arcane arts, onmyoji are traditionally both respected and feared. Onmyoji are noted for their use of folded paper spell components (origami) and their relationship to the shikigami oni. While most onmyoji are diviners or conjurers, an onmyoji wizard can follow any of the arcane schools. An onmyoji has the following class abilities.

Spells An onmyoji prepares spells each day in a manner similar to a wizard, using a spell-book. However, an onmyoji has one less spell slot per spell level a day than a wizard, including cantrips. Any spell level reduced in this way from 1 to 0 still receives bonus spells gained from the onmyoji possessing a high Intelligence score. Moreover, each spell prepared by the onmyoji, excepting cantrips, is

bound up in a piece of origami (see also origami caster). If, during the day, the onmyoji loses his prepared origami spells, he is out of spells for the day, except for cantrips. When an onmyoji casts a spell, the paper holding the spell energies bursts into flames. If the spells are not used within 24 hours, the papers lose their energies.

Shikigami Bond At 1st level, an onmyoji takes a shikigami as a familiar. The oni, when it first enters the service of the wizard, is a weak example of its kind, but it grows in power alongside its master. If the shikigami is slain, the onmyoji must wait 2 weeks before summoning another one. Summoning a new shikigami requires a specialized ritual that costs 200 gp per onmyoji level. The ritual takes 8 hours to complete. This ability replaces arcane bond.

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Origami Caster

The onmyoji replaces all material components for a spell costing less than 5 gp, with folded paper. These origami arrangements are prepared by the onmyoji each morning when he prepares his spells. Moreover, each day, when preparing spells, by expending an amount of arcane materials worth 25 gp x the spell level, the onmyoji may prepare one special spell paper, using any spell he knows. This one spell is in addition to any spells he might otherwise be able to cast that day. These specially prepared spells do not lose their potency after 24 hours and can be used by any onmyoji as a standard action. This ability replaces Scribe Scroll.

Shikigami Familiar

A shikigami is a small oni of the goblin subtype. No two shikigami look exactly alike, but all are capable spell casters and have an affinity for wizards. A shikigami who is chosen by a 1st level onmyoji is weaker than a standard CR 2 shikigami, but as the wizard increases in power, so does his familiar. Use the base statistics for a shikigami familiar, provided in *appendix 1*, for a 1st level onmyoji's shikigami familiar. For every 2 levels the onmyoji gains in his class, the shikigami improves as follows.

Hit Dice: As the onmyoji gains levels, the shikigami gains HD. The shikigami gains any appropriate feats or skill points when it gains HD. The shikigami has good Reflex and Will saves and fast BAB progression. For the purpose of effects related to number of Hit Dice, use the master's character level. *Natural AC:* The shikigami familiar's natural AC is

equal to its HD.

Spell Resistance: The shikigami has a natural spell resistance equal to 10 + HD. This spell resistance does not function against spells cast by the shikigami's master.

Spells: A shikigami has a number of spell-like powers, and as it gains HD, it continues to gain new ones.

Natural AC	HD	SR
+1	1	11
	_	12
+3	3	13
+4 +5	4 5	14 15
+6	6	16
+7	7	17
+8	8	18
+9 +10	9 10	19 20
	+1 +2 +3 +4 +5 +6 +7 +8 +9	$ \begin{array}{cccccc} +1 & 1 \\ +2 & 2 \\ +3 & 3 \\ +4 & 4 \\ +5 & 5 \\ +6 & 6 \\ +7 & 7 \\ +8 & 8 \\ +9 & 9 \\ \end{array} $

Share Spells: The onmyoji may cast spells with a target of "You" on his shikigami familiar (as a touch spell) instead of on himself. The onmyoji may target the shikigami with such spells even if the spells do not normally affect outsiders.

Regeneration: A shikigami quickly gains the ability to regenerate and as it becomes more powerful, this ability also improves.

Evasion: When subject to an attack that normally allows a Reflex save to take half damage, the shikigami familiar takes no damage on a successful save.

Ability Increase: As the shikigami grows more powerful, its ability scores improve as described above.

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Improved Evasion: When subject to an attack that normally allows a Reflex save to take half damage, the shikigami familiar takes no damage on a successful save and only half damage if the save fails.

Damage Resistance: When the shikigami has 6 HD, it gains DR 5/magic. This improves to DR 10/magic at 10 HD.



Special

	~	Special
1	11	see shikigami familiar below, share spells
2	12	<i>charm person</i> 1/day, regeneration 1 (acid, fire)
3	13	<i>inflict moderate wounds</i> 3/day, evasion,
		regeneration 2 (acid, fire), Str +2
4	14	gaseous form $(3/day)$, Dex +2
5	15	<i>bestow curse</i> (1/day), improved evasion, Con +2,
		regeneration 3 (acid, fire)
6	16	<i>baleful polymorph</i> (1/day), <i>tongues</i> (constant),
		DR 5/magic, Dex +2
7	17	harm 1/day, regeneration 4 (acid, fire), scry on
		shikigami
8	18	<i>break enchantment</i> 1/day, <i>true seeing</i> (constant),
		Con +2
9	19	word of chaos 1/day, regeneration 5 (acid, fire)
10	20	earthquake 1/day, DR 10/magic
		_

New Prestige Class (Bugyo)

The bugyo is a samurai who has been given a great deal of official authority. Bugyo may be found in a number of roles, serving as local magistrates, regional tax collectors, port officers, or even as governors of a province. Bugyo are given their title and authority by a daimyo and typically serve at the pleasure of that daimyo.

Role: The bugyo is a government official and has a good deal of political clout, especially when dealing with those in a lower station. Though most bugyo hire others to do the adventuring and fighting for them, those serving as official investigators often find themselves in dangerous situations and must know how to handle a blade. Adventuring bugyo are capable front-line fighters, but they are also able to easily maneuver in the cut and thrust of high pressure social situations and, as such, frequently operate as the "face man" in those adventuring parties to whom they may be allied.

Requirements:

To qualify to become a bugyo, a character must possess all of the following criteria. **Base Attack Bonus:** +5 **Skills:** Diplomacy 5 ranks, Knowledge (local) 3 ranks, Knowledge (nobility) 3 ranks **Feats:** Skill Focus (Diplomacy) **Special:** Must possess a government appointment from a daimyo or other high-ranking official. **Alignment:** Any lawful.

Hit Die: d10

Class Skills: The bugyo's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str). **Skill Ranks per Level:** 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Bugyo are proficient with all simple and martial weapons, plus the katana and wakazashi. They are proficient with all types of armor, but gain no proficiency with shields.

Air of Authority: A bugyo adds his class level to all Diplomacy checks and, when determining a bugyo's leadership score (if any) levels from the bugyo prestige class count double.

Government Official: A bugyo is a government official, who, when operating with a region under his jurisdiction, has the authority to enforce laws, punish lawbreakers of a lower rank (through either fines or execution), and confiscate property. A bugyo is legally entitled, while operating within a region under his jurisdiction, to keep a percentage of all monies fined and is likewise entitled to keep a percentage of all property confiscated. The percentage for fines is equal to 5 times class level and the percentage for confiscated property is equal to 10 times class level. A bugyo's actions are subject to the oversight of the one who appointed him and bugyo who abuse their authority may quickly find themselves stripped of their authority.

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Skill Focus: The bugyo is expected to continually better himself. At 1st, 4th, 7th and 10th levels the bugyo gains Skill Focus as a bonus feat. As normal, each time Skill Focus is taken, it must be applied to a new skill.

Challenge (Ex): Once per day, beginning at 2nd level, a bugyo can challenge a foe to combat, in a manner identical to the challenge of a cavalier or samurai. The bugyo can use this ability an additional number of times a day for every four levels past 2nd. If the bugyo possesses levels in another class which grants the challenge ability (such as cavalier or samurai), this ability stacks with that class's ability for the purpose of determining uses per day of the ability. If the bugyo belongs to an order which offers

Level	BAB	Fort	Ref	Will	Special
1	+1	+0	+0	+1	Air of authority, government official, skill focus
2	+2	+1	+1	+1	Challenge 1/day, master of the long form
3	+3	+1	+1	+2	Student of lore
4	+4	+1	+1	+2	Scholar 1, Skill Focus
5	+5	+2	+2	+3	Master of the tea ceremony
6	+6	+2	+2	+3	Challenge 2/day
7	+7	+2	+2	+4	Skill Focus
8	+8	+3	+3	+4	Master of lore, scholar 2
9	+9	+3	+3	+5	Master tactician
10	+10	+3	+3	+5	Challenge 3/day, master of honor, Skill Focus

additional benefits for the use of challenge, the bugyo benefits fully from the order's abilities. However, a bugyo who does not belong to an order through another class does not gain an order, nor do bugyo levels count toward class levels in the order.

Master of the Long Form (Ex): Beginning at 2nd level, the bugyo can use his legal standing, and threats of bureaucratic paperwork, to his advantage so that he adds his class level to all Intimidate checks made outside of combat.

Student of Lore (Ex): The bugyo is expected to know a little bit about everything. Beginning at 3rd level, he may make Knowledge checks untrained.

Scholar: At 4th and 8th level, the bugyo may add a new Knowledge skill to his list of class skills.

Master of the Tea Ceremony (Ex): At 5th level, once per day, the bugyo can engage in an elaborate and highly cultured tea ceremony. During the course of this tea ceremony, the bugyo can add +10 to a single Diplomacy check of his choice. Naturally the object of the Diplomacy check must also be at the tea ceremony requires a successful Diplomacy check but the DC is 5 less than the DC for adjusting that same individual's starting attitude. Invitations to tea must be made at least 24 hours before the actual ceremony. The same character or creature may not be affected by more than 2 Diplomacy checks made during tea ceremonies during the course of a month.

Master of Lore (Ex): At 8th level, the bugyo may add 1/2 his class level to all Knowledge skill checks.

Master Tactician (Ex): The bugyo's ability to coordinate activities, and his extensive studies, prove a valuable boon to himself and his allies in battle. Once per round, as a free action, a bugyo may grant one ally within 30 ft. a +2 circumstance bonus to all d20 rolls made that round. The bugyo may not benefit from this ability himself.

Master of Honor (Ex): When challenging a foe with less honor than himself (including those with no honor), the bugyo receives a +2 bonus to hit and damage the target of his challenge.

Ex-Bugyos: Bugyos who lose their government position, whether through misconduct or a regime change, lose their status as a Government Official and thus lose their income derived from belonging to the prestige class. They also lose the advantage of the master of the long form class ability.

New Prestige Class (Mosa)

Stubbornly refusing to back down, the mosa stands resolute, even in the face of overwhelming odds. His grim determination to see a job through, no matter the cost to himself, makes him a valuable ally in any battle, for, where others would fail, he will excel through sheer tenacity, inspiring his allies to do the same. Mosa are often employed as elite bodyguards by the nobility, for they rarely flee from battle.

Role: The mosa is a warrior determined to fight till the bitter end. His talents lie on the battlefield and he makes an excellent frontline fighter or bodyguard.

Requirements

To qualify to become a mosa, a character must possess all the following criteria.

Base Attack Bonus: +6 **Feats:** Diehard, Endurance, Toughness **Alignment:** Any lawful

Hit Die: d10

Class Skills: The mosa's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str). UN HELINA

Skill Ranks per Level: 2 + Intelligence modifier





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MA	Level	BAB	Fort	Ref	Will	Special
	1	+1	+1	+0	+0	Stalwart defense
12	2	+2	+1	+1	+1	Bravery +1, challenge 1/day
A	3	+3	+2	+1	+1	Stalwart presence, damage reduction 1/–
EXT	4	+4	+2	+1	+1	Bravery +2, bonus feat
A	5	+5	+3	+2	+2	Challenge 2/day
NN	6	+6	+3	+2	+2	Bravery +3, damage reduction $2/-$
13	7	+7	+4	+2	+2	Strategic defense, bonus feat
TT	8	+8	+4	+3	+3	Bravery +4, challenge 3/day
1102	9	+9	+5	+3	+3	Damage reduction 3/–, greater stalwart
WHALEEC	10	+10	+5	+3	+3	presence Bonus feat, bravery +5, challenge 4/day, perfect defense

Stalwart Defense (Ex): In battle, the mosa's determination makes him a hardy fighter. So long as the mosa has not moved in combat for at least a round, he can choose, as a swift action, to use his stalwart defense ability to add a +4 morale bonus to both his Strength and Constitution scores. In addition to the bonus to CMD he receives from Strength, he enjoys an additional +4 bonus to CMD when resisting bull-rushes, grapple attempts and trips. He may use this ability for a number of rounds a day equal to 4 + Constitution modifier + 2 per class level. After using the ability, the mosa is fatigued and remains fatigued for twice as long as the ability was active. If the mosa moves, or is moved from his chosen spot, while using this ability, he ceases to benefit from it and is fatigued as described.

Bravery (Ex): The mosa is resistant to fear effects, receiving a bonus to Will saves made to resist fear. This bonus stacks with similar bonuses the mosa may receive from other classes (such as the fighter).

Challenge (Ex): Once per day, beginning at 2nd level, a mosa can challenge a foe to combat, in a manner identical to the challenge of a cavalier or samurai. The mosa can use this ability an additional number of times a day at 5th, 8th and 10th level. If the mosa possesses levels in another class which grants the challenge ability (such as cavalier or samurai), this ability stacks with that class's ability for the purpose of determining uses per day of the ability. If the mosa belongs to an order which offers additional benefits for the use of challenge, the mosa benefits fully from the order's abilities. However, a mosa who does not belong to an order through another class does not gain an order, nor do mosa levels count toward class levels in the order.

Damage Reduction (Ex): At 3rd level, the mosa gains damage reduction. Subtract 1 from the damage the mosa takes each time he is dealt damage from a weapon or a natural attack. At 6th level and at 9th

level, this damage reduction rises by 1 point. Damage reduction can reduce damage to 0, but not below 1.

Stalwart Presence (Ex): Beginning at 3rd level, so long as the mosa is using his stalwart defense ability, all allies within 30 ft. receive a +2 morale bonus on saving throws verses fear. This ability stacks with other abilities (such as a samurai's banner ability) which grant a similar bonus.

Bonus Feat: At 4th, 7th and 10th level, the mosa gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats.

Strategic Defense (Ex): Beginning at 7th level, the mosa may take a 5-foot step each round while maintaining his stalwart defense ability.

Greater Stalwart Presence (Ex): At 8th level, whenever the mosa is using his stalwart defense ability, all allies within 30 ft. receive a +2 morale bonus on saving throws made to resist charm and compulsion spells and effects. This ability stacks with other abilities which grant a similar bonus.

Perfect Defense: At 10th level, the mosa no longer suffers fatigue after using his stalwart defense ability.



Samurai Feats

Armored Horseman (Combat)

Many hours in the saddle, combined with your physical strength, allow you to more easily wear armor when on horseback.

Prerequisites: Str 13, 5 ranks in Ride.

Benefit: You may reduce your armor check penalty by an amount equal to your Strength bonus when making a Ride check. You may not reduce your armor check penalty to less than o through the use of this feat.

Driven By Honor

Your dedication to your honor inspires you to try harder. **Prerequisite:** An honor score of at least 1.

Benefit: Any time you are involved in an endeavor in which success or failure will alter your honor score (either negatively or positively), you add a +1 morale bonus to all d20 rolls.

Extra Stalwart Defense

You can use your stalwart defense ability more than normal.

Prerequisite: Stalwart defense class feature. **Benefit:** You can use your stalwart defense for an additional 6 rounds per day.

Special: You may take this feat more than once and its effects stack.

Honor's Tongue

Your honor inspires you to do well in interacting with others **Prerequisites:** An honor score of at least 1, Cha 13.

Benefit: You may add twice your honor score to any Charisma-based skill check. You may use this ability a number of times per day equal to your Charisma modifier (minimum 1). This ability does not stack with any other ability which allows you to use honor as a bonus to skill checks.

Improved Far Shot

Your skill allows you to increase the range of your weapons without sacrificing accuracy.

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Prerequisites: Far Shot, BAB +5.

Benefit: When using a ranged weapon, the range of the weapon is increased by 50%.

Normal: A weapon's range is given in the weapon's description. When you take this feat, a weapon with a normal 10 ft. range would instead, for you, have a 15 ft. range and a weapon with a 100 ft. range would, in your hands, have a 150 ft. range.

Skillful Follow Up (Combat)

Your extensive training means you are able to more effectively make iterative attacks with a melee weapon. **Prerequisite:** BAB +6.

Benefit: All attacks made with a melee weapon, after the first in a round, gain a +2 bonus.

Normal: The penalty for iterative attacks is normally a cumulative -5. This feat effectively reduces that to a -3 penalty.



Part 3: Creating a Samurai Clan

Each samurai clan is distinct, reflecting the philosophies of its daimyo and the goals of its clan head. Additional factors, such as the size of the clan, its source of income, and its influence at court, help distinguish one samurai family from another. GMs may use the information hereafter to fashion a samurai clan stat block for each samurai clan with which PCs might interact so as to assist in determining the outcome of such interactions.

The Samurai Clan Stat Block

A samurai clan stat block is organized as follows.

Name: The name of the samurai clan is presented first. **Alignment and Type:** The clan's alignment is the general alignment of its members. Individual members in the clan can be of any alignment, but the majority of the clan will be within one step of the clan's alignment. The clan type indicates both the wealth level (impoverished, poor, typical, prosperous, wealthy) and the overall size of the clan (small, medium, large, major). (**Population**) The actual numerical size of the clan is recorded parenthetically.

Modifiers: A samurai clan possesses modifiers (Honor, Morale, Lore, and Society) which affect the difficulty of specific skill checks made in relation to members of the clan. A samurai clan's default modifiers are Honor +2, Morale +2, Lore +1, Society -2, but these modifiers are further adjusted by the clan's alignment, qualities, size and wealth.

Daimyo: The name of the daimyo the clan serves under is listed here. **(Daimyo Qualities)** Three qualities, describing the overall personality of the daimyo are noted parenthetically.

Taisho or Monogashira: This entry provides the name, alignment, class and level of the clan's head. (**Taisho or Monogashira Qualities**) Three qualities, describing the overall personality of the clan head are noted parenthetically.

Clan Qualities: As with the daimyo and the clan head, three qualities are used to describe the overall personality of the clan. The first of these must be chosen from one of the three qualities possessed by the daimyo and the second is taken from one of the three qualities possessed by the clan head. The third quality is reflective of the clan's alignment.

Though the world may be ever changing; a samurai should never entertain such thoughts. His fate is determined and he must meet it with honor.

Notable Members: This section lists any notable clan members. The listed members are identified by their role in the clan, followed by their names, alignments, class and level.

Clan Enterprises: The major businesses and activities of the samurai clan within its community are listed here. The size of the clan determines how many ongoing activities they have.

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Purchase Limit and Import Limit: This section lists the amount of money the clan, as a whole, has at its disposal for the purchase of any single item at any one time. The import limit reflects the price of the most expensive item the clan can arrange to have delivered to it if it has at least a week to gather together the funds. Generally, the import limit is twice the purchase limit, but both amounts are subject to further adjustments based on the clan's alignment, qualities, size and wealth.

Samurai Clan Modifiers

The difficulty of interacting with samurai clan members is represented through four modifiers, each of which affects the use of specific skills. A clan's default modifiers are Honor +2, Morale +2, Lore +1, Society -2, but these modifiers are further adjusted by the clan's alignment, qualities, and wealth.

Honor: Honor is a measure of how truthful, loyal and trustworthy a group is and how well the group, as a whole, pressures its individual members into behaving in a manner that reflects well on the whole group. Groups with high honor hold themselves to a higher standard than groups with low honor. The Honor score modifies the DC for all Bluff, Diplomacy, or Intimidate checks made to compel a member of the group into doing something contrary to the group's personal code. You should also consider the group's Honor when determining how members of the group react to temptations or bribes.

Morale: Morale is the measure of a group's general cheer, optimism and determination. Groups with a high morale are, as a whole, harder to intimidate. Individuals in groups possessing a low morale are more easily cowed and dispersed. The Morale score modifies the DC for all Intimidate checks made against members of the group by those outside the group. You should also consider the group's Morale when determining how they react to danger.

Samurai Clan	Clan Type Population	Clan Enterprises	Purchase Limit	Import Limit
Small Clan	50-1,000	1	5,000 gp	10,000 gp
Medium Clan	1,001-5,000	2	10,000 gp	20,000 gp
Large Clan	5,001-10,000	4	25,000 gp	50,000 gp
Major Clan	10,001+	6	50,000 gp	100,000 gp

Lore: Lore is the measure of a group's overall attitude toward knowledge and scholarly pursuits. Groups with a high Lore modifier are more likely to possess libraries and hold scholars in high regard. Groups with a low Lore modifier are more likely to be taciturn and distrustful of new ideas. The Lore score applies to Diplomacy checks made to gather information from members of the group and Knowledge checks made using the group's personal resources. You should also consider the group's Lore when determining how chatty and communicative the members of the group are. (Note that a group's Lore modifier supersedes the Lore modifier for the community in which the group dwells. That is, when speaking to a member of the group in question, replace the community Lore modifier with the group Lore modifier.)

Society: Society is a measure of how open-minded and civilized a group is. A group with a low Society modifier is going to be distrustful of those from outside the group and will be more insular. A high society modifier indicates a more cosmopolitan attitude toward outsiders. A group's Society score should be applied to all Disguise checks made against a member of that group, as well as to Diplomacy checks made against members of the group by outsiders. (Note that a group's Society modifier supersedes the Society modifier for the community in which the group dwells. That is, when speaking to a member of the group in question, replace the community Society modifier with the group Society modifier.)

Samurai Clan Size

Samurai clans vary wildly in size. The smallest of clans are quite small, containing perhaps only a dozen warriors. The largest clans may be spread over a large area, controlling several towns, and possibly even a city. Generally speaking, the larger a clan is, the wealthier and better connected it is. Likewise, larger clans are more widely diversified in their businesses and holdings. Typically, approximately a third of a clan's population is fully trained and ready warriors. The remainder of the population is made up of wives, children, and elderly clan members too frail to fight. Samurai clans rarely compete against clans larger than their own, but competition between similarly sized clans can be quite fierce.

Table 3.2 Wealth Level Adjustments

d10	Wealth Level
1	Impoverished
2-3	Poor
4-7	Typical
8-9	Prosperous
10	Wealthy

Small Clan A Small clan has fewer than a thousand members. Such clans control either a single small village or town, often within the territory of a larger clan with whom they are allied, or else they are scattered abroad, with each samurai working as he can. Small clans are generally either young clans that have yet to grow or clans that have suffered debilitating losses in battle. These clans rarely go to battle on their own, but may bolster the forces of a larger clan. The clan heads of a Small samurai clan are always monogashira.

Medium Clan The majority of samurai clans are of this size. They control a single town, and perhaps a modest castle, but also have clan members who work outside the clan town in various capacities, or perhaps for other clans. While most of the samurai spend the majority of their time performing menial day-to-day duties, the clan, when battle calls, is able to field a sizable fighting force. Clans of this size are capable of fighting singly so long as the opponent is a similarly sized clan, but for major wars it is necessary for them to ally with others to survive. The clan heads of Medium samurai clans are almost always monogashira, though in the more militant clans the clan head may be honored with the title of taisho. MATECHCLULL

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Large Clans A Large clan is well established, controlling an area of land containing several towns and villages, or even a small city. Such clans traditionally maintain a castle and have a contingent of samurai whose sole duty is to provide a constant military presence. Large clans are likely to be heavily involved in the politics of their daimyo and to be invested in several business ventures. When battle calls, a large clan is able to march alone, though for important conflicts they can normally call on smaller, allied clans to bolster their numbers even further. The heads of a Large clan are normally taisho, though in some of the less militant clans, the head man may still be titled monogashira.

Major Clan A Major clan is an old, well-established clan which controls an entire province, often with other smaller clans within their territory. The leaders of such clans are important officials, with the ear of the daimyo and wielding a great deal of authority. A clan of such size is involved in any number of activities, including political machinations. When a Major clan goes to war, the samurai within comprise a powerful army able to take on almost any foe. The clan head of a Major clan is always given the title of taisho.

Adjustment for Purchase and Import Limits Divide Limit by 10 Divide Limit by 2 No adjustment Multiply Limit by 1.5

Multiply Limit by 2

Samurai Clan Wealth Levels

There are five possible wealth levels for a samurai clan. The five levels are impoverished, poor, average, prosperous and wealthy. These wealth levels modify the Purchase Limit and Import Limit of each samurai gang, as described on Table 3.2. Once the wealth level is chosen, multiply or divide the base Purchase and Import Limits as indicated. This adjustment is done before any adjustments indicated by gang qualities. Table 3.2 may also be used to pick a random wealth level, if so desired.

Samurai Clan Alignment

A clan's alignment describes the overall attitude of the clan at large. Most samurai clans are Lawful Neutral, with a few tending toward either Lawful Good or Lawful Evil. Non-Lawful clans are very rare, but not unknown. The alignment of the clan must be within one step of the alignment of the clan head, or else the group has the fractured quality. The alignment of the samurai clan affects the clan's modifiers as follows. A lawful alignment increases the group's Honor by 1. A Chaotic alignment decreases Morale by 1. An Evil alignment decreases Honor by 1 and a Good alignment increases Morale and Honor by 1 each. Any Neutral alignment increases Lore by 1 (so a clan that is Neutral doubles the increase).

If you wish to randomly determine the alignment of a samurai official, member, or clan you may use Table 3.3. Accompanying each alignment is a list of three possible qualities associated with that alignment. Once alignment has been chosen, choose one of the qualities associated with that alignment and apply it to the individual or clan being created (remember that if the alignment of the clan and the clan's head is more than one step apart, the quality chosen must be the fractured quality).

The Daimyo

Though the clan head sets the day-to-day policies of the clan, he is himself sworn to serve a particular daimyo, the lord of a province. Though removed from the daily activities of the samurai, the nature of the daimyo is still a factor in the attitude and goals of every clan. When creating a samurai clan, determine the name of the daimyo, the city or castle in which he resides, and the name of his province.

A samurai has no need for oaths; such treasonous words weaken his soul and his reputation. A samurai's words should be as steel, never bending.

Table 3.3 Samurai Alignment

d100	Alignment
01-69	Lawful Neutral
70-79	Lawful Good
80-89	Lawful Evil
90-93	Neutral
94-95	Neutral Evil
96-97	Neutral Good
98	Chaotic Evil
99	Chaotic Good
00	Chaotic Neutral

Daimyo and Clanhead (Taisho or Monogashira Qualities

When assigning qualities to the daimyo and the samurai taisho or monogashira, choose one alignment related quality from Table 3.3 and then choose two qualities from those presented on Table 3.4. If you desire, Table 3.4 allows you to randomly select these qualities.

Table 3.4 Taisho or Monogashira Qualities						
d20		d20				
1	Active	11	Romantic			
2	Bold	12	Ruthless			
3	Gloomy	13	Stern			
4	Hot-Tempered	14	Strong			
5	Just	15	Stubborn			
6	Learned	16	Suspicious			
7	Martial	17	Superstitious			
8	Proud	18	Thoughtful			
9	Quiet	19	Unpredictable			
10	Religious	20	Vengeful			

Samurai Clan Qualities

Each samurai clan should be assigned three qualities. The first of these is chosen from the three qualities possessed by the daimyo and the second is chosen from the three qualities possessed by the clan head. The third quality is taken from Table 3.3, according to the gang's alignment. Qualities cannot be chosen twice.

Active Bustling with energy, an Active individual is always planning, working, and moving. Groups with this quality are likewise constantly busy. An Active group's Morale modifier increases by 1 and its Purchase and Import Limits increase by 10%.

Bold An individual or group with the Bold quality acts decisively and fearlessly. Members of a group with the Bold quality increase their Morale modifier by 2.

Charitable An individual or group with the Charitable quality frequently gives to the poor and needy. In such a group, Honor, Morale and Society are increased by 1 but the group's Purchase limit is 20% lower.

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Cold An individual with the Cold quality is distant and emotionally unapproachable. Groups with the same quality are aloof toward those outside the group and maintain a facade of passionless efficiency. Groups who are Cold have their Honor modifier increased by 1 but their Social modifier decreases by 1.

Possible Qualities (choose one)

Cold, Honorable, Meticulous Charitable, Honorable, Meticulous Devious, Meticulous, Vicious Greedy, Honorable, Meticulous Cold, Devious, Greedy Charitable, Greedy, Just Cruel, Riotous, Vicious Charitable, Lawless, Riotous Greedy, Lawless, Riotous



Devious A devious individual is manipulative and scheming. Though not all devious people are liars, one must parse one's words carefully. Devious groups seek to use those outside the group to their own advantage, and even those within the group must be alert to the machinations of their comrades. Devious groups decrease their Honor by 1 but their Lore modifier increases by 1.

Fractured A group with the Fractured quality is being torn apart by internal struggles. All modifiers in such a group are decreased by 2.

Gloomy Constantly morose, Gloomy individuals wallow in pessimism. Groups with the Gloomy quality are full of such individuals. Morale in Gloomy groups decreases by 1.

Greedy A Greedy individual covets that which he does not have and seeks monetary success, frequently through less than honorable means. Groups with this quality are likewise focused on the acquisition of worldly wealth, even at the expense of others in their community. The Purchase and Import Limits of such a group are increased by 30%.

Honorable An Honorable individual's word is his bond. He lives according to his own personal code, even when others fail to do so. Honorable groups likewise have a rigid code of conduct, whether spoken or unspoken, and expect each member of their group to live according to this code. The Honor of groups with this quality is increased by 3 and the Morale modifier is increased by 1.

Hot-Tempered Quick to anger, Hot-Tempered individuals frequently take out their frustrations and wrath on those around them. When an entire group is Hot-Tempered, the community walks gingerly, fearful of displeasing the group. A Hot-Tempered group's Society modifier is decreased by 1.

Just A just individual attempts to insure that people are treated as they deserve to be treated. Just groups attempt to distribute justice to their community, according to the code of the group and the mores of their society. Groups with the Just quality increase their Honor by 2.

Lawless An individual with the Lawless quality does as he pleases, when he pleases and must be forced to do otherwise. A group with the Lawless quality is out of control. Members barely obey their superiors, and only when their superiors are on hand. Honor, Morale, and Lore modifiers are all decreased by 2 in such a group.

Learned Learned individuals have studied extensively and are knowledgeable about one or more areas of interest. Groups with the Learned quality value scholars and wisdom. The Lore quality of such groups is increased by 3.

Martial A Martial individual devotes himself to preparing for war, both physically and mentally. Martial groups are typically highly disciplined and highly regimented. Honor and Morale are both increased by 1 in a Martial group and Society is decreased by 1.

Meticulous A Meticulous individual is very exact in both his appearance and his record keeping. A group with this quality expects its members to be clean and to maintain good accounts. In a Meticulous group, Honor and Lore are both increased by 1 and Morale is decreased by 1. The Purchase and Import Limits of a Meticulous group are increased by 10%.

Proud Proud men, and proud groups, make poor followers. They do not like to admit they are wrong, and they are more easily offended than others. A Proud group's Honor is increased by 1 but its Lore is decreased by 1.

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Quiet A man with the Quiet quality does not speak unless he has something worth saying. Groups who share the Quiet quality are calm and subdued in their dealings. A Quiet group's Society modifier is increased by 1.

Religious Whether pious, zealous, or simply devout, a Religious man is concerned with spiritual matters and makes the time to participate in the faith he has chosen. Religious groups give regularly to their faith, participate in festivals and other times of worship, and are respectful of the clergy. The Honor and Lore of a religious group are each increased by 1. The Purchase Limit of such a group is reduced by 10%.

Riotous A Riotous individual is unruly, wild and an incorrigible carouser. Such people are frequently intoxicated, almost always boisterous, and frequently belligerent. A group with this quality is comprised of wild individuals given to dissipation and carnal excesses. In a Riotous group, Honor is decreased by 2, and Morale and Lore are both decreased by 1. Additionally, the group's Purchase and Import limits are both reduced by 10%.

Romantic Sentimental and possibly idealistic, a Romantic finds pleasure in situations and people who capture his imagination. Groups possessing this quality are prone to hero worship and theatrics. Honor and Society are each increased by 1 in a Romantic group.

Ruthless Trampling on all who come between them and their goals, a Ruthless man, and a Ruthless group, stop at nothing to get their way. A Ruthless group decreases its Honor modifier by 1 but increases its Morale modifier by 1.

Stern An individual with the Stern quality is hard on himself and on others, expecting the best from each. Stern groups are frequently mirthless, expecting all to conform and do their part as required. A Stern group's Honor and Morale modifiers are increased by 1, but its Society modifier is decreased by 1.

Strong A Strong individual appreciates strength in himself and in others, whether that strength be physical or mental. Groups with the Strong quality likewise value personal strength and hold those that can demonstrate strength in high regard. Such groups increase their Morale modifier by 1.

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Stubborn A Stubborn man does not easily change or back down. Groups who also have this quality are likewise set in their ways, refusing to change their beliefs and actions until there is no other choice. Stubborn groups increase their Morale modifier by 1 but decrease their Society modifier by 1.

Suspicious Individuals and groups with the suspicious quality do not easily give their trust. Groups with the Suspicious quality have their Society modifier decreased by 2.

Superstitious A Superstitious individual holds any number of beliefs concerning the spirit world, luck (and the loss thereof) and the proper way one should act concerning both. Frequently fearful of change and the unknown, Superstitious groups engage in numerous small activities meant to placate the spirits and increase good fortune. Both the Lore and Society modifiers of a group with the Superstitious quality are decreased by 1.

Thoughtful A Thoughtful man thinks before acting and is frequently given to introspection and philosophy. Groups possessing the Thoughtful quality are seldom rash, but plan efficiently before setting themselves into motion. The Lore of a Thoughtful group is increased by 1 and the Import Limit of such a group is increased by 20%.

Unpredictable Some Unpredictable people are crazy, others may simply be purposefully erratic. Either way, one is hard pressed to tell how they will react to any given situation. When a group has the Unpredictable quality, its members tend to be violent and wild, exulting in anarchy and chaos. An Unpredictable group's modifiers are all decreased by 1. Additionally, Purchase and Smuggling Limits are both reduced by 10%.

Vengeful An individual or group with the Vengeful quality never allows a slight or hurt to rest, but makes sure to return cut for cut and hurt for hurt, tenfold. They constantly pursue vendettas against their enemies, both real and imagined. Morale in a Vengeful group is increased by 1 but Society is decreased by 1.

Vicious A Vicious individual thinks little of hurting others and is given to savage moods and vindictive vendettas. Brutal and violent, groups with the Vicious quality possess a bloody reputation. Morale in a Vicious group is increased by 1, but Society is decreased by 2.

Clan Enterprises

All samurai clans are expected to train their male members for war. Each samurai is expected to be proficient with swords, bows and horses. Yet, though battle is a constant possibility in the life of a samurai, battle does not keep food on the table. Each clan has one or more enterprises by which it earns a profit. The samurai of a clan are generally expected to work to further these enterprises during peace-time **Craftsmen** All samurai clans are, to some degree, selfsufficient, producing the goods necessary to perform their duties and live. Occasionally, a clan learns to focus on a particular craft, with its products being of such a quality as to incite the interest of other clans. Samurai in such a clan, particularly those exhibiting a talent for the craft, will be expected to produce goods to sell for the good of the clan. Other samurai may find employ guarding the goods produced, or transporting them to sell.

Land A good number of samurai clans are involved in the business of land-ownership. They oversee a territory, one ceded to them by the daimyo, charging non-samurai who live upon their land a fee for the privilege of doing so. Such taxes may be collected either as monies or as goods. Samurai within the clan may perform a number of functions, with some working as tax-collectors, others serving as accountants or still others maintaining stores of collected goods. Those living on the land rightfully expect the samurai to protect them and so some samurai also serve time on patrols, policing the area.

Shipping Samurai clans near border areas are well situated to make a living through the regulation of shipping. Such clans may themselves take part in the buying and selling of goods, but they are just as likely to focus on maintaining roads, collecting travel fees, and confiscating a percentage of goods being moved through their territory.

Farming The lowliest of clans make their living farming the soil. Such samurai are generally looked down upon by other non-farming clans, yet they continue to toil, knowing that if they do not work, they do not eat. Samurai in farming clans are expected to tend to their own plot of land, as a farmer.

Guard Work Samurai clans situated near important locales, or in major cities, may be called upon to provide protection to either a person, a neighborhood (or neighborhoods), or an important site. Such guard duty can take various forms, with samurai acting as bodyguards, patrolling city streets as a constabulary, or standing watch over an important shrine.

Horses While all samurai clans claim proficiency with horses, not every clan actively breeds and raises these beasts, choosing instead to buy what they need from those clans who do. Samurai in horse clans are expected to be able to ride and break the animals, as necessary. Samurai may be called upon to inspect herds, transport and defend livestock, or exhibit the creatures for sale.

Mercenary Work All samurai clans, at one point or another, are likely to fight on behalf of another clan. Often the reason is political, but a few clans derive a steady income by temporarily "allying" themselves in return for financial compensation. Samurai belonging to a mercenary clan with suitable martial skills are expected to go fight wherever their clan leader sends them, without question.
Politics All samurai are involved in politics to some extent. Clans focused on politics as an enterprise are generally large and ambitious. They are heavily involved in matters local and national, seeking to elevate their own prestige through choice appointments and skillful maneuvers in the passing of laws and edicts. Samurai in political clans might be expected to attend court, marry for the clan's political advantage, or fill official offices in the capital of the province or nation.

Soldiering All samurai clans train their men for war, but some maintain a standing army or military force. Such a force is constantly training for battle and constantly ready to fight where they are sent. Samurai in such a situation are soldiers, living a life similar to soldiers everywhere.

Samurai Clan Names

The name of a samurai clan serves as the surname for all of its members. Traditionally, when samurai introduce themselves to those not of the clan, they first identify their clan's name and then provide their own given name. To create an authentic sounding samurai clan name, roll on the following two tables, one after the other, and combine the two results.

Table 3.5 Samurai Clan Prefix

d20		d20	
1	Aka	11	Masa
2	Ashi	12	Matsu
3	Choso	13	Mina
4	Hatake	14	Naka
5	Hira	15	Oga
6	Ichi	16	Sato
7	Ishi	17	Suzu
8	Ita	18	Shima
9	Kage	19	Take
10	Kana	20	Toku

Table 3.6 Samurai Clan Suffix

d20		d20	
1	chika	11	moto
2	daira	12	mura
3	fune	13	obe
4	gawa	14	saki
5	hara	15	suna
6	kabe	16	tada
7	kage	17	ura
8	kawa	18	wara
9	koji	19	yama
10	mizu	20	yori

Sample Samurai Clans

Struggling Samurai Clan Kagesaki Clan

LG Small poor samurai clan (375 members) Honor +8, Morale +4, Lore+1, Society-4 Lord Hachiwara of Tsue-jo, Daimyo of Oniba province (stern, vengeful, vicious) Monogashira Kagesaki Norigori LG samurai 10 (charitable, martial, religious) Clan Qualities honorable, martial, stern Notable Members Kagesaki JokikoLG paladin 8 Kagesaki YoshimatakoLN samurai 6 Clan Enterprise mercenary work

Purchase Limit 2,250; Import Limit4,500 gp

Samurai Farming Clan

Ishiobe Clan

LN Small samurai clan (654 members) Honor +6, Morale +5, Lore+1, Society-4 Lord Hachiwara of Tsue-jo, Daimyo of Oniba province (stern, vengeful, vicious) Monogashira Ishiobe Takaki LN ranger 5/aristocrat 3 (honorable, romantic, vengeful) Clan Qualities honorable, stern, vengeful Notable Members

IshiobeMasakiLN ranger 6 IshiobeSounLE samurai 5 Clan Enterprise farming Purchase Limit 5,000 gp; Import Limit10,000 gp

Prosperous Samurai Clan

Ichiura Clan

LN Medium prosperous samurai clan (2,734 members) Honor +7, Morale +3, Lore+2, Society-3 Lord Hachiwara of Tsue-jo, Daimyo of Oniba province (stern, vengeful, vicious) Monogashira Ichiura Yoshitomo LE samurai 7/bugyo 2 (meticulous, quiet, romantic) Clan Qualities honorable, meticulous, stern Notable Members IchiuraYoshisakiLE samurai 4/sorcerer 6 MasterweaverIchiuraSamatoLG samurai 6/expert 1 Clan Enterprises craftsman, land Purchase Limit 16,500 gp; Import Limit 33,000 gp

Powerful Samurai Clan

Minahara Clan LE Major wealthy samurai clan (15,821 members) Honor +2, Morale +2, Lore +3, Society -3 Lord Hachiwara of Tsue-jo, Daimyo of Oniba province (stern, vengeful, vicious) Taisho Minahara Nariyuki LE samurai 7/bugyo 8 (active, jolly, devious) Clan Qualities devious, meticulous, vengeful Notable Members Minahara Yoshinage LE samurai 14 Minahara Satayuchi LE inquisitor 11 Clan Enterprises craftsman, land, shipping, guard work, politics, soldiering Purchase Limit 110,000 gp; Import Limit 220,000 gp

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Samurai Family Crests (Kammon)

Members of the samurai or buke caste in Kaidan maintain official heraldric crests, called kammon. These simple designs in solid black on white, or white on other colors often depicting plants, flowers, crafted goods and geometric shapes. All 36 designs below are based on actual Japanese family crests. Rather than assign family names to each crest, the following are provided so GMs and players can select there own family crest as best fits their needs for a campaign in Kaidan, or any other Japan based game setting.











Part 4: Kawashi, Samurai Town

Built at the primary crossing of the Ashikawa (lit. Reed River), the town of Kawashi (lit. River City) was originally situated to serve as a military buffer against invasions into Onari province. Originally a property of the Otsukama clan, it was ceded a hundred ninety years ago to the newly formed Takesune clan for valorous and loyal service to the Onari daimyo, Lord Otsukama. The Takesune clan has since grown in size so that what was once just a provincial castle is now a large town.

Onari province is a rich, fertile land, full of small farming communities. The Takesune clan oversees not only the town of Kawashi, but several of the small villages around the town as well, maintaining constant patrols and insuring the harvests are properly taxed. A portion of all the rice, and other crops grown, finds its way to Kawashi and Kawashi castle, but even more of it is sent on to the provincial capital. The Takesune clan has also recently acquired a notable reputation for the quality of its weapons, thanks in large part to the skill of Tokisaka, the clan's mastersmith. His swords and spear heads are beginning to fetch a good price in several cities, so that, if things continue as they are, the clan could soon find itself much wealthier.

Unfortunately, not all is serene in Kawashi. Besides the normal internecine infighting common to clanlife, there have been, in recent months, three different assassination attempts on Tokisaka. The assailants were killed each time before they could divulge information, but there is suspicion that the Shimikage clan, long-time rivals of the Takesune clan, are behind the attempts. On top of this, there have been a series of grisly murders in the region around the town, and the various villages have begun petitioning monogashira Hitoko to increase the number of patrols until the culprit is brought to justice.

Kawashi

LN Large town Corruption +2; Crime -3; Economy +1; Law +4; Lore +1; Society -2 Qualities insular, racially intolerant (non-human), strategic location

Danger 0

Demographics

Government overlord (monogashira)

Population 2,672 (2,016 members of the Takesune clan, 624 other humans, 32 non-humans)

Notable NPCs

Monogashira Takesune Hitoko LN samurai 10

Provincial Envoy Otsukama Ro'kasui LE samurai 6

Priest Aki LG paladin 7

Mastersmith Takesune Tokisaka LE samurai 7

Marketplace

Base Value 2,200 gp; Purchase Limit 10,000 gp; Spellcasting 5th

Minor Items 3d4; Medium Items 2d4; Major Items 1d4

Town Locations

1. Kawashi Castle Home of the Takesune clan, Kawashi Castle serves as the heart and soul of the community. Though only a small portion of the clan lives inside the actual fort, almost all of them feel a strong emotional attachment to the structure, regarding it as almost a sacred site. The clan maintains a store of food and weapons within the castle sufficient for a twelve-month siege.

2. Clan Offices Built near the Castle, these buildings house the offices of the clan administrators and the clan storerooms.

2. Kawashi Bridge Though it is possible to ford the Ashikawa, the daimyo instructed the Takesune clan, when they took possession of the region, to build and maintain a bridge wide enough for twenty soldiers to march abreast. The stone structure has endured for close to two hundred years, and the clan does yearly upkeep. Samurai in service to the daimyo or the Shogun may cross the bridge for free; all others must pay a small toll. A few peasants choose to ford the river rather than pay a toll, but most accept it as a price for the convenience.

3. Tokisaka's Though this walled compound, almost a fort unto itself, is clan property, most refer to it simply as "Tokisaka's". Within the complex, Mastersmith Tokisaka directs the work of forging weapons. Tokisaka is a relentless, savage boss, but the results of his work are of such a quality that Hitoko turns a deaf ear to the numerous complaints regarding Tokisaka's cruelty.

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4. Ashikawa Shrine This river shrine is quite old, and for many years it was in poor repair. Following a fierce flood, monogashira Hitoko heeded the advice of a wandering yamabushi named Aki, and refurbished the shrine to better honor the river kami. Aki, who took up residence in the shrine as its caretaker, now has the ear of Hitoko, much to the chagrin of the provincial envoy, Otsukama Ro'kasui.

5. Imperial Shrine Following the construction of the Kawashi Bridge, then monogashira Takesune Motomakso undertook a second major project and built a shrine to the Eternal Emperor. The shrine is well maintained and the adjoining diplomatic quarters insure that all important visitors to the town may readily witness the clan's loyalty to their undying ruler.

Adventuring in Kawashi

Though the town presents a picture of serene domesticity to the world at large, there are several undercurrents of intrigue currently swirling below the surface in Kawashi. The most public items of note have been the assassination attempts on Takesune Tokisaka. Tokisaka is a highly respected member of the community, at least superficially, and the whole clan is currently suspicious of all non-clan warriors arriving in town.

...Meanwhile, rumors have begun circulating that the Shimikage clan is gearing up for war against the Takesune clan. It is widely believed that the attempts on Tokisaka are a sign of the seriousness of the situation. Unbeknownst to all but his closest confidantes, Tokisaka is himself responsible for both the attempts on his life (his assailants did not realize that not only had he hired them himself via intermediaries, but he was utterly prepared to kill them on sight) and the rumors. He has long hated the Shimikage clan and is hoping to encourage Hitoko to go to war "preemptively," or else arrange a coup and take the clan leadership for himself.

...Meanwhile, items, some of them quite valuable, are beginning to come up missing in audits of the clan stores. Hitoko would like to solve the matter quietly, but is not sure who to trust with the investigation. He is seriously considering hiring outsiders to make some discreet inquiries. The culprits are, in fact, clan members working for the provincial envoy Ro'kasui, who takes the goods with him when he visits the daimyo's courts, selling them in the provincial capital.

...Meanwhile, Ro'kasui would like nothing better than to rid the town of the saintly Aki, the caretaker of the river shrine. To achieve this goal, he has decided to use black magic to curse the shrine and fill it with demons and ghosts. He has begun hiring foul sorcerers capable of bringing about this very thing.

...Meanwhile, Aki has been having visions of a coming flood and fears that something upriver may be angering the river kami.

...Meanwhile, there are two rival sword schools in the town, both of whom have traditionally vied for martial superiority within the clan. The old master of the first school, Takesune Yomo, served for many years as master of arms for the monogashira. Following his recent death, in a surprising turn of events, the head of the second school, Takesune Hamitashiko was promoted to the office over Inishiki, the son of Yomo. Now Inishiki is looking for a way to publicly humiliate Hamitashiko so as to reclaim the title.

...Meanwhile, bodies of peasants, all of them highly mutilated, with entire limbs and other body parts missing, have begun turning up with unnerving regularity in the region. The culprit is Takesune Masikotaki, a samurai of low station, who, until recently, was a sloven drunk, given to beating his wife and daughter. To all appearances, he has made a complete turn around with his life, and showers affection on his family, who are thrilled with the change. Masikotaki is, in fact, possessed by a malevolent spirit, one he acquired along with a new helmet he found by the side of the road. Though the spirit is extremely benevolent to Masikotaki's immediate family, it has also been feeding them human flesh taken from its victims and thereby corrupting their souls.

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Members of the Takesune Clan

Takesune Clan

LN Medium samurai clan (2,137 members) Honor +4, Morale +2, Lore +1, Society -3 Lord Otsukama of Okiwa Castle, Daimyo of Onari province (greedy, proud, vicious) Monogashira Takesune Hitoko LN samurai 10 (meticulous, religious, thoughtful) Clan Qualities cold, proud, thoughtful Notable Members Mastersmith Takesune Tokisaka LE samurai 7 Master of Arms Takesune Hamitashiko LN samurai 12

Clan Enterprises craftsman, land Purchase Limit 10,000; Import Limit 24,000

Takesune Hitoko, Monogashira of the Takesune clan Disciplined and thoughtful are the two words that best describe the gray-haired leader of the Takesune clan. A former soldier, Hitoko still maintains a regime of daily exercises in order to keep himself fit and in fighting form. Though he is swiftly approaching his sixtieth birthday, his skill as a swordsman is still respected by all who know his name. Hitoko takes a keen interest in the lives of all his clansmen, and though he seldom meddles, his knowledge of the details of this or that samurai's personal life often surprises. Currently, Hitoko is trying to raise the spirituality of his clan and is investigating the possibility of sponsoring a monastery.

Takesune Hitoko CR 9 (XP 6,400) Male human samurai 10 LN Medium humanoid Init +4; Perception +3 Defense AC 21, touch 10, flat-footed 21 (armor +11); acp -5 **hp** 65 (10d10+10) Fort +6, Ref +3, Will +11 Defensive Abilities greater resolve, resolve (5), roll with the punch 1/day Honor 5 Offense Spd 30 ft. **Melee** Haneken +15/+10 (1d8+6; 15-20/x2) or masterwork wakazashi+13/+8 (1d6; 18-20/x2) Special Attacks challenge 4/day (+10 damage; allies gain +3 to attack and damage) Order Order of the Shogunate (calm soul, roll with the punch 1/dav) **Statistics** Str 14, Dex 10, Con 8, Int 13, Wis 16, Cha 15 Base Atk +10; CMB +12; CMD 22 Feats Improved Critical (katana), Improved Initiative, Skill Focus (Knowledge [local]), Skill Focus (Ride), Toughness, Weapon Focus (katana), Weapon Specialization (katana)



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Skills Craft (calligraphy) +10, Diplomacy +15, Handle Animal +15, Knowledge (local) +17, Profession (soldier) +15, Ride +19, Sense Motive +10

Languages Common, Kaidanese

SQ banner, mount, mounted archer, weapon specialization (katana)

Gear *o-yoroi armor* +3, *Haneken* (+2 *katana*), masterwork wakazashi

Haneken

Aura moderate transmutation; CL 7th Slot -; Price 20,000 gp; Weight 2 lb. Description

This unnaturally light katana has a length of 51 inches, from sword tip to pommel. Its pommel and collar are gold and its hilt is wrapped with red silk. Fine feathers are etched along the length of the blade. *Haneken* functions as a +2 katana which, because of its light weight, may be used in conjunction with Weapon Finesse. So long as you grip *Haneken's* hilt, you gain a +10 bonus to all Acrobatic checks made to jump and are considered to be under the effects of *featherfall*.

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Construction

Requirements Craft Magic Arms and Armor, *featherfall*; Cost 10,000 gp

Takesune Tokisaka, Mastersmith of Takesune clan

Tokisaka is one of the biggest men in the Takesune clan. A fierce warrior, Tokisaka has distinguished himself, not on the battlefield, but as a master craftsman. His blades are in high demand and he now oversees the operations of the Takesune smithy. Takesune is not a pleasant man. Cruel and malicious, Takesune rules his smithy with fear, often beating and berating those under him. Moreover, the hate filled samurai-smith seeks to foment war between his clan and the Shimikage clan by whatever means necessary.

Takesune Tokisaka

CR 6 (XP 2,400)

Male human samurai 7 LE Medium humanoid Init +0; Perception -1 **Defense** AC 18, touch 10, flat-footed 18 (+8 armor); acp -5 **hp** 66 (7d10+28) **Fort** +8, Ref +2, Will +1 **Defensive Abilities** banner, resolve (4) Honor 2 **Offense** Spd 30 ft. Melee katana +12/+7 (1d8+5; 18-20/x2) or wakazashi +10/+5 (1d6+3; 18-20/x2) **Special Attacks** challenge 3/day (+7 damage; DR 2/-)**Order** Order of the Warrior (honor in all things 2/day) **Statistics** Str 16, Dex 10, Con 16, Int 14, Wis 10, Cha 12 Base Atk +7; CMB +10; CMD 20 Feats Cleave, Endurance, Power Attack, Skill Focus (Craft

Feats Cleave, Endurance, Power Attack, Skill Focus (Craft [weapons]), Weapon Focus (katana), Weapon Specialization (katana) **Skills** Bluff +11, Craft (weapons) +15, Knowledge (nobility) +15, Intimidate +11, Ride +10, Sense Motive +9,

Swim +13 Languages Common, Infernal, Kaidanese SQ weapon expertise (katana)

Gear masterwork o-yoroi armor, +2 katana, masterwork wakazashi

Takesune Hamitashiko, Master of Arms of the Takesune clan

Hamitashiko, age forty nine, is a whip thin man who moves with a careful grace and speaks with measured words. The master of the Kijuuki'hisan school of swords, a post he inherited from his father, Hamitashiko-sensei has done much to advance the name of his family's school, largely through his steadfast devotion to his craft.

Takesune Hamitashiko CR 11 (XP 3,200)

Male human samurai (nitōjutsu sensei) 12 LN Medium humanoid **Init** +7; **Perception** +1 <u>Defense</u> AC 21, touch 14, flat-footed 17 (+7 armor, +3 Dex, +1 dodge); acp -1 hp 78 (12d10+12)

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Fort +8, Ref +7, Will +12

Defensive Abilities grace under pressure, resolve (6), resolute honor

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<u>Offense</u>

Spd 40 ft.

Melee bonded +*2* katana +17/+12/+7 (1d8+2; 18-20/x2) and bonded +*2* wakazashi

+17/+12/+7(1d6+2; 18-20/x2)

Special Attacks challenge 4/day (+12 damage), charging double slash, demanding challenge 1/day, honorable stand

<u>Statistics</u>

Str 14, **Dex** 17, **Con** 10, **Int** 12, **Wis** 14, **Cha** 10 **Base Atk** +12; **CMB** +14; **CMD** +28

Feats Dodge, Double Slice, Greater Two Weapon Fighting, Improved Initiative, Improved Two Weapon Fighting, Quick Draw, Two Weapon Defense, Two Weapon Fighting, Weapon Focus (katana), Weapon Focus (wakazashi)

Skills Acrobatics +21, Climb +20, Diplomacy +18, Stealth +21

Languages Common, Kaidanese

SQ swift warrior, weapon expertise (katana, wakazashi)

Gear +3 leather lamellar, +2 katana, +2 wakazashi

Otsukama Ro'kasui, Provincial Envoy

Tall, dark eyed, and handsome, Ro'kasui is a charming rogue; though when others find themselves caught up in his selfish schemes, his charm swiftly wears thin. A spoiled scion of a powerful family, Ro'kasui believes he should be able to take what he wants, though he is clever enough to realize others may not see things his way. After a slight misunderstanding involving a ring belonging to his uncle, Ro'kasui found himself packed off as an envoy to Kawashi. He has, in the year he has been in town, managed to create his own private empire of thieves, an empire which is busily and discreetly robbing the storerooms of the Takesune clan.

Otsukama Ro'kasui CR 5 (XP 1,600)

Male human samurai (kuge) 6 LE Medium humanoid Init +2; Perception +1 Defense AC 20, touch 12, flat-footed 18 (+8 armor, +2 Dex); acp -6 hp 39 (6d10+6) **Fort** +5, Ref +4, Will +3 **Defensive Abilities** kuge's banner, resolve (2) Honor 2 Offense Spd 30 ft. Melee masterwork katana +7/+2 (1d8; 18-20/x2) Ranged masterwork longbow +10/+5 (1d8; 20/x3) Special Attacks challenge 2/day (+6 damage; +3 dodge bonus)

Order Order of the Undying Emperor (+1 Craft, +1 Diplomacy, +3 Sleight of Hand)

<u>Statistics</u>

Str 10, Dex 14, Con 11, Int 13, Wis 12, Cha 15 Base Atk +6; CMB +6; CMD 18

Feats Point Blank Shot, Precise Shot, Skill Focus (Diplomacy), Skill Focus (Knowledge [nobility]), Skill Focus (Sleight of Hand), Weapon Focus (longbow)

Skills Bluff +11, Craft (calligraphy) +11, Diplomacy +20, Intimidate +11, Knowledge (nobility) +13, Performance (oratory) +8, Sense Motive +10, Sleight of Hand +14

Languages Common, Kaidanese

SQ by my honor, mount, voice of authority, weapon expertise (longbow)

Gear o-yoroi armor, masterwork katana, masterwork longbow



Aki, Priest of the Ashikawa Shrine

Aki spent his youth in the mountains, being trained as a yamabushi monk. Following a vision, he descended from the monastery and began wandering the land, seeking to bring his countrymen back to the old ways. After a dozen years of wandering, he came across the abandoned Ashikawa shrine and dedicated himself to its renewal as a holy place. Now Aki serves as spiritual adviser to the Takesune monogashira. Aki is in his mid-thirties. He suffers from arthritis, but seldom allows it to slow him down.

Aki CR 6 (XP 2,400)

Male human paladin (yamabushi) 7 LG Medium humanoid

Init +3; Perception +2; detect undead Aura aura of courage, aura of good

<u>Defense</u>

AC 14, touch 9, flat-footed 14 (+5 armor, -1 Dex); acp -3 **hp** 45 (7d10+7);

Fort +8, Ref +4, Will +10

Defensive Abilities divine health, divine grace <u>Offense</u>

Spd 30 ft.

Melee +1 naginata +10/+5 (1d8+2; 20/x4) **Special Attacks** channel positive energy 3/day, damage undead (+3 to hit and damage), smite evil 3/day

Spells Prepared (CL 7th)

2nd - bull's strength

1st – *cure light wounds, enlarge person* **Domain** Strength (strength surge 5/day, +3) <u>Statistics</u>

Str 12, **Dex** 8, **Con** 10, **Int** 12, **Wis** 14, **Cha** 16 **Base Atk** +7; **CMB** +8; **CMD** +17

Feats Alertness, Improved Initiative, Skill Focus (Diplomacy), Skill Focus (Knowledge [nature]), Skill Focus (Knowledge [religion]), Weapon Focus (naginata) **Skills** Diplomacy +16, Heal +5, Knowledge (nature)+17, Knowledge (religion) +14, Sense Motive +12

Languages Common, Kaidanese **SQ** divine bond (yomi; enhance weapon), expert healer, observer of nature

Gear +1 naginata, kikko armor

Takesune Tomo, Samurai Guard

A young, energetic samurai, Tomo longs for the glory days of war and battle, dreaming of having a chance to prove his valor and honor. His dedication to matters martial has earned him a place in the castle guard. Tomo is courting the daughter of Masikotaki, and hopes to wed her as soon as he has saved enough money. (Tomo's statistics may be used for any low-ranking samurai)

Takesune Tomo

CR 1 (XP 400)

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Male human samurai 2 LN Medium humanoid Init +1; Perception +0

Defense AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex); acp -5 hp 18 (2d10+7) **Fort** +4, Ref +1, Will +0 Defensive Abilities resolve (1) Honor 1 **Offense Spd** 30 ft. **Melee** katana +4 (1d8+2; 18-20/x2) **Ranged** longbow +3 (1d8; 20/x3) Special Attacks challenge 1/day (+2 damage, DR 1/-) **Order** order of the warrior (honor in all things 1/day) **Statistics** Str 14, Dex 13, Con 12, Int 11, Wis 10, Cha 10 Base Atk +2; CMB +4; CMD +15 Feats Toughness, Weapon Focus (katana) Skills Craft (weapons) +5, Diplomacy +5, Knowledge (history) +5, Ride +6 Languages Kaidanese SO mount Gear steel lamellar armor, masterwork katana, wakazashi

Takesune Masikotaki, possessed killer samurai

No longer a sloven drunk, Masikotaki is well groomed and pleasant to be around, much to the relief of his wife and daughter. He is striving to once more elevate his position, volunteering often for patrol duty. He lavishes food, gifts and affections on his spouse and child, showing them true repentance and love. Unfortunately, Masikotaki is no longer actually himself, though he retains all his old memories. When a drunken Masikotaki found an old kabuto helmet and placed it upon his head, the cannibalistic spirit within the helmet found his weak mind to be easy prey. Now Masikotaki delights in murdering peasants and feeding them to his family.

Takesune Masikotaki CR 5 (XP 800)

Male possessed human samurai (yabusame) 5 CE Medium augmented humanoid Init +9; Senses scent; Perception +1 Defense

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex); acp -4 hp 42 (5d10+15) Fort +5, Ref +4, Will +2 Defensive Abilities resolve (3) Honor 1

<u>Offense</u>

Spd 30 ft., climb 30 ft.

Melee katana +8 (1d8+3; 18-20/x2)

Ranged masterwork composite longbow +12 (1d8+5; 20/x3)

Special Attacks far challenge 2/day (+5 damage, DR 2/–), one with yumi (masterwork composite longbow +17)

Order order of the warrior (honor in all things 1/day)

Statistics

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Str 16, **Dex** 20, **Con** 13, **Int** 12, **Wis** 12, **Cha** 14 **Base Atk** +5; **CMB** +8; **CMD** +21 Feats Improved Initiative, Toughness, Weapon Focus Base Atk +5; CMB +8; CMD +21

Feats Improved Initiative, Toughness, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Bluff +10, Climb +19, Handle Animal +10, Ride +13, Survival +6, Swim +11.

Languages Infernal, Kaidanese

SQ accurate honor assessment, mount, yumi expertise

Gear *Gaki Helm*, masterworksteellamellar armor, katana, wakazashi, masterwork composite longbow (+3 Strength)

Special: If slain, Masikotaki will arise after 1d6 hours as a dread ghoul (*Advanced Bestiary*). His statistics will remain as above, with the following changes.

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Type changes to Undead (augmented humanoid); **Senses** darkvision 60 ft.; **Con** -; **AC** 21 (+2 natural); **HD** 5d10+20 (47 hp); **Fort** +6; **Melee** bite +8 (1d6+3 plus paralysis) and 2 claws +10 (1d3+3 plus paralysis); **Special Attacks** create spawn, paralysis (DC 14, 1d4+1 rounds); **Feats** Track; **Skills** Survival +17; **SQ** command ghouls (30 ft.)

Gaki Helm

Aura Strong Necromancy; CL 15; Identify DC 40 Slot head; Weight 2 lbs.

Description

This lavish, red kabuto helmet, when worn, allows the user to command ghouls, as with command undead. However, the helmet is actually inhabited by a malevolent spirit which seeks to control and defile the user. When worn, the user must succeed at a DC 17 Will save to avoid being possessed by the spirit. Success allows the user to utilize the helmet without harm for 24 hours. Failure means that the user is possessed by the spirit and loses his own free will. While possessed, the victim's alignment is CE, gains Scent, Climb 30 ft., Str +2, Dex +4, Int +2, Wis, +4, Cha +2, and can speak Infernal. The possessing spirit has access to all of the character's memories, and uses the victim to murder and eat other individuals. Only one character may be possessed in this way at a time, and if the helmet is possessing an individual, no other character may benefit from the ability to command ghouls. If the victim is slain before being cured, the spirit returns to the helmet, but the victim rises after 1d6 hours as a dread ghoul (Advanced Bestiary).

Creation

A *Gaki Helm* is created when a samurai warrior dies after having eaten his own comrades. The spirit of the warrior haunts his own helmet.

<u>Cure</u>

Protection from evil, cast on the victim, grants the victim a reprieve from the possessing spirit for the length of the spell. To fully cure a victim it is necessary to cast *protection from evil*, *atonement*, and *remove curse* (DC 25) in conjunction with one another. The helmet may be destroyed through the use of *break enchantment* and *remove curse*.

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Appendix 1: New Monster, Shikigami

Three and a half feet tall, this creature possesses swarthy green skin, a leering face with oversized features, and small, ivory horns.

The shikigami is among the smallest of the oni. As a race, there is little commonality of features between one shikigami and the next. Their skin color varies wildly and garishly, as does their hair coloration. They tend to have large eyes, large noses and big ears, but even these features are not universal and some shikigami are more bestial in appearance than others of their ilk. Despite their diverse looks, in terms of personality, one shikigami is much like the next. They are simple, possessed of a crude humor and delight in causing small miseries. A shikigami, left to its own devices, frequently takes to haunting a locale, playing obnoxious and mean-spirited pranks upon those it encounters.

Shikigami are rarely encountered as independent agents. More often than not, they are conscripted into serving other, more powerful creatures. This includes other oni, but shikigami are also frequently compelled into service as familiars for onmyoji wizards.

Shikigami CR 2 (XP 600)

CE Small outsider (evil, goblin, oni, shapechanger) Init +2; Senses darkvision 60 ft.; Perception +6 Defense AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size) hp 22 (3d10+6); regeneration 2 (acid, fire) Fort +4, Ref +5, Will +3 Immune cold, poison; Resist electricity 10; SR 13 Offense Spd 30 ft. Melee 2 claws +3 (1d3) or greatclub +3 (1d8) Spell-Like Abilities (CL 5th) At will - invisibility 3/day - inflict moderate wounds (DC 12), dancing lights, gaseous form, mage hand 1/day – *charm person* (DC 12) Statistics Str 11, Dex 15, Con 12, Int 10, Wis 11, Cha 8 Base Atk +2; CMB +1; CMD 13 Feats Great Fortitude, Toughness Skills Bluff +5, Craft (any) +6, Intimidate +6, Perception +6, Sense Motive +6, Stealth +12 Languages Abyssal, Giant, Goblin, Kaidanese SQ change shape (small or tiny animal; beastshape II) Ecology **Environment** any Organization solitary, pack (2-8), band (5-20; led by a more powerful oni) Treasure standard

Shikigami Familiar

Init +2; Senses darkvision 60 ft.; Perception +4 Defense AC 14, touch 11, flat-footed 12 (+2 Dex, +1 natural, +1 size) hp $7(1d_{10}+2)$ Fort +1, Ref +4, Will +2 Immune cold, poison; Resist electricity 10; SR 11 Offense Spd 30 ft. Melee 2 claws +0 (1d3-1) or greatclub +0 (1d8-1) Spell-Like Abilities (CL 5th) At will - invisibility 3/day – dancing lights, mage hand Statistics Str 9, Dex 15, Con 12, Int 10, Wis 11, Cha 8 Base Atk +1; CMB +0; CMD 12 Feats Toughness Skills Bluff +3, Craft (any) +4, Intimidate +4, Perception +4, Sense Motive +4, Stealth +10 Languages as master SQ change shape (small or tiny animal; beastshape II)



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Appendix 2: Glossary of Kaidanese Terms

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Buke	The samurai caste		
Bugyo	A high ranking government official		
Bushi	Warrior		
Bushido	A philosophy and code of ethics, literally, "The way of the warrior"		
Daimyo	Lord of a province		
Gaki	Hungry ghost, i.e. ghoul		
Jizamurai	A samurai clan which subsists on farming		
Kami	Divine nature spirits		
Katana	A single edged curved longsword, favored by samurai		
Kikko	Armor made of hexagonal iron plates sewn to cloth		
Kuge	Court noble		
Lamellar	Armor made of small plates strung together with fine cord		
Monogashira	clan head and minor military commander		
Mosa	A stalwart man of valor		
Naginata	A polearm		
No-dachi	A greatsword		
Oni	Demonic creatures		
O-yoroi	Great armor, worn by high ranking samurai		
Ronin	A samurai not bound to any lord		
Samurai	Literally, "those who wait in close attendance upon the nobility." A warrior caste devoted to		
	the service of the nobility		
Seppuku	Ritual suicide. Literally, "stomach cutting." In oral speech, the term harakiri (which means the same thing) is preferred, but the term seppuku is preferred for written speech		
Shikigami	A minor oni		
Shogun	Supreme military leader		
Taisho	Samurai clan head and major military commander		
Tanto	A dagger		
Tengu	A yokai with avian features		
Teppou	Gun		
Wakazashi	A single edged, curved shortsword traditionally paired with a katana		
Yabusame	A mounted archer		
Yamabushi	Martial monks devoted to the contemplation of the natural order		
Yokai	A humanoid with animal features		
Yojimbo	Literally, bodyguard		
Yomi	The realm of the dead		
Yumi	A longbow		

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ancestral RE1105

30 ANCESTRAL RELICS

Ancestral relics are powerful magical items, powered by the very souls of a family member. Of near artifact quality, these rare creations become progressively stronger as your honor increases. Likewise, if you suffer a loss of honor, the ancestral relic becomes weaker.

Ancestral relics are priceless, and the secrets to their manufacture were forcibly lost by imperial decree over 600 years ago. At that time, the crafting of Ancestral Relics was the province of the onmyoji wizards, who jealously guarded the secrets of their manufacturing. These wizards would make the Relics for any house which desired one, whether they were noble or commoner. However the price was steep.

It is known that the creation of the relics demand the soul of a prominent member of the household and that the individual was sacrificed in a most gruesome and murderous way. Of some debate is whether the sacrifice was voluntary or not. Regardless, the ancestor's soul is what fuels the item.

#30 Ancestral Relics

by Michael K. Tumey

An Item Book for Kaidan designed for use with the Pathfinder Roleplaying Game









KD13



Way of the Samurai

Now the enemy is arrayed against us. Now the day is at hand when we shall risk everything for our lord and master! For this we have prepared all the days of our miserable lives. Now you shall learn what it means to be samurai! Fate is in the hands of the gods, our armor is on our breast, success is in our legs! Let us go forward without fear and may our swords find a bloody sheath before we die.

Taira Motomori to his troops at the Battle of the Six Bridges.

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