

# Samurai

Far across the rolling waves, towards the rising sun, there lies the island nation of Hingashi. In the distant past, the realm's great lords vied for supremacy over its sea-girt confines in a long and bloody conflict. And taking to battle in his lieges' names were noble swordsmen whose art was forged in the crucible of war: the samurai. Eventually, the nation was unified under one banner, and these warriors came to wield his katana not upon fields as part of an army, but upon streets as protectors of the peace. But as a neglected blade grows dull with rust, so too do men forget his purpose. Amidst waning memories of the old ways, a determined few hold fast to his convictions, hands by katana grips, awaiting the moment for steel to sing.

**Role:** Excelling in melee combat, these warriors focus precise strikes to deal devastating damage to his foes; his tenacity and will power allowing them to shrug off attacks. he strike with fast and precise attacks, building his warrior spirit (kenki) before unleashing powerful moves, instilling fear into his enemies before wiping them out with powerful weaponskills enhanced with his bushido arts. his mastery and use of the katana is unmatched by any other.

**Parent Classes:** Monk and Knight.

**Hit Die:** d10.

**Starting Wealth:** 5d6 × 10 gil (average 175 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

## Class Skills

The samurai's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int) Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

**Skill Points Per Level:** 4 + Int modifier

Table: The Samurai					
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+0	+2	Forces of Sen, Weaponskill, Kenki Pool, Limit Breaks
2 <sup>nd</sup>	+2	+3	+0	+3	Action Without Thought, Bushido Pool, Bushido Arts
3 <sup>rd</sup>	+3	+3	+1	+3	Resolve, Blazing Initiative, Armor Training
4 <sup>th</sup>	+4	+4	+1	+4	Weaponskill, Bushido Arts
5 <sup>th</sup>	+5	+4	+1	+4	One with the Sword (+1), Dragon Defense
6 <sup>th</sup>	+6/+1	+5	+2	+5	Meditate, Bushido Arts
7 <sup>th</sup>	+7/+2	+5	+2	+5	Weaponskill, Kenki Charge
8 <sup>th</sup>	+8/+3	+6	+2	+6	Bushido Arts
9 <sup>th</sup>	+9/+4	+6	+3	+6	One with the Sword (+2), Greater Rrsolve
10 <sup>th</sup>	+10/+5	+7	+3	+7	Weaponskill, Bushido Arts
11 <sup>th</sup>	+11/+6/+1	+7	+3	+7	Third Eye
12 <sup>th</sup>	+12/+7/+2	+8	+4	+8	Stalwart, Bushido Arts
13 <sup>th</sup>	+13/+8/+3	+8	+4	+8	One with the Sword (+3), Weaponskill
14 <sup>th</sup>	+14/+9/+4	+9	+4	+9	Deliverance, Bushido Arts
15 <sup>th</sup>	+15/+10/+5	+9	+5	+9	True Kenki Charge, Merciful Eyes
16 <sup>th</sup>	+16/+11/+6/+1	+10	+5	+10	Weaponskill, Bushido Arts
17 <sup>th</sup>	+17/+12/+7/+2	+10	+5	+10	One with the Sword (+4), True Resolve
18 <sup>th</sup>	+18/+13/+8/+3	+11	+6	+11	Frightful Presence, Bushido Arts

19 <sup>th</sup>	+19/+14/+9/+4	+11	+6	+11	Weaponskill, Last Stand
20 <sup>th</sup>	+20/+15/+10/+5	+12	+6	+12	Master Samurai, Bushido Arts

## Class Features

All of the following are class features of the samurai.

**Weapon and Armor Proficiency:** Samurai are proficient with all simple and martial melee eastern weapons and with katanas and wakizashis. They are also proficient with all eastern armor but no shields.

**Limit Breaks (Su):** At 1st level, the samurai receives the Limit Breaks (Sixth Sense and Unseen Strike).

*Sixth Sense (Su):* This Limit Break allows the samurai to sense all incoming attacks and dodge with relative ease. Any melee or range attacks automatically misses unless a natural roll of 20 is rolled, and even then, the critical threat is unconfirmed unless another natural roll of 20 is rolled. This lasts for a duration of 1 round + 1 round per four samurai levels after 1st. This limit break requires only a swift action.

*Unseen Strike (Su):* This Limit Break allows the samurai to make a fast quick strike against his opponents faster than the eye can see. The samurai makes a number of attacks equal to what he can normally make against any opponents within 30 feet (they are considered flat-footed unless they have Uncanny Dodge), if the strike hits, they suffer damage from the samurai's attack plus 1d6 points of damage + an additional 1d6 per four samurai levels after 1st.

**The Forces of Sen (Su):** At 1st level, the samurai begins to master the art of Sen and its three forces: Setsu (Snow), Getsu (Moon) and Ka (Flower). When the samurai drops a target below 1 HP or confirms a critical hit, he gains a Sen point. He may also gain Sen points from weaponskills (see below). He may only ever have up to 3 points of Sen. When he is knocked unconscious or takes an 8-hour rest, he loses his gained Sen. He begins the day with zero Sen.

**Kenki Pool (Su):** At 1st level, a samurai gains access to kenki, using it to focus his attacks. A samurai begins the day with no kenki, but can gain kenki in the following ways (a samurai cannot gain kenki from each of these more than once per round. **Prerequisite:** A samurai must be at least in combat to gain kenki):

- *Spirited Initiative:* Whenever the samurai rolls initiative, he gains 1 kenki.
- *Warrior's Guard:* Whenever the samurai takes damage from an attack originating from a creature (including spells, spell-like abilities, and supernatural abilities), he gains 1 kenki. A samurai does not gain kenki from attacks made against them while he is flat-footed or unaware.

His kenki goes up or down throughout the day, but usually cannot go higher than his samurai level + his Charisma modifier (minimum 1), though some feats, abilities, and magic items may affect this maximum. If a samurai spends 1 minute or longer outside of combat, he loses all kenki he possesses. Kenki is used to power the samurai's kiai arts, resolve, weaponskills, and other class features.

**Weaponskills (Ex/Su):** Starting at 1st level and every three samurai levels thereafter, a samurai learns a new weaponskill to assist him in defeating his enemies. Some weaponskills get even more powerful when used in combination with another weaponskill. Combo Bonus only requires the previous combo attack to be granted.

The samurai may activate a weaponskill as a swift action, unless indicated otherwise on the ability. If the weaponskill requires an attack roll, it replaces a melee or ranged attack respectively from his next attack made before the end of his next round. All weaponskills with an attack component are made at the highest base attack bonus.

*Enpi (Su)*: Once per round, the samurai slashes the air, cutting a deep wind across to a target within 30 feet. The samurai makes a ranged touch attack, and if successful, deals his weapon damage as wind damage. **Additional Effect**: This grants the samurai 2 additional kenki.

*Fuga (Ex)*: As a standard action, the samurai delivers a melee attack to all enemies within a 15-ft.-cone that deals normal weapon damage, with a Reflex save (DC 10 + half of the samurai's level + his Charisma modifier) for half damage. **Additional Effect**: This grants the samurai 1 kenki.

*Gekko (Ex)*: Once per round, the samurai delivers a melee attack that deals normal weapon damage plus 1d6 precision damage. If Gekko is used before the end of his next turn after making a Jinpu attack, the precision damage increases to 7d6. **Combo Bonus**: This grants the samurai 1 kenki and 1 Sen. **Prerequisite**: The samurai must be at least 7th level to select this weaponskill.

*Hakaze (Ex)*: Once per round, the samurai delivers a melee attack that deals normal weapon damage plus 2d6 precision damage. **Additional Effect**: This grants the samurai 1 kenki.

*Higanbana (Ex)*: As a standard action, at a cost of 1 Sen, the samurai delivers a melee attack that deals double weapon damage plus a number of bleeding damage equal to his Charisma modifier.

*Hissatsu: Gyoten (Ex)*: As a standard action, at a cost of 2 kenki, the samurai rushes and attacks a target that must be a straight line within 30 feet, without provoking attacks of opportunity. If successful, he deals his normal weapon damage.

*Hissatsu: Kaiten (Ex)*: At a cost of 4 kenki, the samurai can increase the damage of his next weaponskill by half.

*Hissatsu: Senai (Ex)*: As a full-round action, at a cost of 10 kenki, the samurai delivers a melee attack that deals a confirmed critical hit plus 5d6 precision damage. **Prerequisite**: The samurai must be at least 10th level to select this weaponskill.

*Jinpu (Ex)*: Once per round, the samurai delivers a melee attack that deals normal weapon damage plus 1d6 precision damage. If Jinpu is used before the end of his next turn after making a Hakaze attack, the precision damage increases to 5d6. **Combo Bonus**: This grants the samurai 1 kenki.

*Kaeshi: Goken (Ex)*: As a standard action, at a cost of 4 kenki and 2 Sen, the samurai delivers a melee attack to all enemies within a 30-ft.-cone that deals quadruple (4x) weapon damage, with a Reflex save (DC 10 + half of the samurai's level + his Charisma modifier) for half damage. **Prerequisite**: The samurai must be at least 10th level to select this weaponskill.

*Kaeshi: Higanbana (Ex)*: As a standard action, at a cost of 2 kenki and 1 Sen, the samurai delivers a melee attack that deals triple weapon damage plus a number of bleeding damage equal to double his Charisma modifier. This effect cannot be stacked with Higanbana. **Prerequisite**: The samurai must be at least 7th level to select this weaponskill.

*Kaeshi: Setsugekka (Ex)*: As a standard action, at a cost of 6 kenki and 3 Sen, the samurai delivers a melee attack that deals quintuple (5x) weapon damage to a target. **Prerequisite**: The samurai must be at least 13th level to select this weaponskill.

*Kasha (Ex)*: Once per round, the samurai delivers a melee attack that deals normal weapon damage plus 1d6 precision damage. If Kasha is used before the end of his next turn after making a Shifu attack, the precision damage increases to 7d6. **Combo Bonus**: This grants the samurai 1 kenki and 1 Sen.

*Mangetsu (Ex):* As a standard action, the samurai delivers a melee attack to all enemies within weapon's reach that deals normal weapon damage, with a Reflex save (DC 10 + half of the samurai's level + his Charisma modifier) for half damage. If Mangetsu is used before the end of his next turn after Fuga, the damage is increased by double. **Combo Bonus:** This grants the samurai 1 kenki and 1 Sen.

*Midare Setsugekka (Ex):* As a standard action, at a cost of 3 Sen, the samurai delivers a melee attack that deals quadruple (4x) weapon damage to a target. **Prerequisite:** The samurai must be at least 10th level to select this weaponskill.

*Oka (Ex):* As a standard action, the samurai delivers a melee attack to all enemies within weapon's reach that deals normal weapon damage, with a Reflex save (DC 10 + half of the samurai's level + his Charisma modifier) for half damage. If Oka is used before the end of his next turn after Fuga, the haste's duration from Shifu is doubled. **Combo Bonus:** This grants the samurai 1 kenki and 1 Sen.

*Shifu (Ex):* Once per round, the samurai delivers a melee attack that deals normal weapon damage plus 1d6 precision damage. If Shifu is used before the end of his next turn after making a Hakaze attack, the samurai is instead granted haste for a number of rounds equal to his Charisma modifier. **Additional Effect:** This grants the samurai 1 additional kenki. **Prerequisite:** The samurai must be at least 7th level to select this weaponskill.

*Tenka Goken (Ex):* As a standard action, at a cost of 2 Sen, the samurai delivers a melee attack to all enemies within a 30-ft.-cone that deals triple weapon damage, with a Reflex save (DC 10 + half of the samurai's level + his Charisma modifier) for half damage. **Prerequisite:** The samurai must be at least 7th level to select this weaponskill.

*Yukikaze (Ex):* Once per round, the samurai delivers a melee attack that deals normal weapon damage plus 1d6 precision damage. If Yukikaze is used before the end of his next turn after making a Hakaze attack, the precision damage increases to 5d6. **Combo Bonus:** This grants the samurai 1 kenki and 1 Sen.

**Action Without Thought (Ex):** Having mastered the tenets of battle, the samurai is able to act instantly and without consideration of the consequences, confident his actions are correct. At 2nd level, the samurai cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A samurai with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. In addition, he gains a +2 competence bonus to initiative.

**Bushido Pool (Su):** A samurai is known not only by his skill with his weapons, but by his bushido, a representation of his honor and discipline he has held with his training. At 2nd level, he gains a Bushido pool that is used to fuel certain bushido arts. He gains a bushido pool equal to half his samurai level plus his Charisma modifier. The pool refreshes once per day when the samurai rests for a full 8 hours.

**Bushido Arts (Ex or Su):** At 2nd level and every two samurai levels thereafter, a samurai gains a bushido art from the list below. A bushido cannot be selected more than once unless stated otherwise. Abilities with an asterisk (\*) requires the samurai to spend a point of his bushido pool to use.

*Blocking Cuts:* The samurai is able to use his quick reflexes with the blade to cut down attacks aimed at him and allies. He gains Cut from the Air as a bonus feat even if he doesn't meet the prerequisites and this feat functions only with melee eastern weapons. **Prerequisite:** The samurai must be at least 6th level to select this bushido art.

*Clean Slate\* (Su):* The samurai can cleanse himself of infliction. As a standard action, he cures himself of a single harmful status effect. He cannot use this ability while unconscious or when unable to control his actions (such as when inflicted with Berserk or Confusion).

*Combat Feat (Ex):* The samurai gains a bonus combat feat. He still must meet the prerequisite of the feat. This bushido art can be selected only once.

*Dismissal\* (Ex):* When an enemy, in melee range of the samurai, attempts an action, the samurai can attempt to halt it for a time. As an immediate action, the samurai makes the target make a Will save (DC 10 + half of the samurai's level + his Charisma modifier). If the target fails, he has his action suppressed until after the next character's turn. This does not move the target down the initiative. **Prerequisite:** The samurai must be at least 6th level to select this bushido art.

*Fingersnap\* (Su):* The samurai can revert an effect on enemy. He can make a *Dispel* check, as the spell, on an enemy benefiting from a status effect. He uses his samurai level as his caster level for the dispel check. **Prerequisite:** The samurai must be at least 6th level to select this bushido art.

*Forceful Presence (Su):* When the samurai threatens a creature that casts defensively, he can spend a bushido point to as an immediate action to make an Intimidate check. If you succeed, instead of being shaken, the caster rolls twice on the concentration check to cast defensively and takes the worst result. At 10th level, he can spend an attack of opportunity as part of the action to increase the DC to cast defensively by an amount equal to his Charisma modifier against his opponent. **Prerequisite:** The samurai must be at least 4th level to select this bushido art.

*Greater No Fear (Ex):* The samurai becomes immune to all fear effects. **Prerequisites:** The samurai must be at least 16th level and have the no fear and improved no fear bushido arts to select this bushido art.

*Hamanoha\* (Su):* When the samurai strikes an enemy, he can, as a swift action, activate this ability to lower his saving throws by an amount equal to the samurai's Charisma modifier for 1 round.

*Hasso (Ex):* While wielding any melee eastern weapon with two hands, he increases the bonus to damage from Strength to double Strength instead of 1.5x. This has no effect if the weapon already requires two hands to wield, however. **Prerequisite:** The samurai must be at least 6th level to select this bushido art.

*Hayate\* (Su):* As a swift action, the samurai can increase his speed, granting himself the effects *Haste* as the spell for a number of rounds equal to half his Charisma modifier. **Prerequisite:** The samurai must be at least 6th level to select this bushido art.

*Improved Blocking Cuts:* The samurai gains Smash from the Air as a bonus feat even if he doesn't meet the prerequisites, and this feat functions only with melee eastern weapons. **Prerequisites:** The samurai must be at least 10th level and have the blocking cuts bushido art to select this bushido art.

*Improved No Fear (Ex):* The samurai becomes immune to the shaken condition. **Prerequisites:** The samurai must be at least 10th level and have the no fear bushido art to select this bushido art.

*Mineuchi\* (Ex):* The samurai's blade can be used for more than cutting. As a standard action, he can make an attack with the dull side of his blade and, if successful, he deals damage as normal as bludgeon damage and the target must make a Fortitude save (DC 10 + half of the samurai's level + his Charisma modifier) or be stunned for 1 round.

*Mirror of Equity\* (Su):* The samurai can make his attacks deals more damage the weaker the enemy is. For every 10 hit points a creature that is struck by the samurai is missing, the samurai deals an additional 1 point of damage on melee attacks against that creature. This is a swift action to activate and lasts until the end of the samurai's turn. This extra damage is not multiplied on a critical hit.

*Momentum (Ex):* As the fight goes on, and the samurai kills, he gains a +1 bonus to attack and damage roll for every enemy he has dropped below 0 HP by his own damage. This bonus stacks with itself provided that the samurai keeps dropping his enemies. Once the encounter ends, this bonus ends.

*New Shadow School Training:* The samurai may add the Guntana to his list of weapon proficiencies, and treat it as a Katana for feats and abilities that utilize the samurai's weapons. **Prerequisite:** The samurai must be at least 8th level to select this bushido art.

*No Fear (Ex):* The samurai gains a bonus to Will saves versus fear effects equal to his Charisma modifier.

*Nonpareil\* (Su):* As a swift action, the samurai grants himself an insight bonus to attack rolls and damage rolls equal to his Charisma modifier, although this bonus cannot exceed his samurai level, for 1 round.

*Prescient Attack\* (Su):* The samurai can, as an immediate action after hitting a target with a weapon attack, anticipate his opponent's defenses. The target is denied its Dexterity bonus against the samurai's attacks until the end of the samurai's next turn. **Prerequisite:** The samurai must be at least 6th level to select this bushido art.

*Prescient Defense\* (Su):* The samurai can, as an immediate action after hitting a target with a weapon attack, gain a premonition of his enemy's intentions. The samurai gains a dodge bonus to his AC and an insight bonus to Reflex saves equal to his Charisma modifier (minimum 0) against attacks by that opponent until the beginning of his next turn. **Prerequisite:** The samurai must be at least 10th level to select this bushido art.

*Shirahadori\* (Ex):* As a swift action, the samurai can grant himself a dodge bonus to AC and an insight bonus to Reflex saves equal to his Charisma modifier for 1 round. **Prerequisite:** The samurai must be at least 6th level to select this bushido art.

*Tsubame-gaeshi\* (Ex):* Once per round, as a free action, the samurai can grant himself an additional swift or immediate action that can be used with samurai class features. **Prerequisite:** The samurai must be at least 6th level to select this bushido art.

*Warrior's Presence (Ex):* The samurai gains a bonus to Intimidate and Diplomacy skill checks equal to half his samurai level.

*Zanshin\* (Ex):* The samurai can reroll a single missed attack roll as a swift action. **Prerequisite:** The samurai must be at least 6th level to select this bushido art.

**Resolve (Ex):** Starting at 3rd level, the samurai gains resolve that he can call upon to endure even the most devastating wounds and afflictions. He can spend 1 kenki as the listed action type to use resolve in a number of ways.

- *Determined:* As a standard action, the samurai can spend 1 kenki to remove the fatigued, shaken, or sickened condition. If the samurai is at least 8th level, he 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.
- *Resolute:* Whenever the samurai is required to make a Fortitude or Will save, he can spend 1 kenki, as an immediate action, to roll twice and take the better result. He must decide to use this ability before he rolls the saving throw.
- *Unstoppable:* When the samurai is reduced to fewer than 0 hit points but not slain, he can spend 1 kenki, as an immediate action, to instantly stabilize and remain conscious. He is staggered, but he does not

fall unconscious and begin dying if he takes a standard action. he doeses fall unconscious if he takes additional damage from any source.

**Armor Training (Ex):** Starting at 3rd level, a samurai learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, 15th and 19th), these bonuses increase by +1 each time, to a maximum –5 reduction of the armor check penalty and a +5 increase of the maximum Dexterity bonus allowed. In addition, a samurai can also move at his normal speed while wearing medium armor. At 7th level, a samurai can move at his normal speed while wearing heavy armor.

**Blazing Initiative (Ex):** At 3rd level, if the samurai makes an initiative roll that would place him before his enemies in the turn order he gains an additional kenki point.

**One with the Sword (Ex):** The group of weapons from the eastern weapon group are noble weapons to a samurai. This is his choice of weaponry and thus puts the most amount of practice into it. At 5th level, while wielding any melee eastern weapon, a samurai gains a +1 bonus to attack and damage rolls made with these weapons. At 9th level and every four samurai levels thereafter, this bonus increases by +1.

**Dragon Defense (Ex):** Also at 5th level, as a free action, a samurai can choose to take on a dangerous stance which enhances his spiritual prowess. Whenever he does, he suffers the following effects until the next time he receives damage or the beginning of his next turn, whichever comes first:

- The next attack made against the samurai targets his touch AC.
- The samurai takes a -10 penalty to Reflex saves. The next time the samurai take damage while using this ability, if that damage would activate his warrior's guard ability, rather than gaining 1 kenki, he instead gains 2 kenki. In addition, as an immediate action, the samurai can make an Intimidate check against the creature that dealt damage to them to demoralize or antagonize that creature as long as he is aware of that source of the damage, ignoring any immunity to fear it possesses.

**Meditate (Ex):** At 6th level, the samurai can take time to focus his body and mind for the coming battles ahead. He can spend 30 minutes in meditation to grant himself an insight bonus on one saving throw equal to his Charisma modifier for 24 hours. If the samurai meditates again, he loses the previous bonus.

**Kenki Charge (Ex):** At 7th level, a samurai can spend a move action before making a standard action. If he does, whenever the samurai would make a weaponskill attack, he gains 1 kenki.

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

**Third Eye (Ex):** At 11th level, the samurai's senses are so keen that he is able to predict where to dodge an opponent's attacks. Once per round, the samurai may attempt an Acrobatics check (as an immediate action) to negate the hit. The hit is negated if his Acrobatics check result is greater than the opponent's attack roll. The samurai can use this ability a number of times per day equal to 3 + his Charisma modifier.

**Stalwart (Ex):** At 12th level, a samurai can use mental and physical resiliency to avoid certain attacks. If he makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he can spend 1 kenki as an immediate action to instead avoid the effect entirely. A helpless samurai does not gain the benefit of the stalwart ability.

**Deliverance (Ex):** At 13th level, when the samurai dodges an attack while using Third Eye, he may make an attack of opportunity with a melee attack against the opponent attempting to strike him. This ability cannot be used at the same time as Merciful Eyes.

**True Kenki Charge (Ex):** At 15th level, a samurai can use his kenki charge ability as a swift action instead of a move action, although he can only use his kenki charge once per round.

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

**Merciful Eyes (Ex):** Also, at 17th level, when the samurai dodges an attack while using Third Eye, he may gain temporary hit points equal to his samurai level that last until the end of combat or is lost. This ability cannot be used at the same time as Deliverance.

**Frightful Presence (Ex):** At 18th level, a samurai's bravery, honor, and fighting prowess have become legendary. When the samurai draws his blade, opponents within 30 feet must succeed on a Will save (DC  $10 +$  half of the samurai's level  $+$  his Charisma modifier) or become panicked for  $4d6$  rounds (if he has 4 or fewer Hit Dice) or shaken for  $4d6$  rounds (if he has from 5 to 19 Hit Dice). Creatures with 20 or more Hit Dice are not affected. Any foe that successfully resists the effect cannot be affected again by the same samurai's frightful presence for 24 hours.

**Last Stand (Su):** At 19th level, a samurai can spend 1 kenki as a move action to declare a last stand. For one round, the samurai takes minimum damage from all sources, becomes immune to death effects, and does not die from having negative hit points in excess of his Constitution score. In addition, the samurai remains conscious and is not staggered while he is below 0 hit points. At the start of each subsequent turn, the samurai can spend 1 kenki as a free action to extend the last stand for another round, but while under the effects of last stand, he cannot gain kenki.

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

**Master Samurai (Ex):** At 20th level, the samurai's prowess with his weapon is unmatched. His critical threat rate while wielding any melee eastern weapon increases by 1 (which is applied after Improved Critical and similar effects) and the critical multiplier of his melee eastern weapon increases by 1 (to a max of  $\times 4$ ). He may never be disarmed while wielding any melee eastern weapons.