



*"I am the blade of vengeance. They dare only whisper my name: Yojimbo."*

Table: Yojimbo	
Class Level	Special
1 <sup>st</sup>	Limit Break
2 <sup>nd</sup>	Daigoro
3 <sup>rd</sup>	—
4 <sup>th</sup>	Dashing Execute
5 <sup>th</sup>	—
6 <sup>th</sup>	Quick Strikes
7 <sup>th</sup>	—
8 <sup>th</sup>	Kozuka
9 <sup>th</sup>	—
10 <sup>th</sup>	Vengeance Blade
11 <sup>th</sup>	—
12 <sup>th</sup>	Sapping Slash
13 <sup>th</sup>	—
14 <sup>th</sup>	Ground Rend
15 <sup>th</sup>	—
16 <sup>th</sup>	Wave Slash
17 <sup>th</sup>	—
18 <sup>th</sup>	Oblivion Assault
19 <sup>th</sup>	—
20 <sup>th</sup>	Blurring Bladestorm

**Limit Break (Su):** At 1st level, Yojimbo receives the Limit Break (Zanmato).

*Zanmato (Ex):* Yojimbo makes a terrifying slash upon an opponent within 30 feet, choosing to move to the target or not. If it hits, the target's current HP is reduced to 1. A Fortitude save (DC 10 + half of the summoner's level + Yojimbo's Charisma modifier) can negate this effect. Alternatively, he may instead stand

still and perform a single attack against all enemies in a 30-ft.-cone, slashing with blinding speed, and if his attack hits, he deals 1d6 points of slashing damage per summoner level. The cost in gil of this ability depends on the following: The base cost to use this is 100 gil for level 1. The gil cost increases by 100 every level after 1st. If unable to pay Yojimbo, he will not use this part of his Limit Break.

**Daigoro (Ex):** At 2nd level, Yojimbo's commands his dog to attack for him. His dog will appear and will bite, dealing 1d8 + Yojimbo's Strength modifier points of damage, using Yojimbo's highest base attack bonus then disappearing. This is the default ability if the summoner cannot afford or miscalculates their payment (DM can determine this) for any of the following abilities.

**Dashing Execute (Ex):** At 4th level, Yojimbo makes a 30-foot movement dash that doesn't provoke attacks of opportunity and makes a melee attack against a target, the attack deals normal damage, and if the target is dropped below 0 HP, Yojimbo can take a 5-foot-step and make another attack upon an enemy within range. Yojimbo can keep moving and attacking this way if each target he attacks drops below 0 HP against his attack. The summoner must pay 20 gil per summoner level to use this command.

**Quick Strikes (Ex):** At 6th level, as a standard action, Yojimbo makes an attack that allows him to attack three times with his katana attack with a -5 penalty. Yojimbo adds double his Strength bonus to all damage rolls for Quick Strikes. The summoner must pay 40 gil per summoner level to use this command.

**Kozuka (Su):** At 8th level, as a standard action, Yojimbo throws a volley of mystical daggers (that disappear after being thrown) in an attempt to make a ranged touch attack roll against a target within 30 feet. If the attack is successful, the target takes 7d6 points of piercing damage and must make a successful Fortitude save (DC 10 + half of the summoner's level + Yojimbo's Strength modifier) or be knocked prone. The summoner must pay 50 gil per summoner level to use this command.

**Vengeance Blade (Ex):** At 10th level, once per round, Yojimbo can make a melee attack as an immediate action against an opponent who hits him with a melee attack, so long as the attacking creature is within the his reach.

**Sapping Slash (Su):** At 12th level, Yojimbo may make a single attack, allowing him to drain hit points from an opponent with a successful attack. Yojimbo makes a normal melee attack, if it hits, the opponent takes 5d6 points of piercing damage and must make a Fortitude save (DC 10 + half of the summoner's level + Yojimbo's Charisma modifier) or be drained of 3d6 hit points. The summoner must pay 60 gil per summoner level to use this command.

**Ground Rend (Su):** At 14th level, Yojimbo bring up his blade and slam it into the ground, causing it to crack and erupt with a blast from the ground to burst out and rend his foes. He deals double weapon damage to all creatures in a 30-ft.-cone as earth damage and causes the area affected to become difficult terrain. A Reflex save (DC 10 + half of the summoner's level + his Strength modifier) can half this damage. The summoner must pay 70 gil per summoner level to use this command.

**Wave Slash (Su):** At 16th level, Yojimbo charges energy into his blade and send it out in a wave of energy. He sends four waves of energy out from himself with his blade, dealing double weapon damage to all creatures in a 20-ft.-line. A Reflex save for each wave (DC 10 + half of the summoner's level + Yojimbo's Charisma modifier) can half this damage. The summoner must pay 80 gil per summoner level to use this command.

**Oblivion Assault (Ex):** At 18th level, as a full-round action, Yojimbo attacks five times with his katana with a -5 penalty and the target must make a Fortitude save (DC 10 + half of the summoner's level + Yojimbo's Strength modifier) or dies. The summoner must pay 100 gil per summoner level to use this command.

**Blurring Bladestorm (Su):** At 20th level, Yojimbo hits all creatures near him sending out waves of wind like a tornado. Yojimbo makes a single melee attack against every creature 30-ft.-radius, and if it hits, he deals quadruple weapon damage + 10d8 points of wind damage, a successful Reflex save (DC 10 + half of the summoner's level + his Strength modifier) halves this damage. If the attack made is a natural 20, the tornado turns ablaze dealing an extra 5d8 points of fire damage. The summoner must pay 150 gil per summoner level to use this command.