

KYOSHIN

To live as a soldier or die as a hero. To protect the past or fight for the future. To strive for the heavens, or carve a path to hell. The kyoshins are free warriors who choose and protect their path.

Archetype of Samurai

Iaijutsu Strike (Ex)

At 1st level, a kyoshin can strike in the blink of an eye, cutting down foes with her unique talents. A kyoshin can make an attack action with a one-handed slashing weapon as long as it is sheathed before the attack; if she does, she treats that attack as though the weapon was wielded in two hands for the purpose of how much damage it deals.

This ability replaces mount.

Sheath Control (Ex)

At 1st level, a kyoshin gains Quick Draw as a bonus feat as well as being able to sheathe a weapon as a free action that can be taken even outside of her turn after making an attack with it.

Beginning at 3rd level, a kyoshin can treat a sheathed weapon as drawn for the purpose of threatening spaces, being allowed to draw her weapon when a creature would provoke an attack of opportunity from her.

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

This replaces weapon expertise.

Sheath Edge (Ex)

At 4th level and every 4 levels thereafter, the kyoshin gains an edge of her choice from the list below.

She may apply abilities gained through this class feature to her Iaijutsu Strike, but only one at the time.

- ❖ *Vorpal slash*: The kyoshin gains Cleave as a bonus feat, ignoring its prerequisites. If she kills a target when combining Iaijutsu strike with Cleave, then her bonus attack from Cleave also benefits from Iaijutsu. If she chooses this edge the second time then she gains a Great Cleave as a bonus feat, ignoring its prerequisites and Iaijutsu strike applies to all attacks made with Great Cleave.
- ❖ *Spring Transcendence*: The kyoshin gains Spring Attack as a bonus feat, ignoring its prerequisites. She also ignores requirements of Mobility and Dodge for feats that also require Spring attack. If she gains a way to do more attacks with a Spring Attack, then her Iaijutsu strike applies only to the first strike.
- ❖ *Uncanny Guidance*: The kyoshin gains the rogue's uncanny dodge class feature. This edge can be selected up to twice; selecting it a second time grants the kyoshin the rogue's improved uncanny dodge class feature. This ability is active at all times and doesn't apply to the limit.
The kyoshin must be at least 4th level to select this edge the first time and at least 8th level to select this Sheath Edge the second time.
- ❖ *Kitsune's Mystique*: The kyoshin gains Improved Feint as a bonus feat, ignoring its prerequisites. When the kyoshin uses Spring Attack

or takes a move action to move, she can attempt to feint against one creature she threatens during her movement as part of her movement.

- ❖ *Technique Merge*: A kyoshin becomes able to apply two abilities from this class feature to iaijutsu strike. She may choose it a second time to increase the limit to three.
- ❖ *Sheathe Block*: whenever kyoshin makes an iaijutsu strike against a creature, if she has a free hand, she can use it to pull out her sheath, gaining a +3 shield bonus against melee attacks of this creature until the beginning of her next turn. At the beginning of her next turn, she can return her sheath to her hip and sheathe her weapon as a free action. At 8th level and every four levels thereafter, this bonus increases by +2. She may be benefiting from this ability against multiple creatures at once .

This replaces mounted archer and demanding challenge.

Hasty Challenge (Ex)

The kyoshin adds her samurai level to her damage rolls only on her first successful attack against a challenged target each round.

This modifies challenge.

Crucial Cut (Ex)

At 6th level, the kyoshin gains Vital Strike as a bonus feat. At 11th level, she gains Improved Vital Strike as a bonus feat, and at 16th level, she gains Greater Vital Strike as a bonus feat. Kyoshin does not need to meet the prerequisites for these feats.

She may apply Feats gained through this class feature to her Iaijutsu Strike which doesn't count towards a limit of Sheathe Edge.

This replaces the samurai's bonus combat feats.

FEAT - EXTRA SHEATH EDGE

Benefit: You gain one extra Sheath Edge. This feat may only be selected once.