Street samurai

The street samurai is a lethal mix of millennial combat techniques with cutting edge technology. It’s hard to say where the natural body of the street samurai ends and where his cybernetic enhancements begin. He can be dedicated to the service of a single organization, like his shogun; or a freelance mercenary, like a ronin. In any case, the discipline and training of the street samurai detach him from the dishonored scum of the streets that vainly tries to face him.

Cybernetic Superiority

Beginning when you choose this archetype at 3rd level, your maximum number of cybernetic attachments increases by 1.

Fighting Spirit

Starting at 3rd level, the might of your willpower can shield you and help you strike true. As a bonus action on your turn, you can give yourself two benefits: advantage on all attack rolls and resistance to bludgeoning, piercing, and slashing damage. These benefits last until the end of your next turn.

You can use this feature three times. You regain all expended uses of it when you finish a short or long rest.

Cybernetic Expert

Starting at 7th level, you gain proficiency with the engineering kit.

Unbreakable Will

At 10th level, your superior willpower allows you to shrug off mind-assaulting effects. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you gain proficiency in Intelligence or Charisma saving throws (choose one).

Rapid Strike

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon

attack against the same target as a bonus action.

Defender’s Blade

At 18th level, you respond to danger with extraordinary vigilance. You can use your reaction for an opportunity attack even if you have already expended your reaction this round, but not if you have already used your reaction this turn.

In addition, you gain a +1 bonus to AC while wearing heavy armor.

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