

# Samurai

*I hold the power on my ancestors in this blade, can you boast the same?*

## CLASS TRAITS:

**Role:** Defender and Striker

**Power Source:** Ki

**Key Abilities:** Dexterity, Constitution, Wisdom

**Armour Proficiencies:** Chainmail, Cloth, Hide, Leather, Plate, Scale

**Weapon Proficiencies:** Military melee, Military ranged, Simple melee, Simple ranged

**Implements:**

**Bonuses to Defense:** +1 Fortitude:, +1 Will:

**Hit Points at 1st Level:** 15 + Constitution score

**Hit Points per Level Gained:** 6

**Healing Surges per Day:** 9 + Constitution modifier

**Trained Skills:** Athletics. From the class skills list below, choose 4 more trained skills at 1st level. *Class Skills:* Diplomacy, Endurance, History, Insight, Intimidate, Perception, Streetwise

**Class Features:** Ancestral Weapon, Ancestral Power, Fighting Style, Dauntless Gaze

## Class features

### ANCESTRAL WEAPON

All samurai are gifted with a weapon from birth and trained to use it in battle. The Samurai gains Superior Weapon Proficiency for one weapon from the following list as a free bonus feat: Katana (bastard sword), Nodachi (fullblade), Yari (great spear), or Yumi (greatbow). This also counts for his Ancestral Power Feature.

### ANCESTRAL POWER

You can perform the Enchant Magic Item ritual. You can only use it on your Ancestral Weapon, and you can add any magical property and level you want (the component cost reflects this). For example, if you want your Ancestral Weapon to be a Flameburst +3 weapon, you must pay 17000 gp. You can also perform the Make Whole ritual, except that you can only use it on your Ancestral Weapon.

- +1; 360 gp; 1st
- +2; 1,800 gp; 5th
- +3; 9,000 gp; 10th
- +4; 45,000 gp; 15th
- +5; 225,000 gp; 20th
- +6; 1,125,000 gp; 25th

### FIGHTING STYLE

Samurai are trained to master certain fighting styles. From the list below pick one.

**Niten Ichi Style:** You are trained to fight with two weapons better than other's fight with one. For this you gain Two-Weapon Defense as a bonus feat, even if you don't meet the prerequisites.

**Iaijutsu Style:** You are trained to make quick and lethal attacks by drawing your weapon from its sheath and striking in the same motion. You gain Quick Draw as a bonus feat, even if you don't meet the prerequisites. You may also sheath your weapon as a free action at the end of your turn.

**Sojutsu Style:** You excel at fighting with polearms. When making melee attacks with your Ancestral Weapon (it must be from the polearm or spear group), you can use your Constitution modifier instead of your Dexterity modifier. Also your Ancestral Weapon (it must be from the polearm or spear group) gains the Brutal 1 property (if it already has the Brutal property, increase the value by 1).

**Kyujutsu Style:** You possess a calm mind and steady hand that wherever you aim you put an arrow there. When making ranged attacks you can use your Wisdom modifier instead of your Dexterity modifier for attack and damage rolls. You also gain Defensive Mobility as a bonus feat, even if you don't meet the prerequisites.

### DAUNTLESS GAZE

A samurai possesses an unnervingly calm yet fierce demeanor which they use to control their enemies' focus in battle. Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While a target is marked, it takes a  $\frac{1}{2}$  penalty to attack rolls for any attack that doesn't include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place. You gain the Fearsome Retaliation power.

## Samurai Powers

### Class Features

#### Read Opponent

Samurai Feature

*Your martial training and ki allow you to read your opponents skill with just a look.*

At-Will \* Ki

Minor Action

Personal

**Effect:** A samurai can tell what level enemies are, and whether they are minions, elite, or solo. In combat, it takes a minor action. If opponents are specifically trying to hide their true abilities they make a bluff check against your insight. You receive a +5 bonus against this their bluff check.

#### Fearsome Retaliation

Samurai Feature

*You strike out with fearsome power and agility against a marked foe.*

At-Will \* Ki, Weapon

Immediate Reaction

Personal

**Trigger:** A creature marked by you shifts or makes an attack that doesn't include you.

**Effect:** After the action has been resolved, you can make a melee or ranged basic attack against it. The target takes a -2 penalty to defenses until the end of its next turn.

### Level 1 At-Will Powers

#### Insightful Shot

Samurai Attack 1

*You deliver a strong shot to your foe's weak spot temporarily enfeebling it.*

At-Will \* Ki, Weapon

Standard Action

Ranged weapon

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Wisdom modifier damage and the target takes a -2 penalty to AC until the end of your next turn. Increase damage to 2[W] + Wisdom modifier at 21st level.

**Kyujutsu Style:** The target is marked.

#### Fearsome Strike

Samurai Attack 1

*You strike your enemy and your cold gaze may fill him with fear.*

At-Will \* Ki, Weapon

Standard Action

Melee or Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage (melee) or Wisdom modifier damage (ranged). Increase damage to 2[W] + Dexterity modifier at 21st level.

**Effect:** If you roll an 15-20 and hit the target you may mark it as a free action.

#### Double Strike

Samurai Attack 1

#### Flash Strike

Samurai Attack 1

*You attack with both your weapons, if the first attack doesn't kill it. the second one will surely bring it closer.*

**A t-Will \* Ki, Weapon**  
**Standard Action** **Melee** weapon  
**Requirement:** You must be wielding two melee weapons.  
**Target:** One creature  
**Attack:** Dexterity vs. AC  
**Hit:** 1[W] damage. Make a secondary attack.  
**Secondary Target:** One creature  
**Secondary Attack:** Dexterity vs. AC  
**Hit:** 1[W] damage.  
**Niten Ichi Style:** You gain a +2 bonus to AC until the end of your next turn.

### Shifting Strike Samurai Attack 1

*You strike then lure your opponent into a more advantageous position.*

**A t-Will \* Ki, Weapon**  
**Standard Action** **Melee** weapon  
**Target:** One creature  
**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier damage and after the attack you may shift 1 square and pull the target into the space you left. Increase damage to 2[W] + Dexterity modifier at 21st level.  
**Sojutsu Style:** When you drop a non minion enemy to 0 hit points or fewer you may gain temporary hitpoints equal to you Constitution modifier.

## Level 1 Encounter Powers

### One Parry, One Cut Samurai Attack 1

*You turn aside an enemies attack and make him pay for his foolishness.*

**Encounter \* Ki, Weapon**  
**Immediate Interrupt** **Melee** weapon  
**Trigger:** A creature makes a melee basic attack against you.  
**Requirement:** Your weapon must be sheathed before this attack.  
**Target:** The triggered creature  
**Effect:** You may make a melee basic attack against the triggered creature.  
**Iaijutsu Style:** You may use quick strike in place of a melee basic attack.

### Twin Blade Strike Samurai Attack 1

*You strike with both your weapons so your opponent must focus on your assault.*

**Encounter \* Ki, Weapon**  
**Standard Action** **Melee** weapon  
**Requirement:** You must be wielding two melee weapons.  
**Target:** One creature  
**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier damage and the target is marked.  
**Niten Ichi Style:** You make two attack rolls and choose the higher result.

## Level 1 Daily Powers

### Pure Strike Samurai Attack 1

*You grip your weapon tightly and deliver a decisive blow.*

**Daily \* Ki, Weapon**  
**Standard Action** **Melee** weapon  
**Target:** One creature  
**Attack:** Dexterity vs. AC  
**Hit:** 3[W] + Dexterity modifier damage.  
**Miss:** half-damage.

### Bloodied Counterattack Samurai Attack 1

*As a foe strikes you, a cool breeze fills your lungs rejuvenating you ,and fuels your retaliation with the chill of winter.*

**Daily \* Ki, Weapon**  
**Immediate Reaction** **Melee** weapon  
**Trigger:** You are bloodied by a melee attack.  
**Target:** The triggered creature.  
**Attack:** Dexterity vs. AC  
**Hit:** 3[W] + Dexterity modifier damage and you may spend a healing surge.

## Level 2 Utility Powers

### A Moment of Clarity Samurai Utility 2

*You find a brief moment on the battlefield to take a breath and regain your composure.*

**Encounter \* Ki, Healing**  
**Minor Action** **Personal**  
**Effect:** You gain temporary hitpoints equal to you healing surge value.

*You strike out quickly to deal a decisive blow.*

**A t-Will \* Ki, Weapon**  
**Standard Action** **Melee** weapon  
**Target:** One creature  
**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage.

**Iaijutsu Style:** You gain a bonus to damage rolls equal to your Wisdom modifier.

### Twin Shot Samurai Attack 1

*You take aim and loose two arrows into your target.*

**Encounter \* Ki, Weapon**  
**Standard Action** **Ranged** weapon  
**Target:** One creature  
**Attack:** Dexterity vs. AC, two attacks  
**Hit:** 1[W] + Dexterity modifier damage and the target is marked.  
**Kyujutsu Style:** You may divide your attacks among two creatures instead of one.

### Rising Strike Samurai Attack 1

*You lift your weapon at the right moment hitting your opponent in the chin causing him to stumble.*

**Encounter \* Ki, Weapon**  
**Standard Action** **Melee** weapon  
**Target:** One creature  
**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier damage and you push the target one square.  
**Sojutsu Style:** After the push the target falls prone.

### Twin Fold Strike Samurai Attack 1

**Daily \* Ki, Weapon**  
**Standard Action** **Melee or Ranged** weapon  
**Requirement:** You must be wielding two melee weapons or a ranged weapon.  
**Target:** One creature  
**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier damage and the target is marked. Make a secondary attack.  
**Miss:** half-damage.  
**Secondary Target:** One Creature  
**Secondary Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier damage and the target is marked.  
**Effect:** half-damage.

### Moving Tide Stance Samurai Utility 2

*Your motions become fluid like the tides allowing you to avoid incoming blows.*

**Daily \* Ki, Stance**  
**Minor Action** **Personal**  
**Effect:** You enter the moving tides stance. while in this stance you gain a +2 bonus to AC and Reflex against

### Precise Deflection Samurai Utility 2

*You turn an enemy's powerful strike into a glancing blow.*

Daily \* Ki, Weapon

Immediate Reaction Personal

Trigger: A creature scores a critical hit against you.

Effect: The critical hit becomes a normal hit.

## Level 3 Encounter Powers

### Woodcutting Strike Samurai Attack 3

*You unleash a strike so quick that it cuts not only your foe, but his nearby allies as well.*

Encounter \* Ki, Weapon

Standard Action Melee weapon

Requirement: Your weapon must be sheathed before this attack.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage and up to two adjacent targets take damage equal to your Dexterity modifier.

Iaijutsu Style: Add your Wisdom modifier to the additional damage.

### Longfang Strike Samurai Attack 3

*As an enemy tries to escape you quickly lunge out with your weapon and make him regret his hasty action.*

Encounter \* Ki, Weapon

Immediate Reaction Melee weapon

Trigger: A creature leaves a square adjacent to you.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage.

Sojutsu Style: If the attack hits, you stop the targets movement and slide it 1 square in your direction.

opportunity attacks.

### Shot of Misguided Blows Samurai Attack 3

*As a foe swings his weapon at you, you retaliate and move away before he can connect.*

Encounter \* Ki, Weapon

Immediate Reaction Ranged weapon 1

Trigger: A creature attacks you with a melee weapon.

Requirement: You must be wielding a ranged weapon.

Target: The triggered creature

Attack: Strength vs. AC

Hit: 2[W] + Wisdom modifier damage and you may shift 1 square after the attack.

Kyujutsu Style: You may shift a number of square equal to your Wisdom modifier and gain a +2 bonus to one defense until the end of your next turn.

### The Sword as a Shield Samurai Attack 3

*You strike with one blade, ready to catch an incoming attack in an instant with the other.*

Encounter \* Ki, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage and you gain a +2 bonus to AC and Reflex until the end of your next turn.

Niten Ichi Style: The bonus to AC equal your Constitution modifier.

## Level 5 Daily Powers

### Threefold Strike Samurai Attack 5

*Your foes feel the sting of your blade three times over.*

Daily \* Ki, Weapon

Standard Action Close burst 1

Target: Each creature in burst

Attack: Dexterity vs. Reflex, three attacks

Hit: 1[W] + Dexterity modifier damage.

### Wounding Strike Samurai Attack 5

*You strike a bleeding wound into your opponent.*

Daily \* Ki, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier damage and the target takes 10 ongoing damage (save ends)

Niten Ichi Style: The bonus to AC equal your Constitution modifier.

Miss: half-damage and no ongoing damage.

### Warding Blade Stance Samurai Attack 5

*Your weapon becomes a shield to allies and a rod against your enemies within your reach.*

Daily \* Ki, Stance, Weapon

Minor Action Personal

Effect: Allies within your weapon's reach get a +2 to AC as long as you can make opportunity attacks. Whenever a marked target within your reach makes an attack that doesn't include you, you can make a basic attack against that enemy as an immediate interrupt. This stance lasts until the end of the encounter.

## Level 6 Utility Powers

### Reactive Motion Samurai Utility 6

*You react even before your enemies have the chance to move.*

Encounter \* Ki

Free Action Personal

Prerequisite: You roll initiative.

Effect: You may move half your speed.

Iaijutsu Style: You may move half your speed + your Wisdom modifier.

### Focus of the Void Samurai Utility 6

*You clear your mind of all distractions allowing you to clear yourself of ailments.*

Daily \* Ki

Minor Action Personal

Effect: You may make a saving throw against one condition a save can end with a +2 bonus.

## Level 7 Encounter Powers

### Air-cutting Strike Samurai Attack 7

*You unleash a slash so quick the wind swirl and slice into your foes.*

Encounter \* Ki, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage. Make a secondary attack.

Secondary Target: each creature adjacent to first target creature

Secondary Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage.

Iaijutsu Style: add your Wisdom modifier to the damage for the close burst.

### Assaulting Blades Samurai Attack 7

*You unleash a storm of blades on your surrounding foes.*

Encounter \* Ki, Weapon

Standard Action Close burst 1

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Niten Ichi Style: You deal Constitution modifier damage on a miss.

**Counter Shot** Samurai Attack 7

*An enemy attacks you and you unleash a shot to make him pay.*

**Encounter \* Ki, Weapon**  
**Immediate Reaction** Ranged weapon  
**Trigger:** A creature makes an attack against you.  
**Target:** One creature  
**Attack:** Wisdom + 2 vs. AC

**Hit:** 2[W] + Wisdom modifier damage  
**Kyujutsu Style:** you may use this attack as an immediate interrupt when you are targeted by a melee attack.

**Strike of the Furious Tiger** Samurai Attack 7

*Like a tiger you lash out with your weapon striking fast and hard to gain some room.*

**Encounter \* Ki, Weapon**  
**Standard Action** Close burst 1  
**Target:** One creature  
**Attack:** Dexterity vs. Reflex

**Hit:** 1[W] + Dexterity modifier damage and you push the target 1 square.  
**Sojutsu Style:** if your attack hits, you may push the target a number of squares equal to your Wisdom modifier.

## Level 9 Daily Powers

**Falling Comet Strike** Samurai Attack 9

*Like a falling star you let loose a powerful attack to strike your foe.*

**Daily \* Ki, Weapon**  
**Standard Action** Melee or Ranged weapon  
**Target:** One creature  
**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage and the target is immobilized and knocked prone until the end of your next turn.  
**Special:** You may shift your speed before making this attack.

**Three-headed Hydra Attack** Samurai Attack 9

*Like a hydra you lash out at multiple foes furiously.*

**Daily \* Ki, Weapon**  
**Standard Action** Melee or Ranged weapon  
**Target:** Three creatures  
**Attack:** Dexterity vs. AC, three attacks

**Hit:** 1[W] + Dexterity modifier damage and the target is marked and takes 10 ongoing damage (save ends).

**Rejuvenating Strike** Samurai Attack 9

*You strike out and gain strength from your foes pain.*

**Daily \* Ki, Healing, Weapon**  
**Standard Action** Close burst 1  
**Target:** Each creature in burst  
**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage and you gain hit points equal to a healing surge.

## Level 10 Utility Powers

**Leaf on the Wind** Samurai Attack 10

*You move across the battlefield like a leaf on the wind never being touched.*

**Encounter \* Ki**  
**Minor Action** Personal  
**Effect:** You shift up to your speed and can move through difficult terrain.

**Calm amidst the Storm** Samurai Attack 10

*You gain a clarity and focus during the heat of battle allowing you to continue the fight.*

**Daily \* Ki, Healing**  
**Minor Action** Personal  
**Effect:** You spend a healing surge and add your Constitution modifier to the hit points gained. Until the end of the encounter you gain a bonus to saving throws equal to your Constitution modifier.

**Power of the Soul** Samurai Attack 10

*Though you foe may think you are defeated, your ki sustains you and brings you back to the fight.*

**Daily \* Ki, Healing**  
**Immediate Reaction** Personal  
**Trigger:** You fall to 0 hit points or fewer.  
**Effect:** You may spend a healing surge and shift up to half your speed.

## Level 13 Encounter Powers

**Demon-stunning Strike** Samurai Attack 13

*You summon up wells of hatred and fear and strike your foe, filling them with crippling fear.*

**Encounter \* Ki, Psychic, Fear, Weapon**  
**Standard Action** Melee weapon  
**Requirement:** You must be wielding two weapons.  
**Target:** One or two creatures  
**Attack:** Dexterity vs. Will, two attacks

**Hit:** 2[W] + Dexterity modifier psychic damage and the target is marked and weakened (save ends).  
**Niten Ichi Style:** Each creature marked this way takes 10 ongoing psychic damage. (save ends).

**Sting of the Scorpion** Samurai Attack 13

*Your blade seeps a deadly poison, that cripples your foes ability to move.*

**Encounter \* Ki, Poison, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Dexterity vs. Fortitude

**Hit:** 3[W] + Dexterity modifier poison damage and the target is immobilized (save ends).  
**Sojutsu Style:** The target is marked and falls prone.

**Whirling Tornado Strike** Samurai Attack 13

*You strike your foe with such speed that the winds swirl around him and knock him back injuring his allies as well.*

**Encounter \* Ki, Force, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Strength vs. AC

**Hit:** 3[W] + Dexterity modifier force damage and you knock the target back a number of squares equal to your Wisdom modifier. Make a secondary attack.  
**Secondary Target:** Each creature adjacent to the primary target.  
**Secondary Attack:** Dexterity vs. Reflex

**Hit:** 1[W] + Dexterity modifier force damage.  
**Iaijutsu Style:** Add your Wisdom modifier to the attack and damage rolls for both attacks.

**Mind Shattering Strike** Samurai Attack 13

*You unleash an arrow that strikes your foes body and mind crippling his thoughts and actions.*

**Encounter \* Ki, Psychic, Weapon**  
**Standard Action** Ranged weapon  
**Target:** Two creatures  
**Attack:** Wisdom vs. Will, two attacks

**Hit:** 3[W] + Wisdom modifier psychic damage and the target is dazed (save ends).  
**Kyujutsu Style:** As long as the target is Dazed it is marked.

## Level 15 Daily Powers

### Yin and Yang Strike Samurai Attack 15

*You strike out with weapons sheathed in light and dark, that drains your foes life with one, and protects you with the other.*

**Daily \* Ki, Necrotic, Radiant, Healing, Weapon**  
**Standard Action** Close burst 1  
**Requirement:** You must be wielding two weapons.

**Target:** Each creature in burst  
**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier necrotic damage and you regain hit points as if you had spent a healing surge. you may shift half your speed and make secondary attack.

**Secondary Target:**  
**Secondary Attack:** Strength vs. AC

**Hit:** 2[W] + Dexterity modifier radiant damage and you gain a bonus to your defenses equal to your Constitution modifier until the end of the encounter.

### Phoenix Rebirth Attack Samurai Attack 15

*Like a phoenix reborn, you unleash a strike that brings healing to your wounds and scours your foe with brilliant fire.*

**Daily \* Ki, Fire, Radiant, Weapon**  
**Standard Action** Melee weapon

**Target:** One creature  
**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier fire and radiant damage and the target takes 10 ongoing fire damage and is blinded (save ends both). You regain hit points equal to your healing surge value

### Strike of Winter's Wind Samurai Attack 15

*You unleash an arrow filled with the chilling fury of winter, and it chills your enemies to the bone.*

**Daily \* Ki, Cold, Weapon**  
**Standard Action** Ranged weapon

**Target:** One creature  
**Attack:** Wisdom vs. Reflex

**Hit:** 3[W] + Wisdom modifier cold damage and the target is marked and creatures adjacent to the target takes 10 ongoing cold damage (save ends).

### Strike of the Diving Rok Samurai Attack 15

*You leap into the air and plummet to the ground creating a shrieking shockwave at your foes.*

**Daily \* Ki, Thunder, Weapon**  
**Standard Action** Close burst 2

**Target:** Each creature in burst  
**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier thunder damage and the target is pushed a number of squares equal to your Wisdom modifier.

**Special:** You may make an athletics check with a +5 bonus before this attack. You may jump beyond the distance of your speed.

## Level 16 Utility Powers

### Speed of Thought Samurai Utility 16

*You act within seconds, before the first blow can even be struck to put yourself in place to land your attack.*

**Encounter \* Ki**  
**Immediate Reaction** Personal  
**Trigger:** You roll initiative and dislike the result.

**Effect:** You gain a +10 to your initiative roll and may shift your speed towards the closest enemy.

### Will of Steel Stance Samurai Utility 16

*All who come against you are destined to fail against the power of your weapon.*

**Daily \* Ki, Stance**  
**Minor Action** Personal

**Effect:** You enter the Will of Steel Stance. You gain a +2 to all your defenses and may mark all adjacent creatures as a free action.

### Air of Respite Samurai Utility 16

*You channel your ki through your body, and like a chill wind, you feel refreshed.*

**Encounter \* Ki, Healing**  
**Minor Action** Personal

**Effect:** You regain hit points equal to your bloodied value.

## Level 17 Encounter Powers

### Strike of the Hydra Samurai Attack 17

*Like a hydra, you lash out against multiple foes with acid dripping from your blade.*

**Encounter \* Ki, Acid, Weapon**  
**Standard Action** Close blast 3

**Target:** Each creature in blast  
**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier acid damage and the target takes 10 ongoing acid damage (save ends).  
**Sojutsu Style:** The target is also immobilized (save ends).

### Adamantine Hurricane Samurai Attack 17

*You channel your ki into your weapons making them as hard as Adamantine, able to rip through all defenses.*

**Encounter \* Ki, Force, Weapon**  
**Standard Action** Melee weapon

**Requirement:** You must be wielding two weapons.  
**Target:** Two creatures

**Attack:** Dexterity vs. AC, two attacks

**Hit:** 3[W] + Dexterity modifier force damage and the target is marked. This attack ignores all resistances.  
**Niten Ichi Style:** If you hit with both attacks you gain a +2 bonus to all defenses against marked opponents until the end of the encounter.

### Shuten-Satsu Samurai Attack 17

*You rush forward and deliver a blow that drains the life from your foe and replenishes your own.*

**Encounter \* Ki, Necrotic, Weapon**  
**Standard Action** Melee weapon  
**Requirement:** Your weapon must be sheathed before this attack.

**Target:** One creature  
**Attack:** Dexterity vs. AC

**Hit:** 4[W] + Dexterity modifier necrotic damage and the target is marked and weakened (save ends).  
**Iaijutsu Style:** You may regain hit points equal to your healing surge value.

**Special:** You may charge and use this attack in place of a melee basic attack.

### Arcing Lightning Attack Samurai Attack 17

*You loose an arrow that rips through the air with crackling lightning, that jumps from foe to foe as it hits.*

**Encounter \* Ki, Lightning, Weapon**  
**Standard Action** Ranged weapon

**Target:** One creature  
**Attack:** Wisdom vs. Reflex

**Hit:** 2[W] + Wisdom modifier lightning damage and the target is marked and stunned (save ends).  
**Kyujutsu Style:** repeat this attack against two more creatures within 10 squares.

## Level 19 Daily Powers

### Soul Rending Strike Samurai Attack 19

*Your blades cut through not only flesh and bone, but to the very soul that binds your foe together.*

**Daily \* Ki, Necrotic, Weapon**  
**Standard Action** Melee weapon  
**Requirement:** You must be wielding two weapons.

**Target:** One creature  
**Attack:** Dexterity vs. Fortitude

**Hit:** 2[W] + Dexterity modifier necrotic damage and the target is stunned (save ends). Make a secondary attack.

### Soul Arrow Samurai Attack 19

*Your arrow shines with the bright light of your ki and it brings your opponents to their knees.*

**Daily \* Ki, Radiant, Weapon**  
**Standard Action** Ranged weapon

**Target:** Three creatures  
**Attack:** Wisdom vs. AC, three attacks

**Hit:** 3[W] + Wisdom modifier radiant damage and the target marked and stunned (save ends).

**Secondary Target:** Same creature  
**Secondary Attack:** Dexterity vs. Fortitude

**Hit:** 2[W] + Dexterity modifier necrotic damage and the target takes 10 ongoing necrotic damage (save ends).  
If both attacks hit the target is helpless until the end of your next turn.

**Effect:** If both attacks hit the target is helpless until the end of your next turn.

### Rage of Inferno Samurai Attack 19

*The air superheats as you weapon engulfs in flames and you deliver a strike to incinerate your foes.*

**Daily \* Ki, Fire, Weapon**  
**Standard Action** Melee weapon

**Target:** One creature  
**Attack:** Dexterity vs. Reflex

**Hit:** 5[W] + Dexterity modifier fire damage and the target takes 10 ongoing fire damage (save ends).

### Iron Rock Crusher Samurai Attack 19

*The earth shatters and ruptures as you strike the ground with your weapon.*

**Daily \* Ki, Force, Thunder, Zone, Weapon**  
**Standard Action** Close blast 5

**Target:** Each creature in blast  
**Attack:** Strength vs. Reflex

**Hit:** 4[W] + Dexterity modifier thunder and force damage and the target is knocked prone and immobilized (save ends both). The blast creates a zone of difficult terrain until the end of the encounter.

**Miss:** Half-damage and the target is knocked prone until the end of next turn.

## Level 22 Utility Powers

### Flash Step Samurai Utility 22

*You movements are to quick for the eyes to even follow.*

**At-Will \* Ki, Teleportation**  
**Move Action** Personal

**Effect:** You may teleport a number of squares equal to half your speed.

### Purity of Soul Samurai Utility 22

*Though your outside may be battered and bruised your ki swells and repairs your wounds and sustains you.*

**Daily \* Ki, Healing**  
**Minor Action** Personal

**Effect:** You regain hit points equal to two healing surges and you gain regeneration 5 while you are bloodied til the end of the encounter.

### Black Tortoise Defense Samurai Utility 22

*As an attack comes against you, you focus your ki, making you harder than the great tortoise's shell, able to take all.*

**Daily \* Ki, Weapon**  
**Immediate Interrupt** Personal  
**Trigger:** You take damage from an attack.

**Effect:** You gain resist 20 damage until the start of your next turn.

## Level 23 Encounter Powers

### Flowing Water Strike Samurai Attack 23

*You strike the ground and a wave like rushing water washes your foes away.*

**Encounter \* Ki, Cold, Force, Weapon**  
**Standard Action** Close blast 3

**Target:** Each creature in blast  
**Attack:** Dexterity vs. Fortitude

**Hit:** 3[W] + Dexterity modifier cold damage and the target is pushed 3 squares and knocked prone.  
**Sojutsu Style:** The target is pushed a number of squares equal to 2 + your Wisdom modifier.

### Thunderbolt Cut Samurai Attack 23

*You lift your blades to the air and summon lightning to destroy your foes.*

**Encounter \* Ki, Lightning, Weapon**  
**Standard Action** Close blast 3

**Requirement:** You must be wielding two melee weapons.  
**Target:** Each creature in blast  
**Attack:** Dexterity vs. AC

**Hit:** 4[W] + Dexterity modifier lightning damage and the target is marked and immobilized (save ends).  
**Niten Ichi Style:** As long as it is immobilized the target takes ongoing lightning damage equal to 5 + Constitution modifier.

### Arrow Shockwave Samurai Attack 23

*You loose an arrow charged with your ki. When the arrow lands it unleashes its terrifying power upon your foes.*

**Encounter \* Ki, Force, Radiant, Weapon**  
**Standard Action** Area burst 2 within 10 squares

**Target:** Each creature in burst  
**Attack:** Wisdom vs. AC

**Hit:** 3[W] + Wisdom modifier radiant and force damage. The target is blinded (save ends).

### The Unseen Strike Samurai Attack 23

*You foe's only ever seen the first step beofre they feel the blade cut into them.*

**Encounter \* Ki, Force, Teleportation, Weapon**  
**Standard Action** Melee weapon 1  
**Requirement:** Your weapon must be sheathed before this attack.

**Target:** One creature  
**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dexterity modifier force damage and you may teleport your speed and repeat this attack against a different target twice.  
**Iajutsu Style:** Add your Wisdom modifier to the attack and damage rolls for each attack.

## Level 25 Daily Powers

### Strike of the Rising Moon Samurai Attack 25

*Like the rising moon above, you loose an arrow that pierces your opponents feeble mind mesmerizing them for a time.*

**Daily \* Ki, Radiant, Weapon**  
**Standard Action** Ranged weapon

**Target:** One creature  
**Attack:** Wisdom vs. Will

**Hit:** 4[W] + Wisdom modifier radiant damage and the target is dazed (save ends).

### Wave Smashing Strike Samurai Attack 25

*You rush against your foes and smash against them like a wave upon the rocks.*

**Daily \* Ki, Cold, Force, Weapon**  
**Standard Action** Melee weapon

**Target:** One creature  
**Attack:** Dexterity vs. AC

**Hit:** 4[W] + Dexterity modifier cold damage and you slide the target a number of squares equal to you Wisdom modifier.

**Special:** You may charge and use this power in place of a basic attack. This does not provoke opportunity attacks.

### Stance of Susano-O Samurai Attack 25

*Your ancestral weapon becomes charged with lightning as the air around you becomes electrified.*

**Daily \* Ki, Lightning, Thunder, Stance**

### The Strike of Five in One Samurai Attack 25

*You focus your ki and unleash five blazing fast strikes that all lands as a single powerful blow.*

**Standard Action** Personal

**Effect:** Your weapons deal lightning and thunder damage, and whenever you hit a target with a melee attack they are marked and immobilized until the end of your next turn.

**Daily \* Ki, Weapon**

**Standard Action** Melee weapon 1

**Target:** One, two, three, four, or five creatures

**Attack:** Dexterity vs. Reflex, five attacks

**Hit:** 1[W] + Dexterity modifier and Wisdom modifier damage.

## Level 27 Encounter Powers

### Strike of the Setting Sun

Samurai Attack 27

*You strike your foe with all the heat of the setting sun, casting them into the darkness that follows.*

**Encounter \* Ki, Fire, Radiant, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Wisdom vs. Reflex

**Hit:** 4[W] + Wisdom modifier fire and radiant damage and the target is marked and is blinded.

**Kyujutsu Style:** The target takes ongoing fire damage equal to 7 + you Dexterity modifier.

### Split the Raindrop

Samurai Attack 27

*Time seems to slow around you, as you unleash a strike so quick and pure that is could slit a raindrop in two.*

**Encounter \* Ki, Force, Weapon**

**Standard Action** Melee weapon 1

**Requirement:** Your weapon must be sheathed before this attack.

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 5[W] + Dexterity modifier force damage.

**Iaijutsu Style:** You may add your Wisdom modifier to the attack and damage rolls for this attack.

**Miss:** half-damage

### Unstoppable Wave Attack

Samurai Attack 27

*You twirl and spin your weapon around you, unleashing your ki like an fierce cold wave against all who stand around you.*

**Encounter \* Ki, Cold, Weapon**

**Standard Action** Close burst 3

**Target:** Each creature in burst

**Attack:** Dexterity vs. Reflex

**Hit:** 5[W] + Dexterity modifier cold damage and you can slide the target 3 squares and they are immobilized until the end of your next turn.

**Sojutsu Style:** the number of squares you may slide the target is 2 + your Wisdom modifier and the target is immobilized (save ends).

### Unity of Thunder and Lightning

Samurai Attack 27

*Your weapons sing and coarise with the power of thunder and lightning as you strike out against your foe.*

**Encounter \* Ki, Lightning, Thunder, Weapon**

**Standard Action** Melee weapon 5

**Requirement:** You must be wielding two melee weapons.

**Target:** One creature

**Attack:** Dexterity vs. Fortitude, two attacks

**Hit:** 3[W] + Dexterity modifier lightning and thunder damage and the target is marked and dazed (save ends).

**Niten Ichi Style:** The target is also deafened and blind (save ends).

## Level 29 Daily Powers

### The Strike of Seven Thunders

Samurai Attack 29

*The air swirls and howls as you strike the ground with your weapon and the sky gives birth to seven bolts of lightning.*

**Daily \* Ki, Lightning, Thunder, Weapon**

**Standard Action** Close burst 5

**Target:** seven creatures within the burst.

**Attack:** Dexterity vs. Reflex

**Hit:** 5[W] + Dexterity modifier lightning and thunder damage and the target is stunned (save ends).

### Strike of the Falling Star

Samurai Attack 29

*Your arrow flies from your weapon, filled with your ki, it splits and descends upon your foes like millions of falling stars.*

**Daily \* Ki, Force, Radiant, Weapon**

**Standard Action** Area burst 3 within 20 squares

**Target:** Each creature in burst

**Attack:** Wisdom vs. Reflex

**Hit:** 5[W] + Wisdom modifier radiant and force damage and the target is blinded, deafened, and stunned (save ends seperately).

### Tsunami Strike

Samurai Attack 29

*Your ki explodes through your strike like a great wave, crushing all before you with your power.*

**Daily \* Ki, Cold, Force, Weapon**

**Standard Action** Personal

**Hit:** 5[W] + Dexterity modifier cold and force damage and the target is knocked prone, stunned, and takes 10 ongoing cold damage (save ends seperately).

### The One Strike

Samurai Attack 29

*The mastery of your Ki allows you to unleash the one strike, that cuts through all.*

**Daily \* Ki, Weapon**

**Standard Action** Melee weapon 1

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 8[W] + Dexterity modifier and Wisdom modifier damage. This attack ignores all resistances and immunities.

**Miss:** half-damage and the target is stunned (save ends).