

Samurai

The Samurai is a specialized Fighter that depends on their Katana sword for combat, with a smaller wakizashi sword on the side. They often come from the far-east, but Samurai have been known to come from many different parts of the world.

For the Samurai, his sword is his soul. The Samurai will always use his Katana and will go to great lengths to find it if it is ever lost.

Class Features

As a Samurai, you gain the following features.

Hit Points

Hit Die: 1d10 per Samurai Level (+ con)

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons, Katana, Bokken

Tools: None

Saving Throws: Strength, Constitution

Skills: Any two from the standard Fighter's list

Equipment

The Samurai starts with the following equipment:

- Katana or Bokken (see fighting styles below), Wakizashi sword, longbow (or shortbow), and 20 arrows
- Leather armor
- Retainer's Pack (see below)

Fighting Style

Every Samurai chooses a specific fighting style as their specialty. When creating your Samurai, you must choose one (and only one) of the following fighting styles.

Hyoho Ninten Ich-Ryu

The Hyoho style focuses on using the Katana as a main weapon and the smaller wakizashi sword as a secondary weapon. The trademark stance is holding both swords above the head before making an attack. When holding a Katana and wakizashi in combat, you add your ability modifier to the damage of the second attack.

Tenshin Shoden Katori Shinto-Ryu

Tenshin is the oldest and most traditional fighting style of the Samurai, focusing on both offense and defense. When fighting this way, you receive a +1 bonus to all attack rolls and +1 to AC when using a Katana in melee



combat, as long as you are not holding anything else in your second hand.

Magai-Ryu

The Magai style doesn't use a traditional Katana for combat, but rather it uses a bokken – a wooden training sword. The Magai-Ryu Samurai trains with the bokken his entire life and when finally given the chance to wield a Katana he instead chooses to stay with the bokken. When fighting with a Bokken, you gain a +2 bonus to all damage rolls (Note: all abilities that refer to a Katana will apply to a bokken).

Samurai Will

At 1st level, the Samurai can draw upon his own stamina to continue fighting effectively. On your turn, once per encounter, as a standard action you can heal yourself a number of hit points equal to 1d8 + your Samurai level.

Samurai Slice

At 2nd level, the Samurai is able to focus all his might on a single attack against his foe. Using your Katana, you may use your attack option to make a strike that deals an additional 1d6 damage. You may not use this again until you take a short rest.

Kesi Giri Slash

At 3rd level, the Samurai is able to cut his enemies in a way so that it continues to take damage. As a standard action, you can attempt a *Kesi Giri Slash* with your attack bonus maxed at +1; if your *Kesi Giri Slash* is successful, then you have struck your opponent in a critical location, causing it to bleed for 1d4 damage.

Bleed: A creature that is taking bleed damage takes the listed amount of damage at the beginning of its turn. Bleeding can be stopped by a DC 15 Medicine check or through the application of any spell that cures hit point damage (even if the bleed is ability damage). Bleed effects do not stack with each other.

Samurai Mark

At 4th level, the Samurai is able to focus all his attention on a single opponent on the battlefield. Once per encounter you can choose a single opponent and gain a +2 bonus to all attack rolls against that opponent. However, by doing this, you received a -1 penalty to all attack rolls against all other opponents, until your marked opponent is dead or incapacitated.

Whirl-Jitsu

At 5th level the Samurai can use his Katana to spin like a tornado, making an attack against every opponent around him. As long as you move no more than 5 feet before taking an action, you can make a *Whirl-Jitsu*. If you move before making a *Whirl-Jitsu* attack, your attack bonus is reduced by half. You cannot use *Whirl-Jitsu* again until you've taken a short rest.

The Samurai Progression Chart

Level	Class Bonus	Features
1st	+2	Fighting Style, Samurai Will
2nd	+2	Samurai Slice
3rd	+2	Kesi Giri Slash
4th	+2	Samurai Mark
5th	+2	Whirl-Jitsu

Equipment Pack

The starting equipment for the Samurai includes the Retainer Pack, which contains everything needed for a Samurai.

Retainer's Pack (50gp). Includes a set of formal robes, bottle of ink, quill, 1 flask of oil, 5 sheets of parchment, sealing wax, hooded lantern, 7 days of rations, a waterskin, tinderbox, 10 steel fishing hooks, a family encrusted ring, and 20-foot silken fishing line.

Equipment Chart

Name	Cost	Damage	Weight	Properties
Katana (Martial Melee)	25 gp	1d8 Slashing	3 lb	2H (1d10)
Wakizashi (Martial Melee)	15 gp	1d6 Piercing	2 lb	Weapon Finesse, Light
Bokken (Martial Melee)	10 gp	1d4 bludgeoning	2 lb	Weapon Finesse, Light, 2H (1d8)

- Light:** A light weapon can be used with two-weapon fighting
- Weapon Finesse:** You may use your Dexterity or Strength modifier on attack rolls.
- 2H:** This is the amount of damage the weapon deals when using it with 2 hands for melee attacks.

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