

SAMURAI



**A Player Character Class for Labyrinth Lord
and other old-school fantasy role-playing games**

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Samurai

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

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Requirements: Str 9, Con 9, Wis 9

Prime Requisite: STR and WIS

Hit Dice: 1d8

Maximum Level: 20th

Samurai are honor-bound warriors who swear their life and their sword in service to a lord. They live and die at his will and under his command. They are masters of both blade and bow, spending their lives studying the art of war. They are disciplined and cunning, learning military tactics in addition to proficiency with a great many weapons.

Samurai who take up with adventuring parties are rare and only do so because their lord has commanded it or because they believe doing so will bring honor to their lord. On occasion the rare samurai who has dishonored himself and his

lord may become a wandering adventurer, hoping to die in battle so that he might somehow cleanse himself of the shame he has brought to his master.

The samurai is proficient in all weapons, but heavily favors swords and long bows. He is able to wear padded, leather, chain mail and banded mail armor, but he may not use shields. Because of their extraordinary discipline and life of service all Samurai are lawful in alignment.

Samurai use the Attack Value and Saving Throws of a fighter.

Reaching 9th Level: Upon reaching 9th level the samurai has brought such glory to his lord that he is granted land and a small keep where he is to instruct inexperienced samurai and protect local peasants and commoners. 2d6 1st level samurai are sent by the lord to learn from their new master as well as assist in the protection of the villagers. Failure to protect these people is seen as a dishonor.

Honor: At 1st level a samurai is sworn to the service of a lord. He is expected to obey every command given to him by his lord, even a command to take his own life. In addition, samurai are expected never to show fear of any sort, including fear of death. A samurai who disobeys his lord has dishonored himself and is considered to have a Charisma of 3 when encountering any samurai or other servant of his former master. Often they will attack immediately. The only known way to absolve a samurai of their dishonor is through a form of ritual suicide known as *seppuku* where a samurai throws himself on his own sword. Dishonored samurai are typically called *ronin*.

Two Weapon Fighting: Samurai are master swordsmen and carry a pair of blades which they wield with deadly accuracy. In their primary hand

they wield a slightly curved, single-edged sword known as a *katana*, while in their off-hand they wield a smaller sister sword - the *wakizashi*. These weapons are statistically identical to the bastard sword and short sword, respectively.

When wielding these paired weapons the Samurai may make a single attack with each weapon every round of combat. However, these multiple attacks are only granted when wielding a bastard sword (*katana*) and short sword (*wakizashi*) in tandem.

Kyudo: In addition to being skilled swordsmen, samurai are also deadly archers. Through an almost inhuman discipline and unnerving calm, they are able to achieve remarkable accuracy when wielding a long bow. Once they reach 3rd level, when they are using such a weapon they receive a +2 bonus to all attack and damage rolls.

Iaijutsu: The Art of the Draw, or Iaijutsu, is a unique sword technique practiced by the samurai. Training in this art allows the samurai to draw his blade with lightning speed and strike with a single, deadly blow before their foe has even had an opportunity to strike. Beginning at 5th level the samurai receives a +1 bonus to initiative rolls. This bonus increases to +2 at 10th level and again to +3 at 15th level.

In addition, once he reaches 5th level the samurai has the ability to inflict devastating damage if they seize the initiative. During the first round of combat (and only the first round of combat), if the samurai is the first attacker in the initiative order and they are making a melee attack then their first attack automatically inflicts double damage.

Experience	Level	Hit Dice	Special Ability
0	1	1d8	Two-Weapon Fighting
2501	2	2d8	
5001	3	3d8	Kyudo
10001	4	4d8	
20001	5	5d8	Iaijutsu
40001	6	6d8	
80001	7	7d8	
160001	8	8d8	
310001	9	9d8	
460001	10	+2 hp only	
610001	11	+4 hp only	
760001	12	+6 hp only	
910001	13	+8 hp only	
1060001	14	+10 hp only	
1210001	15	+12 hp only	
1360001	16	+14 hp only	
1510001	17	+16 hp only	
1660001	18	+18 hp only	
1810001	19	+20 hp only	
1960001	20	+22 hp only	



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