

ZERO EDITION FANTASY

The Samurai Class for Fantastic Medieval Wargames
Campaigns Playable with Paper and Pencil
and Miniature Figures

LEONARU



SAMURAI
A NEW CHARACTER CLASS

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What is a Samurai?

The samurai is an honourable warrior and often a member of a noble family. Samurai are powerful fighters and not only proficient in the use of the katana, their trusted long-sword, but also in martial arts. The samurai is a subclass of the fighter.

Class Basics

Attribute Requirements	DEX 15
Prime Requisite	Strength
Races	Any
Hit Die	d8 (max 10)
Alignment	Any
Weapons	Any
Armour	Any
Attack Progression	As fighter
Saving Throws	As fighter

Attribute Requirements

The way of the samurai demands grace and finesse from those who try to take it. A samurai requires a minimum Dexterity score of 15.

Prime Requisite

Strength is the samurai's prime requisite.

Races

Members of all races are eligible to become samurai.

Hit Die

The samurai uses the d8 to determine his hit points and can gain a maximum of nine hit dice at level nine. Every level thereafter, he gains an additional two hit points.

Table 1: Death Master Experience Progression

Level	XP	Hit Dice	Title
1	0	1d8	Aspirant
2	2,000	2d8	Swordsman
3	4,000	3d8	Sword Master
4	8,000	4d8	Blade Fighter
5	16,000	5d8	Blade Master
6	32,000	6d8	Great Samurai
7	64,000	7d8	High Samurai
8	120,000	8d8	Master Samurai
9	240,000	9d8	Supreme Samurai
10	480,000	9d8+2	Daimyo
11+	+240,000	+2 hit points	Daimyo

Alignment

Samurai can be of any alignment but are usually Neutral.

Weapons and Armour

Samurai can use any weapon and armour, but prefers to carry a pair of traditional Eastern swords (a katana and a wakizashi) and use the daikyu, an Eastern longbow. Samu-

rai are trained in the use of shields, but generally prefer to dual-wield their swords.

Attack Progression

Samurai have the same attack progression as fighters (see **Table 3**).

Saving Throws

A samurai's saving throws progress as those of a fighter do (see **Table 4**).

Special Abilities & Traits

Appraise

A samurai with an Intelligence score of at least nine will be able to identify Eastern blades. One with a score of thirteen will also be able to tell the type of blade and quality category.

Domain

A samurai who has reached the ninth level and built a stronghold is considered a daimyo. He becomes the ruler of his domain can extract taxes from his subjects, usually 10 GP per person per year.

Code of the Samurai

The samurai follow a code of honour. Should his trusted katana ever be stolen from him, he will either pursue a vendetta against the thieves or commit seppuku, a ritual suicide by disembowelment.

Dexterity Progression

Samurai focus on speed, precision and finesse. Over time, their Dexterity score will increase due to the experience they gather (see **Table 2**).

Dual-Wielding

The katana and the wakizashi will show their full potential only in the hands of a samurai. Due to his high Dexterity, the samurai can use the katana and the wakizashi at the same time, one in each hand (thus samurai rarely use shields). If used single-handed, they are still treated as a weapon of one quality category lower (like they are when members of other classes), though. While dual-wielding, the samurai can use the swords against the same or different targets.

Table 2: Samurai Dexterity Progression

Level	Total Dexterity Bonus
4	+1
7	+2
9	+3
11	+4
13	+5

Exceptional Strength

Samurai which roll an eighteen for strength have exceptional strength and capabilities beyond the limits of other classes and weaker fighters.

Table 3: Samurai Attack Matrix

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1 – 2	10	11	12	13	14	15	16	17	18	19	20	-	-
3	9	10	11	12	13	14	15	16	17	18	19	20	-
4	8	9	10	11	12	13	14	15	16	17	18	19	20
5	7	8	9	10	11	12	13	14	15	16	17	18	19
6	6	7	8	9	10	11	12	13	14	15	16	17	18
7 – 8	5	6	7	8	9	10	11	12	13	14	15	16	17
9	4	5	6	7	8	9	10	11	12	13	14	15	16
10 – 11	3	4	5	6	7	8	9	10	11	12	13	14	15
12	2	3	4	5	6	7	8	9	10	11	12	13	14
13	1	2	3	4	5	6	7	8	9	10	11	12	13
14	1	1	2	3	4	5	6	7	8	9	10	11	12
15	1	1	1	2	3	4	5	6	7	8	9	10	11
16 – 17	1	1	1	1	2	3	4	5	6	7	8	9	10
18	0	1	1	1	1	2	3	4	5	6	7	8	9
19	0	0	1	1	1	1	2	3	4	5	6	7	8
20	0	0	0	1	1	1	1	2	3	4	5	6	7

Table 4: Samurai Saving Throw Progression

Level	Wand	Dragon Breath	Death, Poison	Petrification	Spell
1 – 3	13	15	12	14	16
4 – 6	11	13	10	12	14
7 – 9	9	10	8	10	12
10 – 12	7	8	6	8	10
13+	5	5	4	5	8

Master of Blades

When a samurai uses a katana or wakizashi and rolls an attack roll higher than necessary to hit his opponent, he scores a critical blow (see **Table 5**). On an especially high roll, the hit is an automatic critical hit, no matter the opponent's armour class. After rolling a critical blow, 1d100 is rolled to see what effect the hit has (see **Table 9**). If a critical blow does not outright kill an opponent, it will either deal additional damage equal to a percentage of the opponent's maximum hit point or deal a fixed amount of additional damage, whichever is higher. When the samurai manages to cut off one of his opponent's extremities, it is also determined randomly (see **Table 10**).

Multiple Attacks

Against creatures with no more than one hit die, a samurai makes one attack per round for each of his own hit dice.

Material Arts

Samurai are trained in unarmed combat. Usually, they will use material arts only against unarmed opponents. On a hit, the opponent has been thrown to the ground and will need 1d2 rounds to get back on his feet. On a roll of nineteen or twenty, the samurai can choose to deal 1d4 points of damage to his opponent. For every four levels of experience, the rolled number required to do so is lowered by one (allowing a fourth-level samurai to damage an opponent on a roll of seventeen or higher, for example). On a roll of

twenty, the samurai can choose to subdue his opponent. For every six levels, the roll required to do so is lowered by one.

Table 5: Samurai Critical Blow Chance

Weapon Quality	Roll Above Target Number	Automatic Critical Hit
Katana	8+	20
Katana +1	7+	19 - 20
Katana +2	6+	19 - 20
Katana +3	5+	18 - 20
Wakizashi	8+	20
Wakizashi +1	8+	20
Wakizashi +2	7+	19 - 20
Wakizashi +3	7+	19 - 20

Multiple Attacks

Against creatures with no more than one hit die, a samurai makes one attack per round for each of his own hit dice.

Parry

A samurai with high dexterity imposes a penalty to his opponent's attack rolls.

Table 6: Eastern Weapons

Weapon	Damage (M/L)	Range	Price (GP)	Weight
Daikyu	-	210'	75	50
Katana	1d8/1d12	-	180	50
Katana +1	1d8+1/1d12+1	-	240	45
Katana +2	1d8+2/1d12+2	-	480	40
Katana +3	1d8+3/1d12+3	-	960	40
Wakizashi	1d6/1d6	-	160	28
Wakizashi +1	1d6+1/1d6+1	-	200	25
Wakizashi +2	1d6+2/1d6+2	-	400	23
Wakizashi +3	1d6+3/1d6+3	-	800	23

Table 7: Eastern Armour

Armour	Armour Class	Price (GP)	Weight
O-yoroi, Grade E	6	40	400
O-yoroi, Grade D	5	75	400
O-yoroi, Grade C	4	150	575
O-yoroi, Grade B	3	300	675
O-yoroi, Grade A	3	600	625

Table 9: Samurai Critical Blow Effect

d100	Effect on Opponent
1 – 80	Loses 25% of HP/6 HP and one limb
81 – 95	Loses 50% of HP/12 HP
100	Instant Kill

Table 10: Samurai Critical Blow Limb Loss

d4	Severed Limb
1	Right arm
2	Left arm
3	Right leg
4	Left leg

Item Restrictions

Samurai can use all items that fighters can use. While they avoid dishonourable items like poison, they are not prohibited in their use.

Strongholds, Henchmen & Followers

A samurai's stronghold will be a castle or luxurious mansion. A samurai attracts followers like a fighter does and can hire any sort of henchmen or hireling.

Eastern Equipment

Samurai favour three weapons: The katana, the wakizashi and the daikyu. Katana and wakizashi can have different levels of quality ranging from +1 to +3. For each point of quality, the user adds +1 to his attack and damage, just as if the weapon was a magic weapon (see **Table 6**). However, these blades do not count as magic weapon unless they are additionally enchanted.

As for armour, samurai usually wear an o-yoroi. The o-yoroi is not unlike Western plate armour and comes in different categories. Higher categories have better quality, cover more body parts and provide an overall superior armour class (see **Table 7**).

Daikyu

The daikyu is a long bow. It is suited more for war than for hunting. All samurai are trained in the use of this weapon. A quiver for a daikyu costs 5 GP and has a weight of 75.

Katana

The katana is a longsword designed to be used with both one and two hands. Every samurai has a personal katana. In many places, only the social elite may possess this weapon.

O-yoroi

The o-yoroi is a full suit of armour complete with a helmet. It is usually specifically made for a certain customer and often coloured in the colours of his house.

Wakizashi

The wakizashi is a short sword. Most samurai carry both this weapon and a katana.

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