

EASTERN EXPLOITS FIRST EDITION SAMURAI



The Samurai Character Class for OSR Campaigns

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What is a Samurai?

The samurai is an honourable warrior from a member of a noble family. Samurai are powerful fighters and not only proficient in the use of the katana, their trusted longsword, but also in literature, calligraphy and other arts.

Class Basics

Attribute Requirements	STR 13, CON 13, INT 14, WIS 13
Prime Requisite	None
Races	Human, koropokkuru, spirit folk
Hit Die	d10 (max 9)
Alignment	Any Lawful
Weapons	Any
Armour	Any, no shields
Attack Progression	As fighter
Saving Throws	As fighter
Proficiencies	5+1 every level
Non-Proficiency Penalty	-2
Weapon Specialisation	Katana and daikyu

Attribute Requirements

To become a samurai, a warrior has to train both body and mind. This demanding training requires a samurai to have a Strength, Constitution and Wisdom score of no less than 13 as well as an Intelligence score of at least 14. Samurai profit from a high Constitution score as fighters do and are eligible for exceptional Strength.

Prime Requisite

A samurai does not have a prime requisite and does not gain an experience bonus from any ability score.

Races

Humans, koropokkuru and spirit folk can become samurai. Human have unlimited advancement in this class; koropokkuru and spirit folk can advance to levels 6 and 12.

Hit Die

The samurai uses the d10 to determine his hit points and can gain a maximum of nine hit dice at level nine. After that, he gains an additional three hit points per level.

Alignment

Samurai can be of any Lawful alignment and may be Good, Neutral or Evil.

Weapons and Armour

Samurai can use any weapon, though they will loose honour for using ninja weapons and other cowardly weapons. They can use any armour, but no shields. Samurai may not use flaming oil (except for siege warfare) and use poison only if they are Evil.

Attack Progression

A samurai's combat ability progresses like that of a fighter (see Table 3).

Saving Throws

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

Proficiencies

Samurai start with five weapon proficiency slots and gain another one at every new level. If he uses a weapon he is not proficient with, a samurai suffers a -2 penalty to attack rolls. Samurai can become proficient with any weapon, but if they become proficient with a ninja weapon, they will loose honour. Samurai are eligible for weapon specialisation and can specialise in two weapon: The katana and the daikyu. A samurai has to specialise in the katana during character creation. If wants to specialise in another weapon later on, it has to be the daikyu.

Table 1: Samurai Proficiency Progression

Level	Proficiency
1	Katana (specialised)
2	Horsemanship
3	Daikyu (proficient)
6	Calligraphy, painting, poetry

At certain levels, samurai have to be proficient with certain non-weapon proficiencies (see Table 1). They have to take them at that specific level at the latest or at an earlier stage.

Table 2: Samurai Experience Progression

Level	XP	Hit Dice
1	0	1
2	1,750	2
3	3,500	3
4	7,000	4
5	14,000	5
6	29,000	6
7	58,000	7
8	115,000	8
9	225,000	9
10	450,000	9+2
11	675,000	9+4
12	900,000	9+6

Special Abilities

Battle Cry

Once per day per experience level, a samurai can utter a battle cry and focus his body and mind. This increases the samurai's effective Strength to 18/00 for one round. For the duration of this effect, the samurai has all combat and non-combat benefits of this exceptional Strength score.

Weapon Damage Bonus

At level 2, the samurai gains a +1 bonus to damage roll. This bonus increases by +1 every three levels starting with level 5.

Vigilance

From level 3 on, a samurai is only surprised on a roll of one on a d6.

Table 3: Samurai Attack Progression

Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1

Table 4: Samurai Saving Throw Progression

Level	Rod, Staff, Wand	Breath Weapon	Death, Paralysis, Poison	Petrification, Polymorph	Spell
1 - 2	16	17	14	15	17
3 - 4	15	16	13	14	16
5 - 6	13	13	11	12	14
7 - 8	12	12	10	11	13
9 - 10	10	9	8	9	11
11 - 12	9	8	7	8	10
13 - 14	7	5	5	6	8
15 - 16	6	4	4	5	7
17+	5	4	3	4	6

Table 5: Samurai Weapons

Weapon	Damage (S/M)	Size	Speed Factor	Cost (GP)	Weight (lb)
Arrow, frog crotch	1d6/1d3	M	-	0.05	2
Arrow, hummingbird	1d2/1d2	M	-	0.05	2
Arrow, leaf head	1d8/1d6	M	-	0.05	2
Arrow, war	1d4+1/1d4	M	-	0.1	2
Daikyu	-	L	7	100	3
Katana	1d10/1d12	M	4	100	60
Wakizashi	1d8/1d8	M	3	50	3

Fearless

From level 5 on, a samurai is immune to all forms of fear, mundane or supernatural.

Intimidation

From level 6 on, the samurai can cause fear in creatures with one hit die or less. This ability can be turned on and off at will. Intimidated creatures are permitted a saving throw vs. breath weapon to avoid being scared. If the save is made, the creature is immune to the samurai's aura of fear for the remainder of the encounter. Intimidated creatures will either flee or surrender, depending on the situation.

Greater Battle Cry

From level 9 on, a samurai can use a more powerful version of his battle cry once per day. This terrifying cry raises his effective Strength to 18/00 for two rounds and stuns every

enemy in a radius of 10' for one round. The opponents are permitted a saving throw vs. paralysis to avoid being stunned. Stunned enemies cannot move and lose their armour class bonus from Dexterity and shields. The greater battle cry cannot be combined with the lesser battle cry.

Magic Items

A samurai can use all magic items usable by a fighter unless he is not allowed to use that item in general.

Code of the Samurai

A samurai follows a strict code of honour and is devoted to his daimyo, his feudal lord and has to follow his orders and wishes - even if these go against the samurai's beliefs and goals. Should the samurai refuse to do so, he will fall and become a ronin - even if he has good reason to do so. A ronin

retains all abilities of a samurai and can gain new samurai levels. He requires twice the usual XP to do so, though, and will not retain followers or property granted by his former daimyo. A samurai who rejoins the service of his daimyo or swears allegiance to another daimyo regains all his privileges.

Henchmen and Followers

At level 7, a samurai is offered a stewardship by his daimyo and can become a jito. He does not have to accept, but if he does, he gains control over one of his daimyo's properties. The samurai has to administer the territory, settle disputes and collect taxes. As a reward, he receives one quarter of the taxes collected. The samurai can in turn hand authority to an underling in exchange for a part of the taxes. Furthermore, the samurai granted ten bushi and 1d4 samurai of level 1d3. These warriors will serve the samurai, but have sworn loyalty to the daimyo. If the samurai does not accept the offer, he is instead provided with a manor in one of the daimyo's cities.

At level 8, the samurai is offered authority over one of his daimyo's provinces. If he accepts this offer, he will be responsible for the province's administration, tax collection and defence. The samurai will also attract 10d10 bushi followers. There is a 20% chance that one of these bushi is a ninja send to monitor the samurai's activity.

At level, the samurai attracts 2d10 level 1 samurai followers. These samurai will be loyal only to him, not to the daimyo. Furthermore, he will attract 1d6+1 specialists (e.g. armourers or blacksmiths). There is 10% chance that one of these specialists is a ninja spy. If the samurai's household has already been infiltrated, none of them will be a ninja.

Samurai Weapons

Arrow, Frog Crotch

Frog Crotch: These arrows have a broad blade-like tip that can be used to cut ropes, or used to cause grievous injuries to unarmoured targets.

Arrow, Humming Bird

These arrowheads have hollow tubes that allow air to pass through, which causes a loud whistling sound when fired. They are used primarily as signalling arrows and can be heard up to a kilometre away. They are not designed for use against creatures, though. Humming birds can also be combined with oil-soaked cloth or straw and used a flaming arrow. Flaming arrows deal an additional 1d3 points of fire damage on impact.

Arrow, Leaf Head

Leaf head arrows are used as ammunition for bows and are usually made of wood.

Arrow, War

War arrows have an iron tip and are more dangerous than their wooden counterparts. They are designed to penetrate armour and strike with a +2 attack roll bonus against armoured opponents.

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.

Katana

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

Wakizashi

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

Samurai Armour

Do-maru

The do-maru is a metal breast plate. A do-maru is part of the o-yoroi.

Hata-ate

The hara-ate is a piece of armour designed to protect the front of the body. It has a breast plate and thigh protector made from laced armour. It is open in the back and offers no back protection.

Hara-ate-gawa

The hara-ate-gawa is simple leather corset that covers the stomach, chest and back.

Haramaki

The haramaki-do is a light piece of armour made of silk and chain. It can be worn under clothing.

Haramaki-do

The haramaki-do is similar to the haramaki, but too bulky to be worn under clothes.

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.

Table 6: Samurai Armour

Armour	Armour Class
Do-maru	8
Haidate	9
Hara-ate	8
Hara-ate-gawa	9
Haramaki	9
Haramaki-do	8
O-yoroi	4

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