

Samurai

(Fighter Sub-Class)

A Basic Fantasy RPG Supplement

Release 1.3

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information for playing Samurai, a Fighter “Sub-Class”, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

Samurai

Level	Exp. Points	Hit Dice
1	0	1d8
2	2,400	2d8
3	4,800	3d8
4	9,000	4d8
5	18,000	5d8
6	36,000	6d8
7	72,000	7d8
8	140,000	8d8
9	280,000	9d8
10	420,000	9d8+2
11	520,000	9d8+4
12	700,000	9d8+6
13	840,000	9d8+8
14	980,000	9d8+10
15	1,100,000	9d8+12
16	1,230,000	9d8+14
17	1,360,000	9d8+16
18	1,490,000	9d8+18
19	1,620,000	9d8+20
20	1,750,000	9d8+22

Samurai are fighters that believe in honor and the Bushido Code, a set of rules for combat and warfare. Most samurai are in the employ of noble houses as either guards are at the vanguard of their armies.

However not all samurai are aligned with a noble

house. Some samurai are houseless, either due to the shame they may have brought upon the house or because the house itself has fallen. These type of samurai are called Ronin and can be found throughout the lands either as yojimbo (body guards) or for hire as mercenaries.

Yoroi

Until a samurai is 7th level, they are unable to wear anything heavier than medium armor. They feel until then they are unworthy of its protection. Once they are 7th level they can commission a set of heavy Armor called a Yoroi. This is a special armor made especially for the Samurai and has a base cost of 5000 gp. It can be enchanted for the same cost as any other armor, in addition to the base cost. This custom made Yoroi is the only heavy armor that a samurai will wear. Because of the construction and materials of the Yoroi it is far lighter than other heavy armor.

Armor Type	Cost	Weight	AC
Yoroi	5000 gp	50	18

Katana

The samurai are specialists with the Katana, a long slim extremely sharp longsword. The Katana can be used as either a 1 handed weapon doing 1d8 hitpoints of damage or as a two handed weapon doing 1d10 hitpoints of damage. When using the Katana, the samurai also gets some bonuses due to his specialization with this weapon.

Katana Bonuses

Level	Combat Bonuses (Attack / Damage)	Attacks per Round
1	+1 / +0	1 / 1
4	+1 / +1	1 / 1
7	+2 / +1	3 / 2
10	+2 / +2	3 / 2
14	+3 / +2	2 / 1
17	+3 / +3	2 / 1

Wakizashi

The samurai also carry a smaller weapon similar to a shortsword, called the Wakizashi, that can be used in tandem with the Katana when its wielded with one hand. The Wakizashi can be used as a secondary weapon for either attack or defense. If used for two handed combat, the Katana would take a -2 penalty to hit and the Wakizashi would take a -5. You can subtract from this the players Dexterity bonus, with a minimum penalty of +0/-2. If the Wakizashi is used in combat it does 1d6 hitpoints of damage. Instead of engaging offensively with the Wakizashi, it can be used to assist in defense, giving the samurai a +1 to AC. How the Wakizashi will be used has to be announced at the beginning of each combat round and it can only be used for one or the other.

Weapons	Cost*	Size	Weight	Dmg.
Katana	100 gp	M	4	1d8
Wakizashi	50 gp	S	3	1d6

* Samurai weapons have a higher cost than similar

weapon of their size. This is because these weapons are custom made for each samurai and are made from exceptional materials. This is the cost for new weapons, a used set could be found for around 25% of the stated costs.

Ki Strike

Also because of their skill, training and weapon focus, a samurai is able to imbue his spiritual energy into a more punishing attack, called a Ki Strike. A samurai is able to call upon this type of attack once per day per level. The Ki Strike does an additional 6 hitpoints of damage to an enemy when a successful attack is made with the Katana. The Ki Strike has to be announced at the beginning of the attack and if the attack is unsuccessful the Ki Strike is wasted.

Bushido Code

The Bushido Code was the Samurai code of behavior. All samurai should always follow the 7 tenets below.

- 1. Justice:** To strike when its right to strike
- 2. Courage:** Show bravery in the cause of righteousness
- 3. Benevolence:** A man with the power to kill must show mercy.
- 4. Respect:** Show benevolence to the feelings of others.
- 5. Honesty:** Deal with others as you would have them deal with you.
- 6. Honor:** Always know your personal dignity and worth.
- 7. Loyalty:** True men remain loyal to those whom they are indebted.

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