

# THE SAMURAI

**A CLASS OF SPIRITUAL BALANCE & TECHNICAL MASTERY**



CLASS DESIGN ROSS LEISER AND TRISTAN NAUSE

**BY OUTLANDISH ADVENTURE PRODUCTIONS**

PDF COMPILATION, EDITING & LAYOUT: NERS



## SAMURAI

A half-elf stands in her standard fighting stance, katana wielded in both hands, staring down a charging centaur, his lance aimed straight for her heart. She widens her stance and raises her katana above her head, stilling her breath, waiting for her opportunity. With an expelled breath, she parries the lance and knocks the centaur from his feet in one fluid motion of her blade. The centaur collapses, defeated.

A dragonborn and his adventuring party stare into the sky at the enormous roc that could plunge down on them at any moment. The dragonborn channels his energy, a white glow suffusing him and his allies, granting each of them just enough speed to avoid the roc's first plunge. With an indrawn breath, the dragonborn redirects his energy to his naginata, enshrouding the blade in a black aura. He expels his breath with a mighty slash, launching an arc of the violent energy at the roc. Mere moments later, the roc comes crashing to the earth, where it is easily within reach of the party.

An enormous boulder comes crashing down the tunnel at a human. She plants her feet, yelling at her wards to get behind her. Just as the boulder is about to hit her, she strikes her hands forward, cancelling the boulder's momentum, and bringing it to a harmless stop.

Each of these heroes exemplifies a samurai, a heavily armored, heavily trained warrior practiced in many fighting stances and in utilizing spiritual energy. They practice keeping balance in themselves so that they may access the powers of both harmony and violence. Samurai have a stance for nearly every combat situation, and will bring all of them to bear if their wards are threatened.

## HONOR & SERVICE

The culture of the samurai is deeply linked to the ideals of honor and service. If he does not serve a master or lord, a samurai often considers himself a servant of the people, a protector, mediator, and guide. For this reason, most samurai tend to be good-aligned, if not also lawful. Each samurai tends to have his own code of honor that he swears never to break, a code that serves to benefit the many over the few.

However, some samurai decide to cast off these archaic traditions, instead adventuring to gain fame and power for themselves and their masters. These samurai tend to challenge other samurai and strong-looking warriors on sight, aiming to slay these opponents to spread word of their deadly skills. These samurai tend to laugh in the face of honor, and the idea of sacrificing one's own well-being for that of others.

## THE SAMURAI

Level	Proficiency Bonus	Stances Known	Balance Points	Features
1st	+2	2	—	Kamae, Heiho
2nd	+2	2	2	Balanced Spirit, Fighting Style
3rd	+2	3	2	Bushido Code
4th	+2	3	3	Ability Score Improvement
5th	+3	3	3	Extra Attack
6th	+3	4	4	Junbi
7th	+3	4	4	Code Feature
8th	+3	4	5	Ability Score Improvement
9th	+4	4	5	Swift Reflexes
10th	+4	5	6	—
11th	+4	5	6	Kinben
12th	+4	5	7	Ability Score Improvement
13th	+5	5	7	Code Feature
14th	+5	6	8	Advanced Kamae
15th	+5	6	8	Extra Attack (2)
16th	+5	6	8	Ability Score Improvement
17th	+6	6	9	Junbi (two uses)
18th	+6	7	9	Code Feature
19th	+6	7	9	Ability Score Improvement
20th	+6	7	10	Breath of Stillness

### BALANCING ACT

All samurai, no matter their origin or ideals, master the ability to control their spiritual balance. Spiritual balance, for most creatures, is a never-ending struggle between the forces of harmony and violence, mercy and wrath, life and death, positive and negative. Samurai, through meditation, learn to control their spiritual energies, and can use them to control aspects of the physical world. To best harness their spiritual power, samurai master martial stances that they spontaneously switch between to best prepare themselves for any given situation.

### CREATING A SAMURAI

As you build your samurai, it's important to consider who you serve. Are you a member of a lord's army or personal guard? Do you serve a great master such as a dragon or ki-rin? Do you feel your services belong to a single individual, or to all of the people of the land? Or do you choose to serve no master, a ronin whose only responsibility is to himself?

Once you decide who you serve, if anyone, think about how you came to be in that position. Did you impress a lord with your valor and heroism when he was attacked in a village he was visiting? Did you grow up in a family that has served a lord or a great master for a hundred generations? Did you seek out a ki-rin to learn its mystical ways? If you are a ronin, what drove you to the decision that you would serve no master save for yourself?

### QUICK BUILD

You can make a samurai quickly by following these suggestions. First, make Strength your highest ability score, followed by Wisdom. Second, choose the knight (variant of noble) or soldier background.

### CLASS FEATURES

As a samurai, you gain the following class features.

#### HIT POINTS

**Hit Dice:** 1d10 per samurai level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per samurai level after 1st

#### PROFICIENCIES

**Armor:** All armor

**Weapons:** Simple weapons, martial weapons

**Tools:** Calligrapher's supplies

**Saving Throws:** Strength, Wisdom

**Skills:** Choose two from Athletics, History, Insight, Intimidation, Persuasion, and Survival

#### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) scale mail
- (a) four javelins or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- Calligrapher's supplies and two martial weapons of your choice

## KAMAE

---

As a samurai, you've learned battle stances you deftly switch between in combat to battle a great range of foes. You learn two basic stances of your choice, detailed at the end of the class description. You can take a stance as a bonus action. If you do, you gain the effects of that stance until the beginning of your next turn.

Some of your stances require your target to make a saving throw to resist the stance's effects. The saving throw DC is calculated as follows:

$$\text{Stance save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

When you gain certain samurai levels, you learn additional basic stances of your choice, as shown in the Stances Known column of the Samurai table. Additionally, when you learn a new stance, you can replace one of the stances you know with a different basic stance.

## HEIHO

---

You know Heiho, a secret method of communication used by samurai. In it, you hide messages in detailed paintings. You and others who know Heiho automatically spot such messages. Others spot the message's presence with a successful DC 15 Intelligence (Investigation) check but can't decipher it without magic.

## BALANCED SPIRIT

---

At 2nd level, your spiritual training has begun to bear fruit. You learn to attune yourself to the forces of life and death. This attunement presents itself as balance points. You gain 2 balance points, which come in two forms: positive and negative. Positive balance points represent the powers of health and tranquility, while negative balance points represent the powers of death and violence. When you gain this feature and whenever you complete a long rest, you must choose how many of your available balance points are positive, and how many are negative.

You can use your balance points to empower your stances as described in each stance. Upon taking a stance, you can choose to expend a positive balance point for its Positive Channel, a negative balance point for its Negative Channel, or both. You regain all of your expended balance points upon completing a long rest.

When you gain certain samurai levels, you gain additional balance points, as shown in the Balance Points column of the Samurai table. You can never have more balance points than shown on the table for your level.

## FIGHTING STYLE

---

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style more than once, even if you later get to choose again.

### DEFENSE

While you are wearing armor, you get a +1 bonus to AC.

### DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls made with that weapon.

### GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

### TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

## BUSHIDO CODE

---

When you reach 3rd level, you make a lifelong commitment to follow a code: the Code of Loyalty, the Code of the Ki-rin, the Code of the Oni, the Code of the Ronin, the Code of the Serpent, or the Code of Virtue, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 13th, and 18th level.

## ABILITY SCORE IMPROVEMENT

---

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

---

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 15th level in this class.

## JUNBI

---

At 6th level, you gain the ability to regain some of your balance points by meditating. Once per day when you finish a short rest, you can choose to regain a number of balance points, choosing how many are positive and how many are negative, equal to half your balance point maximum.

You can use this feature twice per day beginning at 17th level, but no more than once at the end of each short rest.

## SWIFT REFLEXES

---

At 9th level, you gain proficiency in Dexterity saving throws.

## KINBEN

---

Starting at 11th level, you learn to use your spiritual energy to focus your entire attention on a single target, finding holes in its defenses. When you hit a creature with a melee weapon attack, you can spend 1 balance point to gain advantage on all melee weapon attacks you make against that target until the end of your next turn.

## ADVANCED KAMAE

---

By 14th level, you've gained enough spiritual power through your commitment to your code that you have mastered the ability to enter stances requiring extraordinary spiritual power. Whenever you would learn a new basic stance, you may instead learn an advanced stance of your choice, detailed at the end of the class description.

## BREATH OF STILLNESS

---

At 20th level, you are able to draw your weapon with such articulate focus and intensity that the air seems to stand still around you. When you roll for initiative and have no balance points remaining, you regain 1 balance point of your choice.

Additionally, you double your proficiency bonus for all melee weapon attacks you make on your first turn of combat, and you roll an additional weapon damage die when determining the damage of those attacks.

## BUSHIDO CODES

A samurai's bushido code quite literally represents his way of life. It affects how he interacts with the world, both spiritually and in combat. The bushido codes affect the spiritual path a samurai ultimately follows, and thereby his destiny.

### CODE OF LOYALTY

---

Most samurai commit to the Code of Loyalty, which states that they should follow their land's ruler and try to maintain spiritual balance. They will protect their people and destroy their foes.

#### EMPEROR'S EMISSARY

At 3rd level, you gain proficiency in the History or Persuasion skill, your choice. If you are already proficient in both skills, you instead learn a language of your choice.

#### BALANCING MEDITATION

Also beginning when you commit to this code at 3rd level, you gain the ability to change your spiritual balance through brief meditation. You can use your action to rebalance your spirituality. Your positive balance points become negative balance points, and your negative balance points become positive balance points. Once you use this feature, you must finish a long rest before you can do so again.

#### COMMANDING SHOUT

Starting at 7th level, you gain the ability to yell with the strength of a ruler, enhanced by your spiritual power. As an action, you can spend 1 positive balance point and 1 negative balance point to issue a commanding shout. Enemy creatures within 60 feet of you that can hear you must succeed on a Wisdom saving throw against your stance save DC or suffer a penalty to attack rolls until the beginning of your next turn. The penalty is equal to your Wisdom modifier (a minimum penalty of -1).

#### SERENITY IN STORM

Beginning at 13th level, your strength in balanced spirituality allows you to smother extreme emotions. You can cast the *calm emotions* spell, using your stance save DC for the DC of its saving throw. You can cast it this way a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

#### STANCE OF THE EMPEROR

When you reach 18th level, you gain the advanced stance *Daimyo Stance* (detailed below). This stance is included in the Stances Known column of the Samurai table.

**Daimyo Stance.** As an action, you can spend 3 balance points to inspire your allies with your spiritual power. Each creature of your choice that can see or hear you gains a +1 bonus to its attack and damage rolls, as well as immunity to the charmed, frightened, paralyzed, and stunned conditions until the beginning of your next turn.

### CODE OF THE KI-RIN

---

Samurai that commit to the Code of the Ki-rin seek to learn magic from one of the benevolent ki-rin. These large and gentle creatures gallop through the sky on the clouds, watching over innocents and granting boons to the kind and hardworking. However, they can be a terrible force to behold if angered, channeling fire, storms, and light itself to rain vengeance down upon evildoers.

#### KI-RIN'S TONGUE

At 3rd level, you learn to speak, read, and write Celestial.



## KI-RIN'S DISCIPLE

Also beginning when you commit to this code at 3rd level, you learn magical disciplines using powers granted by your ki-rin teacher. A discipline requires you to spend balance points each time you use it.

You know the Spiritual Attunement discipline and one other spiritual discipline of your choice, which are detailed in the "Spiritual Disciplines" section below. You learn two additional spiritual disciplines of your choice at 7th and 13th level, and one additional discipline of your choice at 18th level.

Whenever you learn a new spiritual discipline, you can also replace one spiritual discipline you know with a different discipline.

**Casting Spiritual Spells.** Some spiritual disciplines allow you to cast spells. See chapter 10 of the Player's Handbook for the general rules of spellcasting. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it. Wisdom is your spellcasting ability for your spiritual discipline spells.

Once you reach 7th level in this class, you can spend additional balance points to increase the level of a spiritual discipline spell that you cast, provided that the spell has an enhanced effect at a higher level, as *thunderwave* does. The spell's level increases by 1 for each additional balance point you spend. For example, if you are a 7th-level samurai and use Ki-Rin's Roar to cast *thunderwave*, you can spend 2 balance points to cast it as a 2nd-level spell (the discipline's base cost of 1 balance point plus 1).

The maximum number of balance points you can spend to cast a spell this way (including its base balance point cost and any additional balance points you spend to increase its level) is determined by your samurai level, as shown in the Spells and Balance Points table.

### SPELLS AND BALANCE POINTS

Samurai Levels	Maximum Balance Points for a Spell
3rd-6th	1
7th-12nd	2
13th-17th	3
18th-20th	4

### STANCE OF THE LEGEND

When you reach 18th level, you gain the advanced stance *Majutsu Stance* (detailed below). This stance is included in the Stances Known column of the Samurai table.

**Majutsu Stance.** As an action, you can spend 3 balance points to immediately use any number of spiritual disciplines with a combined cost no greater than 4. This total cost includes spending additional balance points to increase the level of spiritual discipline spells. You can use a spiritual discipline no more than once each time you use your action this way.

If you cast only a single discipline spell when you use your action this way, the spell lasts its full duration without requiring you to maintain concentration, and you can't take this stance again until the spell ends. You can't cast that spiritual discipline spell again until you finish a long rest.

### SPIRITUAL DISCIPLINES

The spiritual disciplines are presented in alphabetical order. If a discipline requires a level, you must be that level in this class to learn the discipline.

**Blessed Weapon (7th Level Required).** You can spend 2 balance point to cast *magical weapon*.

**Cloud Calligraphy (7th Level Required).** You can spend 2 balance point to cast *skywrite*.

**Cloudwalk (13th Level Required).** You can spend 3 balance points to cast *fly*.

**Energy Redirection.** You can spend 1 balance point to cast *absorb elements*.

**Guiding Light.** You can spend 1 balance point to cast *faerie fire*.

**Honor Binding.** You can spend 1 balance point to cast *compelled duel*.

**Imbued Weapon (13th Level Required).** You can spend 3 balance points to cast *elemental weapon*. When you do, you choose from the following damage types: fire, lightning, radiant, or thunder.

**Ki-rin's Aegis (18th Level Required).** You can spend 4 balance points to cast *fire shield*.

**Ki-rin's Boon.** You can spend 1 balance point as an action to roll a d6. You and each creature within 5 feet of you regains that number of hit points. You can spend a number of balance points up to the maximum specified on the Spells and Balance Points table. You roll an additional d6 for each balance point beyond the first. This discipline has no effect on undead or constructs.

**Ki-rin's Fury (13th Level Required).** You can spend 3 balance points to cast *lightning bolt*.

**Ki-rin's Judgment (18th Level Required).** You can spend 4 balance points to cast *elemental bane*. When you do, you choose from the following damage types: fire, lightning, radiant, or thunder.

**Ki-rin Rider (7th Level Required).** You can spend 2 balance point to cast *find steed*. Its type is celestial.

**Ki-rin's Roar.** You can spend 1 balance point to cast *thunderwave*.

**Ki-rin's Vengeance (18th Level Required).** You can spend 4 balance points to cast *storm sphere*.

**Rekindled Light (13th Level Required).** You can spend 3 balance points to cast *revivify*.

**Revealing Strike (7th Level Required).** You can spend 2 balance point to cast *branding smite*.

**Rising Sun (13th Level Required).** You can spend 3 balance points to cast *daylight*.

**Second Sun (7th Level Required).** You can spend 2 balance point to cast *flaming sphere*.

**Spiritual Attunement.** You can use your action to briefly control the elements over which a ki-rin has dominion, causing one of the following effects of your choice:

- You summon a small thunderstorm directly overhead. If you choose, it will rain lightly, but no lightning will fall.
- You cast the light *cantrip*.
- You can cause smoke to filter out of your nostrils and mouth through which you can breathe normally.
- Your voice booms up to three times as loudly for one hour, or until you choose to end the effect (no action required).

**Undying Flame (7th Level Required).** You can spend 2 balance point to cast *continual flame*.



## CODE OF THE ONI

---

Samurai that commit to the Code of the Oni choose to have a demon sealed inside of their souls. Some samurai choose to become a demon's prison, preventing it from unleashing destruction and mayhem. Others just want to be able to tap into a demon's power to fuel their own dark ambitions. Either way, the samurai who commit to this path can draw strength from and use some of the demon's dark magic.

### ONI'S TONGUE

At 3rd level, you learn to speak, read, and write either Abyssal or Infernal, your choice.

### ONI'S WEAPON

Also beginning when you commit to this code at 3rd level, you gain the ability to summon a magical melee weapon by sacrificing some of your vitality. As a bonus action, you can expend 1 of your samurai Hit Dice to summon a binding weapon in your empty hand. Your binding weapon deals 1d10 bludgeoning, piercing, or slashing damage, your choice each time you use your bonus action this way, and it has the *versatile* (1d12) property. It is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and you are proficient in its use.

Your binding weapon disappears if it leaves your hand, you become unconscious, or if you choose to dismiss it, no action required.

### ONI'S FURY

Starting at 7th level, when you summon your binding weapon, or as a bonus action while wielding your binding weapon, you can spend 2 negative balance points to imbue yourself with your trapped demon's fury for 1 minute. While imbuing this way, you gain 1 fury point every time you deal damage with your binding weapon. You can spend accrued fury points for a variety of effects, detailed below. The maximum number of fury points you can have is equal to your samurai level.

At the beginning of each of your turns while imbuing, if you took damage since the end of your last turn, you gain 1 fury point and must make a Wisdom saving throw with DC equal to 10 + your current number of fury points. If you fail this saving throw, you lose control of your demon's fury this turn. You must immediately move up to your speed to the creature closest to you and use the Attack action against it with your binding weapon if it is within your reach, ending your turn afterward. You cannot take any other actions, spend fury or balance points, or dismiss your binding weapon when you lose control this way.

Your imbued state ends early if your binding weapon leaves your hand or if you dismiss it (no action required), or if you haven't attacked a creature or taken damage since the beginning of your last turn. You lose all of your remaining fury points when your imbued state ends.

**Gekido.** At the end of each of your turns, you can spend any number of your fury points to gain a number of temporary hit points equal to twice the number of fury points spent.

**Warenai.** When you are reduced to 0 hit points but not killed outright, you can use your reaction and spend 5 fury points to drop to 1 hit point instead.

**Henkan.** As a bonus action, you can spend 10 fury points to regain 1 negative balance point. You can also choose to spend up to 10 additional fury points this way. For every 5 additional fury points spent, you regain 1 additional negative balance point, to a maximum of 3.

### ONI'S WARDEN

Beginning at 13th level, you can draw even more power from your demon. While imbuing, you have at least 1 hit point, and you are below half your hit point maximum, you gain a number of temporary hit points at the beginning of each of your turns equal to your proficiency bonus.

Additionally, when you make a Wisdom saving throw to maintain control as a result of taking damage, you can spend 1 positive balance point to gain a +10 bonus to the roll.

### STANCE OF THE DEMON

When you reach 18th level, you gain the advanced stance *Akuma Stance* (detailed below). This stance is included in the Stances Known column of the Samurai table.

**Akuma Stance.** When you enter this stance, you can spend 3 balance points. If you do and you are not wielding a binding weapon, you immediately summon one without expending Hit Dice. If you are not in your imbued state, you immediately begin imbuing without expending any additional balance points. You also gain 5 fury points.

Until the beginning of your next turn, whenever you hit a creature with your binding weapon, you gain 2 fury points instead of 1, and you gain 1 fury point each time you receive damage, though you cannot gain fury points while not in your imbued state if you end it early. At the beginning of your next turn, if you must make a Wisdom saving throw to maintain control, you automatically succeed.

## CODE OF THE RONIN

---

Samurai that commit to the Code of the Ronin choose a life of solitude and self-reliance over committing to serve a group of people or a ruler. These samurai spend their solitude training not their spirituality, but their raw strength and survival instincts.

### SOLITARY SURVIVAL

At 3rd level, you gain proficiency in the Perception or Survival skill, your choice.

### SOLITUDE STRIKE

Also beginning when you commit to this code at 3rd level, your melee weapon attacks score a critical hit on a roll of 19 or 20.

### SOLITARY STRENGTH

Starting at 7th level, you can use your spiritual power to make your muscles more powerful for an extended period of time. As an action, you can spend 2 balance points. If you do, until you complete a long rest, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. Once you use your action this way, you must complete a long rest before you can do so again.

### BATTLE RITUAL

Beginning at 13th level, you learn to sacrifice some of your long-term vitality to bolster your short-term survivability. When you finish a short or long rest, at least 30 minutes of which was spent meditating, you can choose to spend and roll up to 3 Hit Dice, gaining temporary hit points equal to the number rolled.

At 18th level, you can spend a number of Hit Dice this way up to your Wisdom modifier (a minimum of up to 3).

### STANCE OF THE FREE

When you reach 18th level, you gain the advanced stance *Yohei Stance* (detailed below). This stance is included in the Stances Known column of the Samurai table.

**Yohei Stance.** When you take the Attack action, you can spend 3 balance points. If you do, you can make a fourth attack this turn as part of your Attack action, and your melee weapon attacks score a critical hit on a roll of 18-20.

### CODE OF THE SERPENT

Samurai that commit to the Code of the Serpent choose to search for dragons in order to learn to better channel their negative energies. These samurai tend to actively seek combat to test their skills and power.

#### SERPENT'S TONGUE

At 3rd level, you learn to speak, read, and write Draconic.

#### SERPENT'S CONVERSION

Also beginning when you commit to the code at 3rd level, you gain the ability to alter the spiritual energy of one of your balance points. You can spend a positive balance point as though it were a negative balance point. Once you do, you can't do so again until you finish a short or long rest.

#### SERPENT'S STRIKE

Starting at 7th level, when you hit a creature with a melee weapon attack, you can spend 2 negative balance points to cause that attack to deal an additional 4d6 acid, cold, fire, lightning, or poison damage (your choice) to the target.

This feature deals an additional 1d6 damage when you reach 13th level (5d6), and another 1d6 damage when you reach 18th level (6d6).

#### SERPENT'S GAZE

Beginning at 13th level, you gain the ability to temporarily transform your eyes into those of a dragon. As an action, you can transform your eyes for 1 hour. During this duration, you gain darkvision to a range of 60 feet, and you add double your proficiency bonus to Charisma (Intimidation) checks, and on Wisdom (Perception) checks that rely on sight, if you are proficient in them. Once you use your action this way, you can't do so again until you finish a long rest.

### STANCE OF THE DRAGON

When you reach 18th level, you gain the advanced stance *Hiryo Stance* (detailed below). This stance is included in the Stances Known column of the Samurai table.

**Hiryo Stance.** As an action, you can spend 3 balance points to call down a storm of cataclysmic power around you. All enemy creatures within 20 feet of you must make a Dexterity saving throw, taking 10d6 acid, cold, fire, lightning, or poison damage (your choice) on a failed save, or half as much on a successful one.

### CODE OF VIRTUE

Samurai that commit to the Code of Virtue swear to spread life and healing over death and destruction. To do so, they practice spirituality to enhance their grasp of positive energies.

#### VIRTUOUS SKILL

At 3rd level, you gain proficiency in the Medicine or Religion skill, your choice.

#### VIRTUOUS CONVERSION

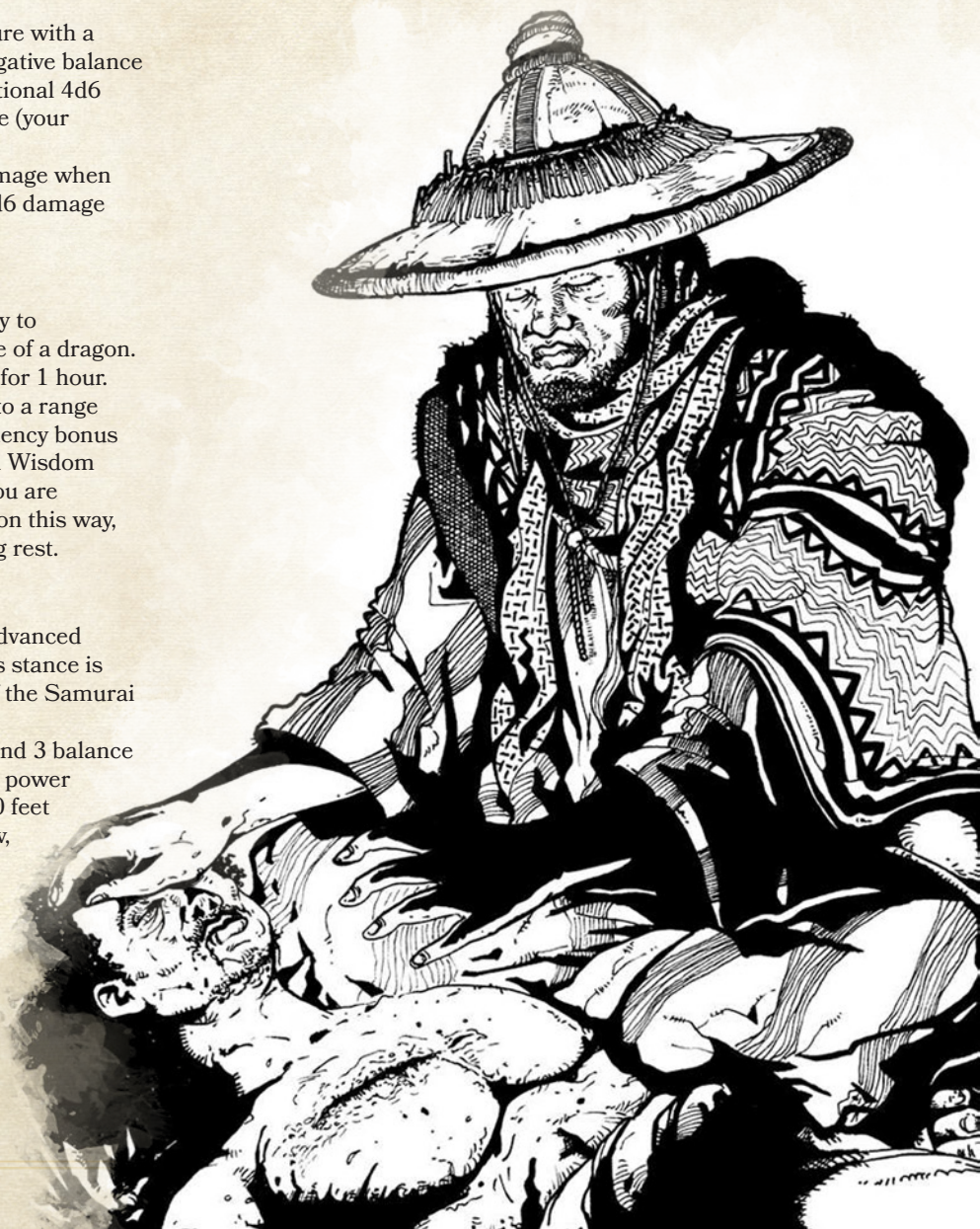
Also beginning when you commit to this code at 3rd level, you gain the ability to alter the spiritual energy of one of your balance points. You can spend a negative balance point as though it were a positive balance point. Once you do, you can't do so again until you finish a short or long rest.

#### VIRTUOUS TOUCH

Starting at 7th level, you can heal creatures with your touch by channeling positive energy. As an action, you can spend any number of positive balance points and touch a willing creature. That creature regains 2d6 hit points for each balance point you spent.

This feature heals for an additional 1d6 for each balance point spent when you reach 13th level (3d6), and another 1d6 for each balance point spent when you reach 18th level (4d6).

This feature has no effect on undead or constructs.





### SPIRIT SENSE

Beginning at 13th level, you gain the ability to speak with spirits that are not hostile to you. As an action, you gain the ability to see and speak with spirits for 10 minutes. During this duration, you can consult nearby spirits who are not hostile toward you for guidance and their knowledge of the area. You can ask each such individual spirit no more than three questions, which it will answer to the best of its ability, though often cryptically, since long-dead spirits tend not to interact with reality the same way as living creatures.

Once you use your action this way, you can't do so again until you finish a long rest.

### STANCE OF THE PARAGON

When you reach 18th level, you gain the advanced stance *Kagami Stance* (detailed below). This stance is included in the Stances Known column of the Samurai table.

**Kagami Stance.** As an action, you can spend 3 balance points to create a zone of health and prosperity. Roll 12d6. You restore up to that number of hit points, divided as you choose among any number of creatures that you can see within 20 feet of you. A creature that receives hit points this way is also cured of all diseases and poisons affecting it.

## STANCES

**Basic Stances.** The basic stances are presented in alphabetical order.

### ARASHI STANCE

Melee weapon attacks you make can be made as though the weapon had the *thrown 20/60* property. When you make an attack this way, your weapon does not leave your hand; instead, the attack creates a gust of cutting wind.

**Positive Channel.** You gain a bonus to your AC against ranged weapon attacks. The bonus is equal to your proficiency bonus.

**Negative Channel.** The first creature you hit with a melee weapon attack this turn must succeed on a Strength saving throw or be pulled up to 10 feet closer to you.

### ATSURYOKU STANCE

The first enemy creature you hit with a melee weapon attack this turn must succeed on a Strength saving throw or be knocked prone.

**Positive Channel.** You add your Wisdom modifier (a minimum bonus of +1) to the attack rolls of your melee weapon attacks this turn.

**Negative Channel.** Each enemy creature within 10 feet of you must succeed on a Wisdom saving throw or become charmed by you until the beginning of your next turn, or until it takes damage. Enemies charmed this way must move as close to you as possible on their turn.

### EIEN STANCE

You get a +5 bonus to your initiative, potentially changing your position in the initiative order next round. After the end of your next turn, you return to your previous spot in the initiative order. You can't gain multiple turns in a single round this way.

**Positive Channel.** You gain a bonus to the attack and damage rolls of your melee weapon attacks equal to your samurai level divided by six (a minimum bonus of +1).



**Negative Channel.** The first creature you hit with a melee weapon attack this turn has its AC decreased by an amount equal to your samurai level divided by six (a minimum penalty of -1) until the beginning of your next turn.

#### JINSOKU STANCE

Melee weapon attacks you make have an additional 5 feet of reach.

**Positive Channel.** You and creatures you choose within 20 feet of you gain an increase to their speed of 10 feet until the beginning of your next turn.

**Negative Channel.** The first creature you hit with a melee weapon attack this turn must succeed on a Strength saving throw or be pushed up to 15 feet away from you.

#### KAMINARI STANCE

As an action, you can make a melee weapon attack as though the weapon had the *thrown 80/320* property. When you make an attack this way, your weapon does not leave your hand; instead, the attack creates a gust of battering wind.

**Positive Channel.** The next melee weapon attack you make before the beginning of your next turn is made with advantage.

**Negative Channel.** The first flying creature you hit with a melee weapon attack this turn must succeed on a Constitution saving throw or be knocked prone.

#### KURENJINGU STANCE

You emit bright light for 10 feet and dim light for an additional 10 feet.

**Positive Channel.** An allied creature of your choice within 10 feet of you regains 2d6 hit points.

**Negative Channel.** The first creature you hit with a melee weapon attack this turn suffers disadvantage on the first Wisdom saving throw it makes before the beginning of your next turn.

#### KYORI STANCE

When you hit a creature with a melee weapon attack, you regain 1d4 hit points.

**Positive Channel.** You and allied creatures within 20 feet of you are unaffected by difficult terrain.

**Negative Channel.** The first creature you hit with a melee weapon attack this turn must succeed on a Wisdom saving throw or suffer disadvantage on weapon attacks until the beginning of your next turn.

#### NITORYU STANCE

While you are wielding a separate melee weapon in each hand, you gain a +1 bonus to AC.

**Positive Channel.** When a creature attacks a target other than you within 5 feet of you, the attack is made with disadvantage.

**Negative Channel.** When you hit a creature with an attack using a melee weapon you're holding in one hand this turn, the attack deals additional damage of the type dealt by a different one-handed melee weapon you're holding in the other hand. The bonus damage is equal to the other weapon's damage die.

#### SUKOCHI STANCE

The first time you hit with a melee weapon attack before the beginning of your next turn, it gains a bonus to its damage roll equal to your Wisdom modifier (a minimum bonus of +1).

**Positive Channel.** You are immune to fire damage.

**Negative Channel.** Instead, each of your melee weapon attacks deal additional fire damage equal to your Wisdom modifier (a minimum bonus of +1).

#### YAMASHIRO STANCE

You gain a bonus to Strength ability checks and saving throws equal to your proficiency bonus, even if you are already proficient in the check or saving throw.

**Positive Channel.** You and allied creatures within 5 feet of you gain a +2 bonus to AC.

**Negative Channel.** Enemy creatures hit by your melee weapon attacks have their speed reduced by 10 feet until the end of their next turn. If you hit a single creature multiple times this way, its speed is reduced for each attack that hits.

**Advanced Stances.** The advanced stances are presented in alphabetical order.

#### KETSUEKI STANCE

As an action, you can spend 3 balance points. If you do, you resist all damage, are immune to enemy spells, and have advantage on all saving throws. Additionally, enemy creatures within 60 feet of you that can see you must make a Wisdom saving throw. On a failed save, the target can use its actions only to attack you until the beginning of your next turn.

#### NINCHI-DO STANCE

As an action, you can spend 3 balance points. If you do, all enemies in a 30 foot cone in front of you must succeed on a Wisdom saving throw or become paralyzed until the end of your next turn.

#### TAMASHI STANCE

When you take this stance, you can spend 3 balance points. If you do, when you make your first melee weapon attack against a creature this turn, you can teleport up to 30 feet. If you do, you leave a spiritual image of yourself in the space you teleported from. Whenever you make a melee weapon attack against a creature, your spiritual image also attacks the target of your first attack this turn. The spiritual image has your statistics and uses the weapon you used when it was created. The spiritual image fades at the end of your turn.

## SAMURAI MULTICLASSING

Samurai follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the *Player's Handbook*.

#### MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Samurai	Strength 13 and Wisdom 13

#### MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Samurai	Light armor, medium armor, simple weapons, martial melee weapons

## Samurai Class by

[Ross Leiser](#) and [Tristan Nause](#)

[Outlandish Adventure Productions](#)

### Art Credits in Order of Appearance

Cover art : “*Dragonborn Samurai*” by Stephanie Brown

“*Samurai Class Logo*” by Ners

“*Sakuras*” by Ners

“*Dragonborn Samurai*” by Stephanie Brown

“*Cover 27*” by Arcana Games

“*Faceguard*” by Ners

“*Run Splash*” by Tan Ho Sim

“*Katana*” by Ners

“*Calling Back*” by Miguel Santos

“*Cover*” by Eric Lofgren

“*Soldier - 1640915*” by Arcana Games

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2017 by Ross Leiser and published under the Community Content Agreement for Dungeon Masters Guild.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

