

Samurai

The Samurai is a fearsome warrior who obeys strict mental discipline and is a true master of the traditional arts of kenjutsu, kyujutsu, soujutsu and tsujutsu. The fastest path to this class is through the Strong Hero basic class.

Requirements:

To qualify to become a *samurai*, a character must fulfill all the following criteria.

Base Attack Bonus: +3

Skills: Knowledge (tactics) 6 ranks, Taijutsu 6 ranks.

Feats: Armor Proficiency (light) and Archaic Weapons Proficiency or Exotic Melee Weapon Proficiency or Nin Weapons Proficiency.

Class Information

The following information pertains to the Samurai advanced class.

Hit Die

The Samurai gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Samurai gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Samurai's class skills are as follows.

Chakra Control (Wis), Climb (Str), Jump (Str), Knowledge (tactics) (Int), Move Silently (Dex), Read Language (None), Profession (Wis), Ride (Dex), Sleight of Hands (Dex), Speak Language (None), Spot (Wis), Swim (Str), Taijutsu (Str) and Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE: THE SAMURAI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+1	+1	Traditional path, bonus chakra	+1	+1
2 nd	+2	+3	+2	+2	Weapon focus	+1	+1
3 rd	+3	+3	+2	+2	Bonus feat	+2	+1
4 th	+4	+4	+2	+2	Combat acumen	+2	+2
5 th	+5	+4	+3	+3	Sacred path	+3	+2
6 th	+6	+5	+3	+3	Bonus feat	+3	+2
7 th	+7	+5	+4	+4	Armored to the teeth	+4	+3
8 th	+8	+6	+4	+4	Weapon specialization	+4	+3
9 th	+9	+6	+4	+4	Supreme path, bonus feat	+5	+3
10 th	+10	+7	+5	+5	Frightful presence	+5	+4

Class Features

The following features pertain to the Samurai advanced class.

Traditional Path

At 1st level, the samurai chooses his path to power for the rest of his class progression. There are four traditional paths available, each granting their own benefits pertaining to their groups of weapons (mentioned parenthetically): Kenjutsu (swords), Kyujutsu (bows), Soujutsu (spears and staves) and

Tsujutsu (axes, maces and hammers).

If the samurai selects kenjutsu, he gains the Tactical Implements feat for all weapons in his weapon group. In addition, the samurai gains the *Kenjutsu: Gekisai* technique automatically.

If the samurai selects kyujutsu, he may make attacks with a projectile weapon of his weapon group in a threatened area without provoking an attack of opportunity. In addition, the samurai gains the *Kyujutsu: Sasshi* techniques automatically.

If the samurai selects soujutsu, the Tumble check DC to tumble past or tumble through the samurai increases by 5. In addition, the samurai gains the *Soujutsu: Retsugeki* techniques automatically.

If the samurai selects tsujutsu, he gains the Sunder feat even if he does not meet the prerequisites. In addition, the samurai gains the *Tsujutsu: Tokuretsu* technique automatically.

Bonus Chakra

The Samurai gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	—	1
2nd	1	2
3rd	1	3
4th	2	4
5th	2	5
6th	3	6
7th	3	7
8th	4	8
9th	4	9
10th	5	10

Weapon Focus

The Samurai gains the Weapon Focus feat in any one weapon of his chosen path. At first level, the Samurai chooses a weapon in which he will spend the rest of his levels as a samurai specializing into. The weapon will henceforth be referred to as "chosen weapon".

If the samurai already has the weapon focus feat in his chosen weapon, he may instead choose a feat from the bonus feat list.

Combat Acumen

The Samurai is able to use any technique granted by his Path as a spell-like ability once per day every Samurai level. Any chakra spent to empower the technique is paid from the samurai's own chakra pool.

The samurai's level is equal to his character level.

Sacred Path

At 5th level, the Samurai progresses further in his chosen path and he attains further mastery. The character gains one feat, as described below, and one technique, regardless whether or not he meets the requirement for either. If the samurai already has any of the feats he gained from his path, he may select a bonus feat instead.

If he selected kenjutsu at 1st level, he gains the Quick Draw feat and the *Kenjutsu: Getsusai* technique.

If he selected kyujutsu at 1st level, he gains the Precise Shot feat and the *Kyujutsu: Rasensha* technique.

If he selected soujutsu at 1st level, he gains the Unbalance Opponent feat and the *Soujutsu: Shunsou* technique.

If he selected tsujutsu at 1st level, he gains the Whirlwind Attack feat and the *Tsujutsu: Yamatoukai* technique.

If the samurai already had the selected feat, he gains a feat from his bonus feat list instead.

Armored to the Teeth

The Samurai is able to move at his normal movement speed while wearing medium armor or heavy armor, and ignore the first 20% failure chance when performing a technique with the Mobility component from armor check penalty.

Weapon Specialization

The samurai's proficiency with his chosen weapon is taken further, and he gains a +2 bonus to damage rolls with it.

If the samurai already has this ability with his chosen weapon, he may apply it to another weapon or select a bonus feat instead.

Supreme Path

At 9th level, the Samurai gains supreme mastery in his chosen path. In addition to a secret fighting skill, an *ougi*, the samurai gains a special ability depending on his chosen path, as described below.

If he selected kenjutsu at 1st level, he gains the ability to deal bludgeoning, piercing or slashing damage with any weapon in his chosen weapon group or that he may apply the Tactical Implement feat to, and the *Kenjutsu: Kessen Ougi - Hiryuusai* technique.

If he selected kyujutsu at 1st level, he gains the ability to ignore cover bonus to Defense granted to targets from anything less than total cover and the miss chance granted to targets from anything less than total concealment with his chosen weapon group attacks (but total cover and total concealment still affect your attacks), as well as the *Kyujutsu: Kessen Ougi - Sogeki* technique.

If he selected soujutsu at 1st level, he gains the ability to attack adjacent opponents with a reach weapon that is part of his chosen weapon group and the *Soujutsu: Kessen Ougi - Tensou Ranka* technique.

If he selected tsujutsu at 1st level, he gains ability to imbue his whirlwind attacks made with his

chosen weapon group with a single use of his Combat Acumen ability, one technique affecting all attacks, but the attacks cannot score a critical hit. In addition, he gains the *Tsujutsu: Kessen Ougi - Metsugeki* technique.

Frightful Presence

The samurai carries with him an imposing presence and terrifying fighting spirit. When the samurai draws his sword, it triggers a primal fear within the onlookers.

Opponents within 30 feet of the samurai must make a Will save (DC 10 + 1/2 the character's samurai class level + the character's Charisma modifier) to avoid being shaken for 1d6+Cha modifier rounds. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours.

Bonus Feats

At 3rd, 6th and 9th level, the Samurai gets a bonus feat. The bonus feat must be selected from the following list, and the Samurai must meet all the prerequisites of the feat to select it.

Acrobatic, Agile Riposte, Archaic Weapons Proficiency, Armor Proficiency (medium, heavy), Athletic, Blind-Fight, Chakra Presence, Cleave, Combat Reflexes, Dead Aim, Defensive Martial Arts, Dodge, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Two-Weapon Fighting, Mobility, Monkey Grip, Point Blank Shot, Power Attack, Power Critical, Rapid Shot, Shot on the Run, Spring Attack, Two-Weapon Fighting, Weapon Adaptation Training, Weapon Finesse.

Weaponmaster

The weaponmaster is a straightforward but highly capable combatant, completely dedicated to one area of combat. More than a mere armsman, the weaponmaster is a master at his craft and renowned as such, idolized by many aspiring warriors in certain circles.

Requirements:

To qualify to become a *weaponmaster*, a character must fulfill all the following criteria.

Base Attack Bonus: +6

Skills: Knowledge (tactics) 9 ranks, Jump or Tumble 9 ranks.

Feats: Any one of the following: Archaic Weapon Proficiency, Combat Martial Arts, Nin Weapons Proficiency or Exotic Melee Weapon Proficiency.

Class Information

The following information pertains to the Weaponmaster prestige class.

Hit Die

The Weaponmaster gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Weaponmaster gains a number of action points equal to 7 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Weaponmaster's class skills are as follows.

Climb (Str), Drive (Dex), Jump (Str), Listen (Wis), Knowledge (tactics) (Int), Read Language (None), Perform (Martial Arts) (Cha), Profession (Wis), Ride (Dex), Sleight of Hands (Dex), Speak Language

(None), Spot (Wis), Swim (Str) and Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE: THE WEAPONMASTER

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+1	+2	+0	+0	Weapon focus	+1	+1
2 nd	+2	+3	+0	+0	Bonus feat	+1	+1
3 rd	+3	+3	+1	+1	Weapon specialization	+2	+1
4 th	+4	+4	+1	+1	Greater weapon focus	+2	+2
5 th	+5	+4	+1	+1	Bonus feat	+3	+2
6 th	+6	+5	+2	+2	Improved critical	+3	+2
7 th	+7	+5	+2	+2	Greater weapon specialization	+4	+3

Class Features

The following features pertain to the Weaponmaster prestige class.

Weapon Focus

At 1st level, the Weaponmaster chooses a melee weapon in which he will spend the rest of his levels specializing into. The Weaponmaster will gain a +1 competence bonus to attack rolls with the chosen weapon, as per Weapon Focus feat. The weapon will henceforth be referred to as "chosen weapon."

Weapon Specialization

At 3rd level, the Weaponmaster's proficiency with his chosen weapon is taken further, and he gains a +2 bonus to damage rolls with it.

Greater Weapon Focus

At 4th level, the Weaponmaster gains greater proficiency with his chosen weapon, and the bonus granted by Weapon Focus increases to +2.

Improved Critical

At 6th level, the affinity between the Weaponmaster and his weapon is taken to further height. The critical threat range of his chosen weapon is increased by one.

Greater Weapon Specialization

At 7th level, the the Weaponmaster's bonus to damage with his chosen weapon increases to +4.

Bonus Feats

At 2nd and 5th level, the Weaponmaster gets a bonus feat. The bonus feat must be selected from the following list, and the Weaponmaster must meet all the prerequisites of the feat to select it.

Advanced Two-Weapon Defense, Advanced Two-Weapon Fighting, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Improved Two-Weapon Defense, Improved Two-Weapon Fighting, Monkey Grip, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Adaptation Training.

Kenjutsu: Gekisai (Sword Art: Blade Rush)

Taijutsu (Strike) [Armed]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** M, E, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

The user makes a single attack at his highest attack bonus with his held weapon. If it hits, the attack deals weapon damage and the target is pushed back 5 feet. The user is able to take a 5-ft. step towards the opponent for free as part of this technique. This technique can be used as part of a charge.

A Samurai character of the *Kenjutsu* path with 2 or more class level is able to substitute this technique for an attack during a full-attack action. The base attack bonus of the technique is that of the attack it was substituted for. To substitute the attack, it cannot be empowered. Perform requirements are automatically met.

Empower

The user may spend an additional 3 points of chakra to increase the damage dealt by the technique by 1d6, plus 1d6 every 4 levels (maximum 5d6 total).

Material Focus: The user's sword.

Kenjutsu: Getsusai (Sword Art: Moon Slash)

Taijutsu (Strike) [Armed]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** M, E, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

The user makes a single attack at his highest attack bonus with his held weapon. If it hits, the attack deals weapon damage plus 1d6 (additional damage is not multiplied on a critical hit).

A Samurai character of the *Kenjutsu* path with 6 or more class level is able to substitute this technique for an attack during a full-attack action. The base attack bonus of the technique is that of the attack it was substituted for. To substitute the attack, it cannot be empowered. Perform requirements are automatically met.

Empower

The user may spend an additional 1 point of chakra to increase the additional damage dealt by 1 die (up to 1 die every 2 levels, or 6d6), rounded up.

Mastery

The first, third and fifth step of mastery in this technique allow the user to delay the damage dealt by up to 1 round. If the damage would reduce the target to -1 hit points or lower, it is paralyzed until takes damage from any source. The damage is dealt on the user's turn in the initiative count of that round.

Material Focus: The user's sword.

Kenjutsu: Kessen Ougi - Hiryuusai (Sword Art: Absolute Fighting Skill - Flying Dragon Slash)

Taijutsu (Strike; requires Supreme Path (Kenjutsu) (a)) [Armed]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1

attack action; **Components:** M, F, Mas; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 10.

The user makes an attack at his highest attack bonus once every 5 levels (maximum 4) with his held weapon. Each attack that hits deals one-half weapon damage and cannot score a critical hit or deal sneak attack damage. Each successful hit from *hiryuusai* deals 2 points of temporary Strength damage. The strength damage stacks with other sources, but is not cumulative from multiple uses of this technique. The ability damage heals after 1 minute.

A Samurai character of the *Kenjutsu* path with 10 or more class level is able to substitute this technique for an attack during a full-attack action once per round. The base attack bonus of the technique is that of the attack it was substituted for. Perform requirements are automatically met.

This technique can only be performed once per day.

Mastery

The first, third and fifth steps of mastery in this technique allow the user to delay the damage dealt by up to 1 round. If the damage would reduce the target to -1 hit points or lower, it is paralyzed until takes damage from any source. The damage is dealt on the user's turn in the initiative count of that round. The second and fourth steps of mastery in this technique allows it to be performed an additional time per day each.

Material Focus: The user's sword.

Kyujutsu: Kessen Ougi - Sogeki (Bow Art: Absolute Fighting Skill - Sniping Shot)

Taijutsu (Strike; requires Supreme Path (Kyujutsu) (a)) [Armed]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 attack action; **Components:** M, F, Mas; **Range:** Projectile weapon; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 10.

The user makes an attack with his held projectile weapon at his highest attack bonus. If it hits and the target is vulnerable to critical hits, it automatically causes a critical hit, otherwise the attack deals an additional damage die.

A Samurai character of the *Kyujutsu* path with 10 or more class level is able to substitute this technique for an attack during a full-attack action once per round. The base attack bonus of the technique is that of the attack it was substituted for. Perform requirements are automatically met.

This technique can only be performed once per day.

Mastery

The second and fourth steps of mastery in this technique allows it to be performed an additional time per day each.

Material Focus: The user's daikyuu, hankyuu or greatbow.

Kyujutsu: Rasensha (Bow Art: Spiral Shot)

Taijutsu (Strike) [Armed]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** M, E, F; **Range:** Projectile weapon; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

The user makes an attack with his held projectile weapon at his highest attack bonus. If it hits, the attack deals an additional 1d6 points of piercing damage that is not multiplied on a critical hit.

A Samurai character of the *Kyujutsu* path with 6 or more class level is able to substitute this technique for an attack during a full-attack action. The base attack bonus of the technique is that of the attack it was substituted for. To substitute the attack, it cannot be empowered. Perform requirements are automatically met.

Empower

The user may spend an additional 1 point of chakra to increase the additional damage dealt by 1 die (up to 1 die every 2 levels, or 6d6), rounded up.

Material Focus: The user's daikyu, hankyu or greatbow.

Kyujutsu: Sasshi (Bow Art: Piercing Shot)

Taijutsu (Strike) [Armed]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** M, E, F; **Range:** Projectile weapon; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

The user makes an attack with his held projectile weapon at his highest attack bonus which gains a kwarimi defense 1 every 4 levels (maximum 5).

A Samurai character of the *Kyujutsu* path with 2 or more class level is able to substitute this technique for an attack during a full-attack action. The base attack bonus of the technique is that of the attack it was substituted for. To substitute the attack, it cannot be empowered. Perform requirements are automatically met.

Empower

The user may spend an additional 1 points of chakra to ignore 1 point of armor or natural armor bonus to defense, up to 3.

Material Focus: The user's daikyu, hankyu or greatbow.

Soujutsu: Kessen Ougi - Tensou Ranka (Spear Art: Absolute Fighting Skill - Divine Storm)

Taijutsu (Strike; requires Supreme Path (Soujutsu) (a)) [Armed]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 attack action; **Components:** M, F, Mas; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 10.

The user makes an attack at his highest attack bonus once every 4 levels (maximum 5) with his held weapon. Each attack that hits deals one-half weapon damage and cannot score a critical hit or deal sneak attack damage. Each attack deals an additional 1 point of damage every round on the user's turn for 3 rounds afterward.

A Samurai character of the *Soujutsu* path with 10 or more class level is able to substitute this technique for an attack during a full-attack action once per round. The base attack bonus of the technique is that of the attack it was substituted for. Perform requirements are automatically met.

This technique can only be performed once per day.

Mastery

The second and fourth steps of mastery in this technique allows it to be performed an additional time per day each.

Material Focus: The user's spear, naginata or quarterstaff.

Soujutsu: Retsugeki (Spear Art: Relentless Assault)

Taijutsu (Strike) [Armed]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** M, E, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

The user makes a single attack at his highest attack bonus with his held weapon. If it hits, the attack deals weapon damage and the target is pushed back 5 feet. The user is able to take a 5-ft. step towards the opponent for free as part of this technique.

A Samurai character of the *Soujutsu* path with 2 or more class level is able to substitute this technique for an attack during a full-attack action. The base attack bonus of the technique is that of the attack it was substituted for. To substitute the attack, it cannot be empowered. Perform requirements are automatically met.

Empower

The user may spend an additional 4 points of Chakra to increase the damage dealt by the technique by 1d6, plus 1d6 every 4 levels (maximum 5d6 total).

Material Focus: The user's spear, naginata or quarterstaff.

Soujutsu: Shunsou (Spear Art: Blurring Spear)

Taijutsu (Strike) [Armed]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** M, E, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

The user makes a single attack at his highest attack bonus with his held weapon. If it hits, the attack deals weapon damage plus 1d6 (additional damage is not multiplied on a critical hit).

A Samurai character of the *Soujutsu* path with 6 or more class level is able to substitute this technique for an attack during a full-attack action. The base attack bonus of the technique is that of the attack it was substituted for. To substitute the attack, it cannot be empowered. Perform requirements are automatically met.

Empower

The user may spend an additional 1 point of chakra to increase the additional damage dealt by 1 die (up to 1 die every 2 levels, or 6d6), rounded up.

Material Focus: The user's spear, naginata or quarterstaff.

Tsuijutsu: Kessen Ougi - Metsugeki (Hammer Art: Absolute Fighting Skill -

Doomhammer)

Taijutsu (Strike; requires Supreme Path (Tsuijutsu) (a)) [Armed]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 attack action; **Components:** M, E, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 10.

The user makes an attack with his held weapon at his highest attack bonus. If it hits, the attack deals weapon damage and knocks the target back a number of feet equal to the damage dealt, rounded down to the nearest 5-ft. unit. The attack gains a critical range increment +4, and ignores all hardness and damage reduction. If the target collides with a solid object, it suffers damage as though it had fallen 20 feet (2d6 points.)

A Samurai character of the *Tsuijutsu* path with 10 or more class level is able to substitute this technique for an attack during a full-attack action once per round. The base attack bonus of the technique is that of the attack it was substituted for. Perform requirements are automatically met.

This technique can only be performed once per day.

Mastery

The second and fourth steps of mastery in this technique allows it to be performed an additional time per day each.

Material Focus: The user's Medium-size or larger axe, mace, hammer or club.

Tsuijutsu: Tokuretsu (Hammer Art: Skullsplitter)

Taijutsu (Strike) [Armed]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** M, E, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 2.

The user makes an attack with his held weapon at his highest attack bonus. If it hits, the attack deals weapon damage and the target must make a Fortitude save or be stunned 1 round. Creatures immune to critical hits cannot be stunned.

A Samurai character of the *Tsuijutsu* path with 2 or more class level is able to substitute this technique for an attack during a full-attack action up to once per round. The base attack bonus of the technique is that of the attack it was substituted for. To substitute the attack, it cannot be empowered. Perform requirements are automatically met.

Empower

The user may spend an additional 1 point of chakra to increase the saving throw DC by 1, up to +1 every 2 levels or +5.

Material Focus: The user's Medium-size or larger axe, mace, hammer or club.

Tsuijutsu: Yamatoukai (Hammer Art: Mountain Crusher)

Taijutsu (Strike) [Armed]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** M, E, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

The user makes an attack with his held weapon at his highest attack bonus. If it hits, the attack deals an additional 1d6 points of bludgeoning damage that is not multiplied on a critical hit.

A Samurai character of the *Tsuijutsu* path with 6 or more class level is able to substitute this technique for an attack during a full-attack action. The base attack bonus of the technique is that of the attack it was substituted for. To substitute the attack, it cannot be empowered. Perform requirements are automatically met.

Empower

The user may spend an additional 1 point of chakra to increase the additional damage dealt by 1 die (up to 1 die every 2 levels, or 6d6), rounded up.

Material Focus: The user's Medium-size or larger axe, mace, hammer or club.

Techniques Index

The index below contains all techniques found in this section, organized by rank, type and subtype.

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Strike:

Kenjutsu: Gekisai (Sword Art: Blade Rush)

Kyujutsu: Sasshi (Bow Art: Piercing Shot)

Soujutsu: Retsugeki (Spear Art: Relentless Assault)

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Rank 6 Techniques:

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Kenjutsu: Getsusai (Sword Art: Moon Slash)

Kyujutsu: Rasensha (Bow Art: Spiral Shot)

Soujutsu: Shunsou (Spear Art: Blurring Spear)

Tsuijutsu: Yamatoukai (Hammer Art: Mountain Crusher)

Rank 9 Techniques:

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Kenjutsu: Kessen Ougi - Hiryuusai (Sword Art: Absolute Fighting Skill - Flying Dragon Slash)

Kyujutsu: Kessen Ougi - Sogeki (Bow Art: Absolute Fighting Skill - Sniping Shot)

Soujutsu: Kessen Ougi - Tensou Ranka (Spear Art: Absolute Fighting Skill - Divine Storm)

Tsuijutsu: Kessen Ougi - Metsugeki (Hammer Art: Absolute Fighting Skill - Doomhammer)