

SAMURAI

Requirements: STR 12, WIS 9, INT 15
 Prime Requisites: STR, INT
 Hit Dice: 1d8
 Maximum Level: None

Samurai are fighting men steeped in mysticism. They fight and save as fighters of the same level but gain a +2 bonus to save versus spells; they can use any magic item available to fighters. They are master swordsmen, and thus gain an initial +1 to hit using any sword. Samurai are proficient in all weapons, but will refrain from using those that are identified with the lower classes (staves, flails, crossbows). Samurai can use any armor and shield, and prefer those that are ornately decorated (x2 to cost). Samurai must be Lawful or Neutral and can never be Evil. If using **AEC**, allowable alignments are LG, LN, NG and N. Samurai must meet the prime requisite requirements for all of the prime requisite abilities listed above in order to receive a bonus to experience. Samurai may only keep a small amount of personal wealth, much like *Paladins*. 20% of all donated earnings are considered to go into a "stronghold fund" that becomes available at 9th level solely for the purpose of building a castle. Only humans can become samurai.

When fighting with a sword, if a samurai succeeds in an attack by 5 more than needed on a d20, the opponent is stunned for 1d6 rounds. Further, there is a base probability equal to the opponent's AC that the opponent is killed instantly. This probability increases by 1% per level above 7th. (see *Monk*)

Reaching 5th level: At 5th level, sword-wielding samurai add +1 to damage on any successful hit. This damage bonus increases by +1 every additional 5 levels (+2 at 10th, +3 at 15th, +4 at 20th).

Reaching 7th level: Samurai gain the ability to cast magic-user spells. They may not cast spells directly from magic-user scrolls, but can utilize found scrolls to maintain their spell book. Samurai who commit chaotic acts are wholly unable to cast spells until atoning. Evil actions result in a permanent loss of this ability.

Reaching 9th level: Like fighters, a samurai may take control of a parcel of land and build a castle at a reduced cost (-20% total price). At levels greater than 12 he is referred to as Daimyo. Samurai will only accept human followers, but are generally on good terms with elves and dwarves.

SAMURAI SPELL PROGRESSION					
Class Level	Magic-User Spell Level				
	1	2	3	4	5
7	1	-	-	-	-
8	2	-	-	-	-
9	2	1	-	-	-
10	2	2	-	-	-
11	2	2	1	-	-
12	2	2	2	-	-
13	3	2	2	1	-
14	3	2	2	2	-
15	3	3	2	2	-
16	3	3	2	2	-
17	3	3	3	2	1
18	3	3	3	2	2
19	3	3	3	3	2
20*	3	3	3	3	2

*This is the maximum spell ability.

SAMURAI LEVEL PROGRESSION		
Experience	Level	Hit Dice (1d8)
0	1	1
2,735	2	2
5,465	3	3
11,025	4	4
20,251	5	5
42,501	6	6
95,001	7	7
175,001	8	8
340,001	9	9
560,001	10	+2 hp
780,001	11	+4 hp
1,000,001	12	+6 hp
1,220,001	13	+8 hp
1,440,001	14	+10 hp
1,660,001	15	+12 hp
1,880,001	16	+14 hp
2,100,001	17	+16 hp
2,320,001	18	+18 hp
2,540,001	19	+20 hp
2,780,001	20	+22 hp