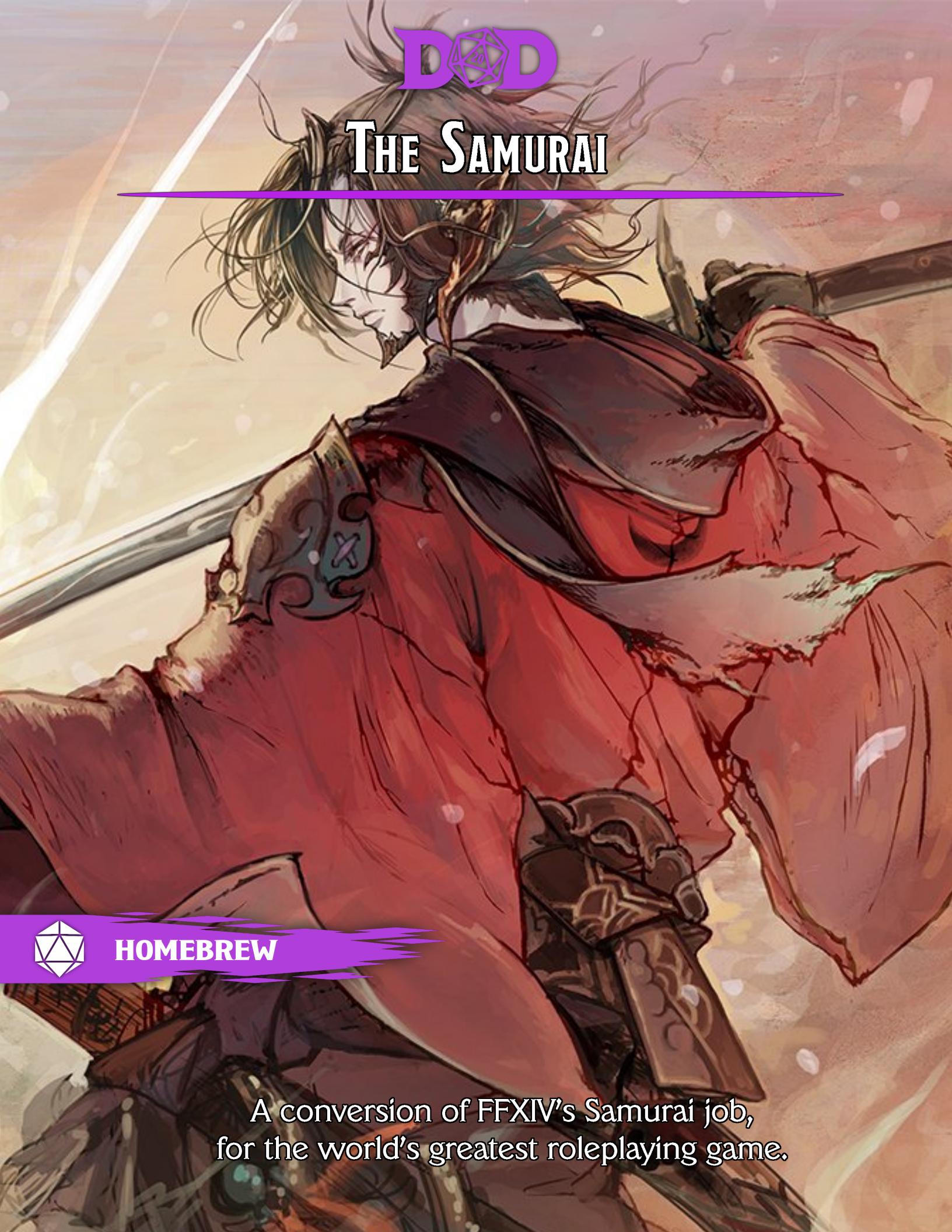




THE SAMURAI



HOMEBREW

A conversion of FFXIV's Samurai job,
for the world's greatest roleplaying game.

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SAMURAI

A humble merchant finds himself at the mercy of the bandit's blade. The cold steel was pressed against his throat, while the bandit brandishing it barked orders at an approaching elezen man. As the blade bites deeper, the elezen stops, dropping into a low stance, hand gripped around his sheathed katana. A flash of steel, and suddenly the elezen was behind them, sheathing his blade as the bandit toppled over.

A hyur woman wielding a blood-splattered naganata dashes away from her enemies. She stops, suddenly whirling around and unleashing her blade in an arc, cutting down most of her foes. All but one. The last one leaps into the air, crashing down with fangs bared. But the woman had seen this coming, and turned on her heel, blocking the strike with ease.

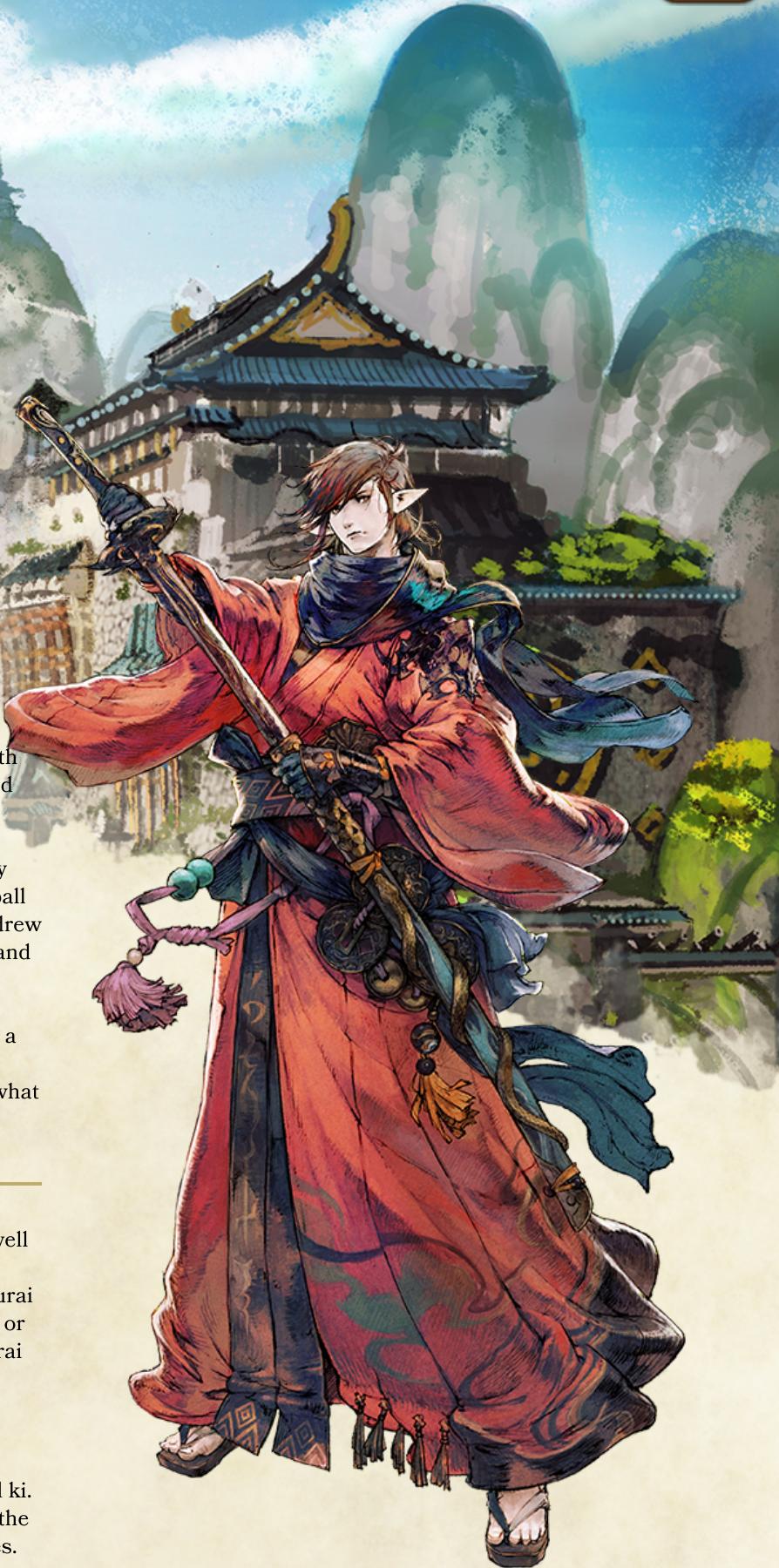
The Garlean ship was hounding them through the strait. The au-ra man sat, cross-legged, undisturbed by the cacophony of chaos around him, when a cannon ball crashed into the deck beside him. Sighing, he stood, drew his bow, and fired. The arrow soared through the air and struck true into the heart of the Garlean commander.

Samurai are noble warriors, who fight not for themselves, but for the sake of others. Be it for a lord, a general, or the people of the world, Samurai use their expert swordsmanship to cut down evil and fight for what they believe in.

STEEL AND SPIRIT

Samurai wield a devastating combination of superior swordsmanship and a tranquil mind. They are most well known for wielding the katana, a simple, yet, elegant weapon that has cut down many a foe, but many samurai train with an extended arsenal including the naganata or ōdachi. Regardless of their choice in weapon, a samurai wields it with deadly precision, their superior swordsmanship allowing them to wield their weapon with greater force, speed and accuracy.

On top of this, the samurai also learn to wield and channel the energy within themselves, which they call ki. The art of weaponising their ki is called kenki, and is the gateway to some of the samurai's strongest techniques.



THE SAMURAI

| Level | Proficiency Bonus | Features |
|-------|-------------------|---|
| 1st | +2 | Iaijutsu(x1), Meditation |
| 2nd | +2 | Fighting Style, Hissatsu Kaiten |
| 3rd | +2 | Samurai Discipline, Enhanced Critical |
| 4th | +2 | Ability Score Improvement, Martial Versatility |
| 5th | +3 | Extra Attack |
| 6th | +3 | Samurai Discipline Feature |
| 7th | +3 | Focused Meditation |
| 8th | +3 | Ability Score Improvement, Martial Versatility |
| 9th | +4 | Iaijutsu: Hagakure |
| 10th | +4 | Iaijutsu (x2) |
| 11th | +4 | Samurai Discipline Feature |
| 12th | +4 | Ability Score Improvement, Martial Versatility |
| 13th | +5 | Steel Body |
| 14th | +5 | Samurai Discipline Feature |
| 15th | +5 | Iaijutsu (x3) |
| 16th | +5 | Ability Score Improvement, Martial Versatility |
| 17th | +6 | Kenki Mastery |
| 18th | +6 | Steel Spirit |
| 19th | +6 | Ability Score Improvement, Martial Versatility |
| 20th | +6 | Tsubame-gaeshi |

They channel this energy into their weapons to strike at foes with blinding speed and force.

However, the greatest weapon a samurai wields is a group of techniques called Iaijutsu. By focusing energy into their blade and unleashing it at the perfect moment, they can decimate their foes in the blink of an eye. But such powerful techniques require the utmost focus, so the combat forms that a samurai learns work to calm their mind, allowing them to achieve the focus needed to unleash these attacks in the heat of combat.

THE AGE OF BLOOD

The far-eastern land of Hingashi was once consumed by a deadly conflict known as the Age of Blood. For 300 years, the nation ravaged itself in the fires of civil war, and it was in these flames that the first samurai were forged. These founding samurai were, at first, little more than martial vassals, serving whatever role their masters demanded of them. But as the war spread, and more lords became involved, more samurai found themselves neck-deep in battle. These battles proved to be the perfect grounds for developing a new style of combat, one that

SAMURAI WEAPONS

While the archetypal samurai commonly wields a katana, many other weapon types have been used by samurai of the past. The existing weapons in 5th Edition can be easily reskinned to resemble traditional samurai weaponry, and this is reflected in the Samurai's weapon proficiencies. Below are just a few examples.

SAMURAI WEAPONS

| Weapon | Reskin |
|------------------------|-----------|
| Longsword | Katana |
| Shortsword or Scimitar | Wakizashi |
| Glaive | Naginata |
| Greatsword | Ōdachi |
| Greatclub | Kanabō |

mixes an individual's personal energy - or Ki - into their weapons, empowering their weapon attacks further.

After the wars ended, and peace returned to Hingashi, the samurai arts began to fade. Many had taken their swordsmanship to the mainland and beyond, and the need for samurai was slowly dwindling. This peace, however, proved to be equal grounds for developing the samurai arts, as much as the horrors of war. During this time, many samurai walked a more spiritual path, one which led many of them to becoming the keepers of the peace they are today.

CREATING A SAMURAI

When creating a samurai, the first thing to consider should be your training. Many samurai inherit their style of swordplay from their masters, but others have gleaned the secrets of the samurai from soul crystals. Consider how you learned and trained. Did you learn from an ancient, wizened master? Perhaps you found a samurai soul crystal on an old battlefield? Alongside this, consider the types of weapons you use. While samurai are most commonly associated with the katana, there are a myriad of other weapons you might choose, such as naginata, ōdachi or kanabō.

Next, think about how you came to be an adventurer, what your goals and motivations are. Did you leave to travel the world, in search of your master's killer? Perhaps you joined an adventuring party for the thrill, to test your skills?

Samurai are typically well-practiced, disciplined warriors. As a result, many of them are of a lawful alignment. If you choose a different alignment, perhaps consider what happened in your life to transform you into someone so different from an archetypal samurai?

QUICK BUILD

You can make a Samurai quickly by following these suggestions. First make Strength your highest ability score, followed by Wisdom. Then, take the Far Traveller background.

MULTICLASSING AND THE SAMURAI

If your group uses the optional rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose samurai as one of your classes.

Ability Score Minimum: As a multiclass character, you must have at least a Strength score and Wisdom score of 13 to take a level in this class, or to take a level in another class if you are already a samurai.

Proficiencies Gained: If samurai isn't your initial class, here are the proficiencies you gain when you take your first level as a samurai: Light armour, simple weapons, glaives, greatswords, longswords, scimitars, shortswords, longbows

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: Light armour, medium armour

Weapons: Simple weapons, glaives, greatswords, longswords, scimitars, shortswords, longbows.

Tools: Calligrapher's supplies.

Saving Throws: Strength, Wisdom

Skills: Choose two from Athletics, History, Insight, Intimidation, Investigation, Performance, Persuasion, Survival

EQUIPMENT

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

- (a) scale mail or (b) leather armour
- (a) a longsword or (b) a martial weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- a shortsword and a set of calligrapher's supplies

IAIJUTSU

At 1st level, your training and martial prowess has taught you the secrets of iaijutsu. Iaijutsus are powerful weapon techniques that require intense focus to unleash. You start knowing two such techniques: Tenka Goken and Midare Setsugekka

When you use iaijutsu, you choose which technique to unleash. You must then finish a short or long rest to use iaijutsu again.

If an iaijutsu technique deals damage, the damage type is the same as that of a weapon you are wielding, unless otherwise specified. Your iaijutsu techniques also count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Some iaijutsu techniques require saving throws. The saving throw DC is calculated as follows:

Iaijutsu save DC = 8 + your proficiency bonus + your Wisdom modifier

Beginning at 10th level, you have two uses of your iaijutsu, and beginning at 15th level, you have three uses. When you finish a short or long rest, you regain all expended uses.

You can also regain uses of iaijutsu in the following ways:

- When you score a critical hit against a creature you regain one expended use.
- When you reduce a creature to 0 hit points you regain one expended use.
- You can use your action to focus your mind and regain an expended use of your iaijutsu.

IAIJUTSU: TENKA GOKEN

As an action, you unleash an attack that conjures ethereal blades in a 15-foot cone in front of you. Creatures in the cone must make a Dexterity saving throw, taking 2d6 damage on a failed save, or half as much on a successful one. If a creature fails the saving throw by 5 or more, it is also knocked prone.

The damage of this technique increases by 1d6 when you reach 10th level (3d6) and again at 15th level (3d6)

IAIJUTSU: MIDARE SETSUGEKKA

As an action, you focus your mind and loose a devastating attack. Make a weapon attack or unarmed strike against a creature. The target takes 2d12 damage on a hit, or half as much damage on a miss, instead of the weapon's normal damage.

The damage of this technique increases by 1d12 when you reach 10th level (3d12) and again at 15th level (4d12)

MEDITATION

Also at 1st level, you are able to channel your energy in meditations. Your meditation takes 1 hour. When you finish meditating, you gain the following benefits:

- Your exhaustion level, if any, is decreased by 1.
- You end any effect on yourself causing you to be charmed or frightened.
- You rid yourself of any short-term, long-term or indefinite madness effects.
- You have advantage on the first Wisdom check you make within the next 8 hours.

FIGHTING STYLE

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

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

BLIND FIGHTING

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

DUELING

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

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to $1d6 + \text{your Strength modifier}$ on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal $1d4$ bludgeoning damage to one creature grappled by you.

VERSATILE

When you are wielding a versatile weapon in two hands, you gain a +1 bonus to the attack roll. When you are wielding a versatile weapon in one hand, you gain a +1 bonus to the damage rolls with that weapon.

HISSATSU KAITEN

Also at 2nd level, you become able to channel ki into your weapon when you strike. Once on each of your turns, when you would normally roll one or more dice to deal damage to a creature using a weapon attack or Iaijutsu technique, you can choose to channel your ki and instead use the highest number possible for each die.

You can't use this feature if you used it during your previous turn. You can attempt to push past the limits of your body and use it again even if you used it during your previous turn. When you do so, you must make a DC 10 Constitution saving throw. On a failed save, you suffer a level of exhaustion.

SAMURAI DISCIPLINE

When you reach 3rd level, you commit yourself to a discipline of combat. Choose from the Master of the Blade, Master of the Wind, or Master of the Spirit disciplines, all detailed at the end of the class description. Your choice of discipline grants you features at 3rd level and again at 6th level, 11th level and 14th level.

ENHANCED CRITICAL

Starting at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

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.

MARTIAL VERSATILITY

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to samurai. This replacement represents a shift of focus in your martial practice.

FOCUSED MEDITATION

Beginning at 7th level, when you finish a meditation, you gain proficiency in one skill of your choice from the list of skills available to samurai at 1st level. This benefit lasts until you choose a different one using this feature.

Additionally, when you finish a meditation, you regain hit points equal to your Wisdom modifier.

IAIJUTSU: HAGAKURE

At 9th level, you learn a new Iaijutsu technique to bolster your body and spirit. As an action, you breath deep and focus energy into your body. You gain the following benefits:

- You regain half your missing hit points.
- You end any blinded, deafened, or poisoned effect afflicting you.
- You have advantage on all weapon attacks you make before the end of your next turn.

After you use this Iaijutsu, you can make one weapon attack as a bonus action.

STEEL BODY

By 13th level, the ki flowing through you has toughened your body. You gain proficiency in Constitution saving throws.

KENKI MASTERY

At 17th level, your ki is so intense it suffuses and empowers your weapons. You can add your Wisdom modifier to the damage of your Iaijutsu techniques. Moreover, your weapon attacks and Iaijutsu techniques ignore resistance to bludgeoning, piercing and slashing damage.

STEEL SPIRIT

At 18th level, your spirit and will is unbreakable. You are immune to the charmed and frightened conditions.

Additionally, you have advantage on saving throws made to resist the blinded, deafened, exhausted, paralyzed, poisoned and stunned conditions.

TSUBAME-GAESHI

By 20th level, you have mastered Iaijutsu and the ki that flows through you, and can use them in tandem to devastate your foes. After you use an Iaijutsu technique, you can use a bonus action to use another Iaijutsu technique without expending a use of Iaijutsu.

SAMURAI DISCIPLINES

Training as a samurai is a long and rigorous journey. To make it through even basic training, an individual must have the strength of mind, body and spirit to see it through. The discipline a samurai chooses represents a deeper level of understanding and training in the ways of the samurai. It represents the different schools and techniques that have been developed over the years by myriad samurai masters. And above all, it represents a samurai's commitment to their training. Once they choose a discipline, there is no going back.

MASTER OF THE BLADE

Masters of the blade hone their swordsmanship skills even further than most. Their weapon becomes not only an extension of their body, but also of their mind and soul. Their attacks are swift, deadly and precise, and their reactions are greater than most.

BOND OF STEEL

Starting at 3rd level, you can't be disarmed of a weapon unless you are incapacitated.

HISSATSU CHITEN

Starting at 3rd level, when a creature deals damage to you with a melee attack, you can use your reaction to make a melee weapon attack against the creature. If the attack hits, you can reduce the damage you took by 1d8 plus your Wisdom modifier (minimum reduction of 1).

IAIJUTSU: SHŌJA HITSUMETSU

At 6th level, you learn a deadly Iaijutsu technique. As an action, you make a weapon attack against a creature. If the attack hits, it deals an additional 1d8 damage, and you can immediately make another weapon attack with the same effect. You can continue making attacks each time you hit with a weapon attack granted by this feature, up to a maximum number of 3 attacks.

When you reach 10th level, the maximum number of attacks increases to 4, and at 15th level, the maximum number of attacks increases to 5.

GREATER REFLEXES

Starting at 11th level, you can take two reactions, rather than only one, between each of your turns in combat.

MARTIAL MASTERY

At 14th level, when you make a weapon attack, you deal half as much damage on a miss, rather than no damage.



MASTER OF THE SPIRIT

Some samurai in the Far East take go beyond the role of peacemakers; they hold the right to carry out justice if they see fit. These samurai become masters of the spirit, focusing their training to empower their own spirit to test that of others. They are said to be able to excise the sin from the soul of a truly repentant person, cleansing their spirit of evil. But should they sense a hint of wickedness at their heart, they do not hesitate to take a life.

SENSE OF SOUL

At 3rd level, you become able to reach out and sense the intentions of others. As a bonus action, you focus your awareness on a creature within 120 feet of you, and learn the creature's alignment.

TEST OF SPIRIT

At 3rd level, you become able to test the spirit of other creatures. As a bonus action, you can subject a creature to a test of spirit. You make a Wisdom check, contested by the target's Wisdom check. This check may become difficult or easier based on the alignment of the creature in comparison to your own; if you are good and the target is evil, or vice-versa, then the target has disadvantage on the check. If you are both good or both evil, then the target has advantage on the check. Otherwise, the check is made normally.

If you succeed, the creature fails your test of spirit. For 1 minute, it has disadvantage on attack rolls against creatures other than you, and if it attempts to attack another creature, it must succeed on a Wisdom saving throw against your Iaijutsu save DC, or take necrotic damage equal to your samurai level. This effect ends early if you subject another creature to a test of spirit, or if you are incapacitated.

After you subject a creature to a test of spirit, you can't test that creature again until you finish a long rest.

IAIJUTSU: TSUMI NO MASSATSU

At 6th level, you learn a new Iaijutsu technique to cleanse the sins from those around you. As an action, you channel a rending slash into a creature within your reach. The creature must make a Wisdom saving throw. On a failed save, it takes 2d10 necrotic damage and is frightened of you for 1 minute. On a successful save, it takes half as much damage and suffers no other effect. If the creature is suffering from the effect of your Test of Spirit, then it automatically fails the saving throw, and the effect of your Test of Spirit ends on that creature.

The damage of this technique increases by 1d10 when you reach 10th level (2d10) and again at 15th level (3d10).

BROKEN SPIRIT

Starting at 11th level, you have resistance to all damage dealt by a creature that is suffering from the effect of your Test of Spirit.

SECRETS OF THE THIRD EYE

When you reach 14th level, your mastery of the spirit allows you to see the unseen. You have truesight out to a range of 120 feet. Additionally, you can see the alignment of a creature as a faint coloured aura around them; white for good, grey for neutral and black for evil.



MASTER OF THE WIND

Samurai of this discipline learn to master the winds, using it to guide their hand and bolster their bodies. Their movement is like the breeze, fast, fleeting and untouchable, while their blades strike with the speed of lightning and force of thunder. Their techniques allow them to move across the battlefield with ease, and in doing so, empower their attacks.

WIND WALKER

At 3rd level, you don't need to expend extra movement when moving through strong winds, such as the effects of a *control winds* spell, or the difficult terrain caused by a *warding wind* spell.

Furthermore, your walking speed is increased by 10 feet.

HISSATSU GYOTEN

Starting at 3rd level, you learn a technique that combines your ki with your movement. Immediately before or after you make a weapon attack, you can use a bonus action to move up to your speed. This movement doesn't provoke opportunity attacks.

IAIJUTSU: HASAI RAIGEKI

When you reach 6th level, you learn a new Iaijutsu, one that crushes your foes. As an action, you unleash a gale of thunder and lightning in a line 30 feet long and 5 feet wide. Creatures in the line must make a Strength saving throw. On a failed save, a creature takes 2d8 damage, and has disadvantage on all attack rolls it makes during its next turn. On a successful save, a creature takes half as much damage, and suffers no other effect. The damage type is your choice of thunder or lightning damage.

The damage of this technique increases by 1d8 when you reach 10th level (3d8) and again at 15th level (4d8).

GALE FORCE

Starting at 11th level, when you move at least 15 feet on your turn before making a weapon attack, you have advantage on the attack roll, and you can change the damage type of the attack to your choice of lightning or thunder damage.

TORNADO STEPS

When you reach 14th level, your mastery of the wind allows your steps to carry you through the air. You have a flying speed equal to your walking speed, and can hover. When you travel through the air, you manifest platforms of wind with which to step on.



THE SAMURAI

CHANGELOG

V1 - 25/10/2022

- First draft of the class. 3 subclasses; Master of the Blade, Master of the Spirit and Master of the Wind.

