**Code of Bushido** –

The Code of Bushido adopted by all Samurai, to purge evil from the land and instill the Iron Protectors code upon its people. Samurai focus purely on physical energies to the point of using it to replace their spiritual energy unlike Shinobi. Due to this they are much more physically inclined than Shinobi but lack the ability to mold chakra.

**Note**: Locked from using Ninjutsu or Genjutsu. This character gains entry to Kenjutsu tree for free. All control based techniques lose 1 grade when clashing with Ninjutsu. This character is able to learn and create *Samurai Techniques*.

**Kentei** –

The Samurai are fiercely dedicated to the blade, day in and day out rigorous training has allowed them to use blades on an entirely different level than that of Shinobi. This makes them fearsome while close range battles.

**Note**: This character is able to utilize Light, Heavy, and Unorthodox strikes with their blade as well as use *Taijutsu* tree perks with them. This character can resist being disarmed for a minimum cost of D stamina; this is increased by a grade for each step of strength the opponent has over them.

**Suketto** –

The Samurai are always to carry a secondary weapon in battle, known as the “Second”. They eat, sleep, and train with this secondary on their waist at all times and to lose it during training brought about harsh punishments.

**Note**: This character may have a secondary weapon equipped to them. This secondary can only be medium sized or lower. This character gains +2 to Equipment. This character can have another Primary weapon at B- Rank.

**Kijomakigiri** –

The Samurai have trained in the art of fighting Shinobi, so much so that they are developed the technique to stop primary source of their techniques, handseals. They are vastly trained in stopping handseals and can often perform it with ease.

**Note**: This character can always perceive handseal speed regardless of the perk. They gain +1 speed to stopping handseals and can stop them at dodge tiles rather than walking.

**Usagiuma –**

The noble workhorse, the Samurai’s training regimen is molded after a normal working horses’ workday. Only through strengthen their bodies will they gain the stamina needed for the battle ahead.

**Passive**: The debuff for wearing *Samurai Armor* is removed. This character’s stamina is increased by 2 steps. This character has 2 points added to their equipment load.

**Seibitama** –

What use are weapons and armor if the person wearing them cannot wear them to the fullest potential. The Samurai have extensive knowledge on the repair, make, and model of their own weapons and can perform field repairs.

**Note**: Once per battle, this character can restore the durability of an item by 1 grade. This counts as an offensive action for the turn. This can only restore the item and cannot overcap the durability.

**Keishou** –

The natural flow of all things, this character has mastered it and with it they can further manipulate the flow of their Samurai Sabre technique. They can create various forms and techniques branching off the initial Samurai Sabre.

**Note**: This character is able to create *Samurai Sabre Technique* variants based on their *Kenjutsu Proficiency*. Clashing with *Samurai Sabre Technique* is now -2 steps instead of 1 grade.

**Amatanari** –

The Samurai are trained to flow like water, to take the shape that best suites the situation they are currently in. This character has learned to take many shapes and forms in their training and can adapt to various situations.

**Note**: This character can learn up to 3 Kendo Stances instead of 1. Switching between these stances has a 3 turn cooldown.

**Kendo: Ryushingai**

A stance developed by Samurai to be applied to those of lesser physicality, their strict training allows them to naturally learn this stance. The user wields their blade with two hands, swinging with such force that the shock travels through the targets body making it difficult to develop an actual defense against this style.

**Note**: This character strikes will deal damage as if it is a guard even when the character is blocking with a weapon. The only way to negate this is to also use this stance. This treats block strength as guard.

**Tsuyoi Kokoro** –

The mind of the Samurai is like a steel trap, they are able to blot out all distractions and calm their mind. It is difficult to sway or influence their mind in any way, allowing them to resist temptation and illusions.

**Note**: When breaking free from a Genjutsu with pain this character will gain an additional 2 turns of immunity from Genjutsu. Each time Genjutsu is used on this character all Genjutsu used on this character afterwards is reduced by 1 step, this continues to decrease indefinitely each time Genjutsu is used on them.

**Tetsu no Michi** –

The Way of Iron, few Samurai follow this path but it is strictly to increase the characters form. What they lack in the way of energy control they make up for with raw strength and sword prowess, the preference of cold steel and hearty armor over superficial energies to protect them.

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**Note**: This characters *Samurai Techniques* have their damage increase by 2 steps per grade of strength.

**Nami no Michi** –

The Way of Waves, this character flow of energy is true and pure. They are able to compete with refined energies such as Ninjutsu, and gain the benefit of pure chakra with no elements. This character can use their energies at their rawest form.

**Note**: This character’s control-based techniques no longer lose 1 grade towards clashing Ninjutsu or chakra-based techniques.

**Ha no Michi** –

The Way of the Blade, this character specializes in the use of the Samurai Sabre Technique. Their Samurai Sabre is much more powerful than that of a normal Samurai’s, allowing them to cause much damage and destruction with its techniques and all variants.

**Note**: This characters Samurai Sabre techniques damage is capped at A+. Their tile range is increased by an additional step.

**(Locked) Iaido** –

A martial art that emphasizes being aware and capable of quickly drawing the sword and responding to a sudden movement. This technique is extraordinarily hard even for the Samurai masters. This allows them to strike down the hands of Shinobi attempting to cast handseals.

**Note**: When stopping handseals this character gains +1 grade of striking, this is only towards stopping the handseals. This has a 3 turn cooldown. Must use normal handseal interrupting rules still.

**Kendo: Iai** –

This character develops a stance where they use Iaido freely. The focus on the stance slows their movement but increases the speed in which they draw their weapon significantly.

**Note**: This character gains +1 striking agility for every step of speed and tile-movement they sacrifice. This can stack up to 1 grade. This stance limits this character to *Iaido Technique’s* and techniques that can be used to supplement Kenjutsu.

(Locked) **Akumasutairu –**

The Way of the Demon, this character envelopes a demonic style of fighting. They summon the dark energies used by demons of old. They have acquired the rare ability to actually destroy chakra at its source rather than absorb or deflect it. This character’s techniques seem to hold a visible red aura around them.

**Note**: This character can roll for the forbidden blade with the risk of death. Once they successfully roll it this sword can no longer be wielded by anyone else and can be summoned to this character with no costs. This does not work if disarmed, and the user must recover the blade.

**(Ultimate) Genshi no Tamashi** –

A rare happening in the those who uphold the Way of Bushido, are fervent fighters, or have been subject to extreme emotions. This character will never be rejected fully by the Six Legendary Samurai Blades and can wield one of them.

**Note**: This character can roll for one of the six Legendary Swords without the risk of death. Once they successfully roll it this sword can no longer be wielded by anyone else and can be summoned to this character with no costs. This does not work if disarmed, and the user must recover the blade.