

KENSEI

You are a duelist, the dedicated master of your chosen weapon. You have trained with your personal weapon for years in an attempt to master its secrets.

The Kensei roughly translates to “sword-saint”, however it has been expanded here to include all weapons and is used as more of a “duelist” class. They are a subclass of Bujin.

Kensei Advancement table

Level	XP	HD	BHB	ST
1	0	1+1	+0	15
2	2,400	2	+1	14
3	4,800	3	+2	13
4	9,600	4	+2	12
5	19,000	5	+3	11
6	38,000	6	+4	10
7	76,000	7	+4	9
8	153,000	8	+5	8
9	307,000	9	+6	7
10	615,000	10	+6	6

Kensei Class Abilities

Weapon & Armor Restrictions: Kensei are dedicated warriors and have no restrictions to weapons, they are unable to wear any armor.

Favored Weapon: At character creation, the player must designate a melee weapon as the favored weapon of the Kensei character. The Kensei gains a +1 bonus to hit and to damage with this weapon.

Life-saving Parry: Anytime a Kensei takes damage from a melee attack that would normally knock the Kensei to 0 or less hit points, he may attempt a life-saving parry. To make the parry, the Kensei must make a saving throw vs. death. If successful, the attack was parried and no damage is taken. On a second attempt (in the same melee

- but not the same round) a successful save means only half damage is taken. No more than 2 saves can be made per melee. These saves can only be made against melee weapons and cannot be used against monster/animal natural attacks or missile attacks.

Natural Defenses: Kensei are trained in the art of dodging attacks, and have a better natural armor class based on their Dexterity and Wisdom scores. To determine the Kensei’s armor class consult the table below, and add the bonus from their Dexterity and Wisdom scores.

For example, a Kensei with a Dex score of 14 and a Wisdom score of 12 would have an armor class of 6 [AAC of 13].

Kensei Armor Class

DEX / WIS	AC	AAC
12	-1	+1
13	-1	+1
14	-2	+2
15	-2	+2
16	-3	+3
17	-4	+4
18	-5	+5

Saving Throw: A Kensei gains a +2 bonus on Saving Throws vs death and fear.

Establish Dojo: At 9th level, the Kensei may establish his own Dojo (school) where he will train students in his chosen weapon. The referee will determine how many students arrive to study at your dojo (usually 5d6+1 per CHA over 10).

XP Bonus for Dexterity: This class bonus is due to a high Dexterity attribute.