Samurai sacred path

The most potent and disciplined warriors of Soburin wield both magic and steel—you are one such warrior, a master of a blade magically empowered by the spirits of your ancestors.

Samurai Doctrine

The Samurai Doctrine binds a paladin to the seven codes of Bushido. These warriors are also commonly bound to a feudal lord, doing as their masters bid throughout the prefectures of Soburin (though not all: ronin are masterless samurai who do as they see fit and travel freely). Samurai hold themselves to the highest codes of conduct, treating the code of Bushido as inviolate law, but some frequently warp their interpretations to the very limits of rationalization in order to match their needs. There are usually strong traditions among samurai families that encourage daughters and sons to master the blade as well as the power of their ancestors, making some family names legendary in Soburin. To serve the code of Bushido and die a glorious death are the highest and most important tasks any samurai can hope to achieve.

TENETS OF THE SAMURAI

- **Benevolence:** In victory you are capable of mercy, and in defeat you are capable of humility.
- **Courage:** You resist fear. Bravery is your constant companion.
- **Honor:** Mindful of your own standing in society, you respect the abilities, talents, and station of others.
- **Loyalty:** You never abandon your allies or knowingly refuse the orders of your lord.
- **Righteousness:** Your beliefs are as strong as steel.
- **Sincerity:** You do not needlessly conceal your desires or motives.
- **Self-Control:** You are always in control of yourself and your emotions.

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin Level Spells

3rd expeditious retreat, shield of faith

5th blade attraction, strike within & without

9th ghost needle, haste

13th death ward, resilient sphere

17th geas, legend lore

Ancestral Weapon

Samurai do not gain the Channel Divinity feature and instead receive the Ancestral Weapon feat (page 221) for free at 3rd level. You gain proficiency in Culture.

Iaijutsu Strike

Beginning at 3rd level when you choose this archetype, you learn to draw and strike in one deadly flourish. As an action, you can draw your weapon and attack with it. This attack does 1d8 additional damage per point of your proficiency bonus. You cannot use this feature again until you finish a short or long rest.

Dashing Strike

At 7th level, you can charge forward and through an enemy, making a devastating blow only truly felt after you have rushed past them. As an action, you may make a single melee weapon attack against your foe in between using your movement. This movement must be in a straight line and take you through the space of the target of your attack. Regardless of if your attack hits, this movement doesn't provoke opportunity attacks. If your attack hits and your movement both begins and ends outside of your target’s reach, this attack is a critical hit. You can use this feature a number of times equal to your Wisdom modifier. You regain expended uses after a long rest.

Unyielding Will

At 15th level, you gain your proficiency bonus to Wisdom saving throws. You also gain the ability to make an Honor Challenge. As a bonus action, you can shout out an Honor Challenge against an enemy creature you can see. Until combat ends or one of you gains the incapacitated condition, you receive resistance to all damage from attacks and spells made by creatures other than the target of your Honor Challenge. Any attacks you make against creatures other than your Honor

Challenge deal half damage and are made at disadvantage. You can’t use this feature again until you complete a long rest.

Unyielding Body

At 20th level, you gain immunity to exhaustion. When you make an Honor Challenge, you gain resistance to damage from attacks and spells made by the target of your Honor Challenge, and you gain immunity to damage from attacks and spells made by creatures other than the target of your Honor Challenge. You can’t use Honor Challenge again until you complete a short or long rest.

Revision #2
Created 29 November 2021 22:13:33 by Andrej
Updated 5 November 2025 04:57:40 by Andrej