

Senzo no Ken

ANY noble families of Rokugan have long lineages filled with great deeds and great heroes. As long as each family's lineage are the lifetimes of the swords wielded by them. Training and honing one's spirit into oneness with a blade has other, non-martial effects. Each soul to have wielded the blades leaves an imprint on them. This imprint is strong enough that one's offspring, if they too attune themselves with their daisho, can tap into some of the energy of that spirit and together work to the advantage of their family's honorable name.

Attuning to the imprint's left by one's ancestors is no trivial task however. The Senzo no Ken must spend a minimum of one hour each day meditating in order to properly attune and center themselves for communication with their ancestors. Without this meditation time, the Senzo no Ken will not be able to attune themselves with their ancestors and all abilities of the Senzo no Ken are lost until such time as the Senzo no Ken is able to meditate for an hour.

Additionally, as the Senzo no Ken's daisho is their physical connection to their ancestors, if either sword is lost, stolen, or otherwise outside of the possession of the Senzo no Ken, they lose all Senzo no Ken abilities until they have recovered both weapons. If the Senzo no Ken were to loan one of their swords to another, they retain their Senzo no Ken abilities, so long as the general location of the weapon is known, and they retain the other weapon.

Senzo no Ken are almost exclusively samurai. The difficult path of bushido as well as inheriting an ancestral daisho to begin with make this path all but unreachable to any other class.

Hit die: d10

REQUIREMENTS

To qualify to become a Senzo no Ken, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base attack bonus: +6.

Special: A character wishing to become a Senzo no Ken must inherit or be gifted an ancestral daisho. They must have awakened these weapons and must maintain the weapons at their maximum bonus (see *Oriental Adventures*, pp21). The exception to this rule is when a character wishes to add an attribute equivalent to a bonus greater than one (such as honorable). In this occasion, the Senzo no Ken must still provide the ancestral offering of gold value and meditation time. Additionally, the character's honor and station with her lord and ancestors must be in

good standing.

CLASS SKILLS

The Senzo no Ken's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Diplomacy (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis) and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* and Chapter 4: Skills and Feats in *Oriental Adventures* for skill descriptions.

Skill points at Each Level: 2 + Int modifier



CLASS FEATURES

The following are class features of the Senzo no Ken.

Weapon and Armor Proficiency: Senzo no Ken are proficient with all simple and martial weapons, as well as the katana and wakizashi. Through the long study their ancestors have devoted to fencing with the kataka, Senzo no Ken gain the Exotic Weapon Proficiency (Katana) for free.

Ancestral Manifestation (Su): Whenever a Senzo no Ken uses an ability derived from her connection to her ancestors, there is the chance that her ancestors will physically manifest themselves. These brief apparitions appear ghost-like and incorporeal. Observers can make a Spot check (DC 15) to notice a brief apparition hovering near, over or around the Senzo no Ken.

Ancestral Insight (Su): Starting at 1st level, by following the guidance of her ancestors, the Senzo no Ken is given insight into the openings and weaknesses of her enemies. This knowledge can be used to guide her weapon as it searches out her target. Before attacking an opponent, the Senzo no Ken can use this ability as a free action with her ancestral daisho, allowing her to add her character level to her attack

TABLE 1: THE SENZO NO KEN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Ancestral Manifestation, Ancestral Insight (insight bonus to attacks) 1/day
2	+2	+3	+3	+0	Ancestral Warning
3	+3	+3	+3	+1	<i>Ancestral Diversion</i> 1/day, Ancestral Dodge (cannot be flanked)
4	+4	+4	+4	+1	Ancestral Insight (insight bonus to armor), Ancestral Insight 2/day
5	+5	+4	+4	+1	
6	+6	+5	+5	+2	Ancestral Insight 3/day, <i>Ancestral Vigor</i> 1/day
7	+7	+5	+5	+2	Ancestral Dodge (dex bonus when flat-footed)
8	+8	+6	+6	+2	Ancestral Insight 4/day), <i>Ancestral Wrath</i> 1/day
9	+9	+6	+6	+3	
10	+10	+7	+7	+3	Ancestral Aura, Ancestral Insight 5/day

roll. She can use this power a number of times per day equal to one half of her Senzo no Ken level.

At 5th level, the Senzo no Ken gains further insight from her ancestors into those enemies wearing armor. As such, when using her Ancestral Insight ability she can add her opponent's armor check penalty to her damage rolls.

Ancestral Warning (Su): You have attuned your senses to hear warnings of impending danger given you by your ancestors. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half-damage (such as a *fireball*), she takes no damage with a successful saving throw. Ancestral warning can only be used if the Senzo no Ken is wearing light, or medium armor.

Ancestral Diversion (Sp): You call upon your ancestors to create a diversion. Several illusionary manifestations of the Senzo no Ken appear, all like the Senzo no Ken in appearance, and proceed to perfectly mimic the appearance and sounds of the Senzo no Ken. These manifestations act as per the spell *mirror image* in the *Player's Handbook*, cast as a wizard of the character's Senzo no Ken level.

Ancestral Dodge (Su): Starting at 3rd level, the Senzo no Ken has further attuned herself to the warnings of her ancestors. At 3rd level she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity bonus to AC if immobilized.)

At 6th level, the Senzo no Ken receives warnings of impending attacks from behind and in blind spots. As such, she can no longer be flanked. This defense

denies rogues the ability to use flank attacks to sneak attack her. The exception to this defense is that a rogue at least four levels higher than the character can flank her (and thus sneak attack her).

Ancestral Vigor (Sp): The Senzo no Ken's ancestors channel their energy into your physical form, granting the Senzo no Ken with her Senzo no Ken level $\times 2 \times$ CHA bonus temporary hit points. These hit points last ten minutes per Senzo no Ken level.

Ancestral Wrath (Sp): You call upon the wrath of your ancestors, unleashing them upon your foe. Upon your next successful strike with your ancestral daisho, the spirits of your ancestors manifest from your sword, striking your opponent and draining it of life force. The effect is that of the *enervation* spell in the *Player's Handbook*, except that the range is effectively changed to touch.

Ancestral Aura (Su): Your heightened sense of connection to your ancestors has reached such a state that your ancestors are nearly always with you, making them almost visible. The effect of which is that anyone with fewer hit dice than the Senzo no Ken within 30' who attempts to harm the Senzo no Ken will catch glimpses of your ancestors defending you, and must make a Will save to resist one of the following effects:

Hit Dice	Effect
Up to 6:	Panicked
7 to 12:	Frightened
13 or more:	Shaken

Anyone whose saving throw succeeds is immune to this effect for the following 24 hours.