

Kensai - 2nd Edition Fighter kit

(Source: *Volo's Guide to Baldur's Gate II*).

This class is known as a "Sword Saint," and consists of a warrior who has mastered a bladed weapon until they are one with it. They are deadly, fast and trained to fight without encumbrance.

- **Class:** Fighter
- **Hit Dice:** 1d10
- **Allowed Race(s):** Human
- **Primary Attribute(s):** Strength
- **Required Attribute(s):** 9 Strength
- **Bonus Proficiency:** None.
- **Required Proficiency:** Weapon Specialization in one of the following: Katana, Nodachi, Ninjato, Tachi or Wakizashi.

Benefits:

- **1st Level:** A Kensai does not need to seek out a teacher to achieve Weapon Mastery Levels. Their dedication to the blade allows them to self-train to Grand Mastery once they meet the level requirements.
- **1st Level:** Gains a +2 bonus to Armor Class.
- **1st Level - Kai ability.** Once per day for every 4 levels, (*1st, 4th, 8th, 12th, etc.*), the Kensai may loudly shout "Kai" and strike for maximum weapon damage during that combat round.
- **3rd Level:** Gains a cumulative +1 bonus to hit and damage rolls with their weapon of choice for every 3 levels. (*E.G. +1 at 3rd, +2 at 6th, +3 at 9th, +4 at 12th, etc.*). This bonus stacks with Specialization and Mastery modifiers.
- **4th Level:** A Kensai's weapon attack speed is reduced by 1 point for every 4 levels, (*4th, 8th, 12th, 16th, etc*), to a minimum of 1.
- **10th Level:** Upon reaching 10th level and establishing a Dojo, (*training School*), a Kensai attracts 1d10+10 1st Level Kensai, (fanatical moral). These followers will study under him and serve loyally as long as they are well treated. He will also attract a 3rd Level co-teacher, (*with a Katana +1 and weapon specialization*), who helps instruct his disciples.

Hindrances:

- A Kensai can never become proficient in another type of weapon or martial art. They may specialize in weapon fighting styles, E.g. two-weapon, two-handed, one-handed, etc.
- A Kensai may not wear helmets, armor, shields, magical gauntlets, enchanted cloaks or mystical bracers.
- A Kensai will never use ranged weapons of any type.
- A Kensai cannot refuse a formal duel challenge from a peer, (*i.e. a rival, another Kensai, renown martial artist, knight, etc.*). The duel will be an organized event, with terms and conditions agreed upon by the participants.