

## D&D Classes – Sakura Templates

The standard character classes in D&D 3.5 edition are present in the Sakura lands, but they take on different cultural tones that heighten story telling in a realm based on feudal Japan. Below are the terms used locally to describe these classes. This document lists in detail what each of the character classes represent in the Sakuran culture as well as their unique abilities and motivations.

Also, it is worth appreciating that Magic is studied in slightly different spheres in Sakura. The powers of the divine range from the gifts of gods (**Satori**) to those of nature (**Matsuri**). And they range from the arcane (**Shingon**) to the enlightened mind-set of the master warrior (**Mushin**).

- [Barbarian](#) – **Yaban** “savages”
- [Bard](#) – **Kabuki** – classically trained performers of the aristocracy
- [Cleric](#) – **Gukashu** “scholarly monks” who draw from the divine power of Satori
- [Druid](#) – **Matsuri** – those who walk the way of the Kami and draw from the power of Matsuri
- [Fighter](#) – **Ronin** “masterless warriors” who draw from the power of Mushin
- [Monk](#) – **Akuso** “rowdy monks” who draw from Satori and Mushin
- [Ranger](#) – **Shinkai** “walkers of the invisible realm”
- [Rogue](#) – **Sanzoku** – thieves of exceptional talents, some of whom are able to disappear altogether
- [Paladin](#) – **Samurai** – honor-bound warriors driven by divine purpose and who draw from Satori and Mushin
- [Sorcerer](#) – **Shingon** – those who embody the raw power of the Shingon form of magic
- [Wizard](#) – **Onmyōdō** – those who study the power of Shingon form of magic

### Honor

Honor is a concept held in high regard in the lands of Sakura. Some would even die for the sake of preserving their personal honor. But the definition of honor may vary from one part of society to another. For this reason, it is a quality that is tied to a character’s personal goals. Each Sakuran character class has **Honor Objectives** which are tied to their goals. Succeeding in goals tied to the class raises their **Honor Score**. Failing lowers their Honor Score. The Honor Score is important as it is used to determine if special class traits can be successfully used by the character. For any special ability tied to a Sakuran Character Class Template, a character must roll d100. A roll that equals or is less than the character’s Honor Score means that ability can be used that day. A roll that is higher than the character’s Honor Score means that ability is not available for that day and cannot be tried again.



## Barbarian: Yaban

Barbarians are wild people from the hills and plains and are despised and feared by farmers and town folk. They look to stones as sacred objects of worship, containing the spirits of Kami. These are called **Ishigami** and are believed to grow over time and even produce child stones (**koishgami**). Barbarians are able to speak to these stones and tap into their power. Some have even been known to summon the very stones to aid them.

Barbarians retain all traits of the normal barbarian class. In addition, they obtain:

- Cast Summon Earth Elemental once per day (levels 1-5: small; levels 7-13: medium; levels 14-20: large).
- Cast Speak with Stone once per day
- Cast Stoneskin once per day
- Cast Stone Shape once per day

**Honor Objective:** winning any one-on-one combat against an equal or greater opponent earns you Honor points (DM's discretion based on the battle); losing or turning down a fight or suffering an insult loses Honor points (DM's discretion)



## Bard: Kabuki

Performers in Sakura hold the title of Kabuki. They hold incredible power and influence. They wear the finest clothes, know every ritual and ceremony, and are masters of disguise. A properly trained kabuki will know all five schools of performance: theater, dance, song, poetry, and instruments. Kabuki are highly regarded everywhere they go and allowed passage even into noble courts. They are masters of the tea ceremony, which is considered a religious ritual unto itself.

Kabuki retain all traits of the normal bard class. In addition, they obtain:

- Diplomacy 2 ranks per level
- Bluff 2 ranks per level
- Perform (dance) 2 ranks per level
- Perform (song) 2 ranks per level
- Perform (instrument) 2 ranks per level
- Perform (acting) 2 ranks per level
- Perform (poetry) 2 ranks per level
- Disguise 3 ranks per level
- **Shrine of Glory** - Cast Leomund's Secure Shelter once/day: this is a gorgeously appointed dwelling furnished with luxurious mats and pillows, artwork, fine food and drink, costumes, musical instruments, and a formal tea ceremony setting
- **Flow of Benzai** – Once per day the Kabuki Bard can channel the power of the Benzai, goddess of everything that flows (words, knowledge, eloquence, and music). The Kabuki Bard takes on an overpowering radiance, causing anyone within a 120' radius to become enthralled and amazed. Any performance made during the 5 minutes this lasts gains +20 to success rolls. Any Diplomacy rolls following the performance to anyone who was in attendance is also modified by +20.
- **Tea Ceremony** – Once per day the Kabuki Bard can perform the Tea Ceremony, a ritual performed by all members of Sakuran society. However, this ceremony radiates magical power and is revered by all who observe the ritual. It is particularly useful when courting nobility or brokering sensitive negotiations.

**Honor Objectives:** Winning over an audience, persuading a noble to gain favor, talking their way out of a fight, successfully fooling others with a disguise, all can earn Honor points. A successful Tea Ceremony wins double Honor points (DM's discretion). Failing a performance, gaining the ire of a noble, being forced to fight, and being caught in disguise, all lose Honor points. A failed Tea Ceremony is catastrophic and loses all Honor points.



## Cleric: Gukashu Monk

**Gukashu** are scholarly monks and tend to temple worship within the large towns and cities. They serve the greatest of the god figures: **Inari** (goddess of rice and fertility), **Fujin** (god of wind), **Amaterasu** (sun goddess), **Tenjin** (god of scholarship), **Takemikazuchi** (god of thunder and swords), and **Hachiman** (god of war and protection). They channel the divine power of **Satori** “enlightenment”.

Gukashu retain all traits of the normal cleric class. In addition, they obtain:

Bonus spells on command once/day:

- Healing Domain Spells (if a cleric of Inari)
- Air Domain Spells (if a cleric of Fujin)
- Sun Domain Spells (if a cleric of Amaterasu)
- Knowledge Domain Spells (if a cleric of Tenjin)
- Destruction Domain Spells (if a cleric of Takemikazuchi)

- War Domain Spells (if a cleric of Hachiman)
- **Satori Focus**: after meditating for a minimum of one hour, a Gukashu Cleric is able to tap into the powers of Satori, unleashing divine energies.
- **Soul Refresh** – once per day the Gukashu Cleric can gain 2d6 temporary hit points that last for one hour and then are lost
- **Fury of Fujin** – Once per day an Gukashu Cleric can execute triple their number of attacks for a single round
- **Brand of Amaterasu** – Once per day the Gukashu Cleric can call forth intense and searing light from her weapon, which radiates out to 120 feet and causes 1d6 burning damage per level of the Samurai to any creatures of evil alignment (twice damage to undead); this is an energy attack with a FORT Save DC 15; those who save take half damage
- **Blessings of Inari** – Once per day the Gukashu Cleric can cast an aura of healing magic, which restores up to 1d8 hit points per level of the Gukashu, to be distributed as she sees fit between those she intends to heal; this radiates out to 60’
- **Might of Aizen** – Once per day the Gukashu Cleric can cast an aura channeling the power of Aizen, god of spiritual awakening, known to transform earthly desires (love/lust) into enlightenment. This effect is in a radius of 10 feet per level of the Gukashu. All allies are granted +4 to their Wisdom scores. The Gukashu becomes translucent and ephemeral, all attacks to her person have only a 20% chance of effecting her form. This effect lasts one minute.



## Druid: Matsuri

Those who dwell in the forest become one with the powers of nature called **Kami**. Druids Those who walk the path of **Matsuri** become druids. Matsuri is the worship and honor given to the kami and ancestral spirits. Certain women who are considered the purest are called **Miko**. They are deemed worthy to take on the nature of the kami and gradually become kami themselves. These are called **Hime-gami**, or female kami. A Matsuri druid is given a charm called a **Mamori** when they begin their life journey. The charm helps the Matsuri Druid remain pure. It also protects them from evil kami striking them with sickness or causing disaster to befall them.

Druids retain all traits of the normal druid class. In addition, they obtain:

- **Summon Hokora** - Once per day the Matsuri Druid can create a Hokora, a special shrine to the Kami that is suffused with pure life force. It appears much like the structure from Leomund's Secure Shelter, but is rustic and covered in living vines, flowers, and small insects. While here the Matsuri Druid is protected from all harm, as are anyone who join her within the structure. The Hokora disappears after 24 hours.
- **Chorus of the Kami** – Once per day the Matsuri Druid can enter a trance and listen to the collective voice of the spirits of nature. This must take place in relative calm and quiet and near a forest, windy plain, babbling brook, or other natural setting. On a successful Wisdom check the Matsuri Druid can hear the voices of Kami which often contain portents of upcoming events.
- **Wrath of the Land** – Once per day the Matsuri Druid can summon plant life in the surrounding area to rise up and ensnare the object of her wrath. This effect takes place in a radius of 10 feet per level of the Matsuri Druid and must take place where there is vegetation. All opponents within the area must make a grapple check DC 18 or be ensnared. This check can take place every round until they are free, but if they remain within the area they must continue making the check or lose a turn for each turn ensnared.

At eighth level new powers are unlocked:

**Summon Kami** - Once per day the Matsuri can summon a Kami from the spirit world to take form and offer aide. The Matsuri rolls a d100 and adds her Wisdom bonus. The result on the Kami table indicates which Kami that appears. This can also be done at any road side shrine in addition to the once per day automatically granted. The Kami can speak telepathically to the Matsuri and will follow simple commands. It is unequipped unless otherwise stated. It can fight on behalf of the Matsuri with its

natural attacks including special attacks. The Kami can be dismissed as a free action. After sunset the Kami disappears, leaving behind a beautiful flowering plant.

**Divining Truth** - Once per day the Matsuri can enter a trance and attempt to divine the best course of action lying before her. She may ask three questions. The answers to these questions will not be audible or clear answers. Rather, they will manifest in some change in the local flora or fauna as a sign to be interpreted.

**Bring Balance** – A number of times equal to the Matsuri's level, they may attempt to move the energy from one part of nature to another. It may be positive or negative energy. Removing positive energy from living creatures hurts them, moving positive energy to them heals them. Conversely, removing negative energy from living creatures heals them, and moving negative energy to them hurts them.

The opposite is true of creatures who are undead, infernal, abominations, or unclean in some way. Negative energy bolsters them if added, weakens them if removed. Positive energy weakens them if added, bolsters them if removed.

Any attempt to bring balance requires there to be two targets: the source, and the target. A Matsuri moving energy must declare which living creature(s) they are moving energy from, and which they are moving it to.

The DC of this action and its area of effect depends on the combined hit dice of the targeted creatures. A Matsuri can choose to move energy anywhere from 1d6 of hit points up to the number of d6 equal to their level. The roll for this is 1d20 + Matsuri's WISDOM bonus + the Matsuri class level. The DC for this is 10 + the combined hit dice of all creatures affected.



## Fighter: Ronin

These are all warriors who practice the art of soldiery. Some may even be fallen Samurai, called Ronin, who have no master but who still possess the power of **Mushin**: “no-mind-ness,” the mental state of forgetting oneself that often accompanies great warriors.

Ronin retain all traits of the normal fighter class. In addition, they obtain:

- **Mushin focus** – after meditating for a minimum of one hour, a Ronin is able to tap into the power of Mushin, unleashing improved fighting ability. Once per day they may do the following:
- **Deft Stroke** – Once per day a Ronin can re-roll a single combat roll, whether to-hit or damage
- **Fury of Fujin** – Once per day a Ronin can execute triple their number of attacks for a single round
- **Great Vault** – Once per day a Ronin can perform a Jump check; for every point over 5 that the Ronin rolls (modified by their STR modifier) they can leap 5 feet in any direction (including straight up!)
- **Mantis Bite** – Once per day a Ronin can attempt to finish off any single opponent with a death stroke removing their head; the opponent can be of any size category, but the attempt must be made within reach of the opponent’s head and can be done at the same time as a Great Vault to reach the head
- **Slippery Eel** – Once per day a Ronin can attempt a blinding flurry of moves that evades even the most impossible barrage of attacks. Such a move will lend the Ronin a +4 to AC for the next five rounds. This action can be executed at the time of the threat but does not change the initiative order. However, this action does count as the player’s next action.



### Monk: Akuso

While Gukasu are called “scholarly monks” and perform priestly services in cities, Akuso are the “rowdy monks:” peasant priests who serve the gods by studying in secluded monasteries and maintaining roadside shrines. Akuso practice ancient forms of unarmed combat fueled by mystical energies of the **Satori** “enlightenment” and **Mushin** “no-mind-ness,” the mental state of forgetting oneself that often accompanies great warriors.

Akuso retain all traits of the normal monk class. In addition, they obtain:

- **Satori/Mushin Focus:** after meditating for a minimum of one hour, an Akuso Monk is able to tap into the powers of Satori and Mushin, unleashing improved fighting abilities.
- **Touch of Falter** – once per day on a successful melee touch attack, the Akuso Monk inflicts paralysis on an opponent; DC 15 CON save stuns the opponent for one round, otherwise the opponent is paralyzed for 10 minutes
- **Great Thrust** – once per day the Akuso Monk can channel her energy into an open palm strike that forces everything in front of her back 5d12 feet; REF save DC 15 to avoid falling prone; provision for whether they anchor themselves
- **Soul Refresh** – once per day the Akuso Monk can gain 2d6 temporary hit points that last for one hour and then are lost
- **Fury of Fujin** – Once per day an Akuso Monk can execute triple their number of attacks for a single round
- **Great Vault** – Once per day an Akuso Monk can perform a Jump check; for every point over 5 that the Monk rolls (modified by their STR modifier) they can leap 5 feet in any direction (including straight up!)
- **Slippery Eel** – Once per day a Monk can attempt a blinding flurry of moves that evades even the most impossible barrage of attacks. Such a move will lend the Monk a +4 to AC for the next five rounds. This action can be executed at the time of the threat but does not change the initiative order. However, this action does count as the player’s next action.



**Ranger:** – Those who dwell in the forest become one with the powers of nature called **Kami**. Those who walk the path of **Shinkai** become rangers. Kami are believed to be hidden from this world and inhabit a complementary existence that mirrors our own called **Shinkai**. Rangers tread these paths and have developed the special sight to see through many paths others would consider hidden.

Rangers retain all traits of the normal ranger class. In addition, they obtain:



**Rogue: Sanzoku** – Sanzoku are wanton criminals that are despised and feared by farmers and town folk. They tend to dwell in the wild, but as masters of disguise they sometimes abide in larger cities as part of established guilds. Those who survive to master their craft eventually learn to walk the **Way of the Shadow**, mastering the arts of invisibility, deception, and lethal techniques of assassination.

Bandits retain all traits of the normal rogue class. In addition, they obtain:

- **Shadow Walk** - Once per day the Shadow Bandit can become invisible. This functions like the Invisibility spell with the same duration as the Bandit's level and same limitations.
- **Furtive Leap** - Once per day a Shadow Bandit can perform a Jump check; for every point over 5 that the Ronin rolls (modified by their STR modifier) they can leap 10 feet in any direction (including straight up!)
- **Slippery Eel** – Once per day a Shadow Bandit can attempt a blinding flurry of moves that evades even the most impossible barrage of attacks. Such a move will lend the Ronin a +4 to AC for the next five rounds. This action can be executed at the time of the threat but does not change the initiative order. However, this action does count as the player's next action.
- **Dark Energy** – Once per day the Shadow Bandit can transfer life energy from themselves to another or vice-versa. The opponent must be willing or unconscious. If unconscious, the other character rolls a FORT Save DC 15 to resist. A save means no energy is transferred. Energy is in the form of hit points. A Shadow Bandit can transfer up to 1d4 hit points worth of energy per their level of Shadow Bandit.
- **Walk of the Ant** – Once per day the Shadow Bandit can perform a perfect balancing act, even walking a razor-thin wire with ease. This effect lasts 1 minute per level of Shadow Bandit.
- **Walk of the Spider** – Once per day the Shadow Bandit can scale any surface, even sheer surfaces, at the same rate of movement as their walking speed. This effect lasts for 1 minute per level of the Shadow Bandit.



**Paladin: Samurai** – **Samurai** are noble warriors bound by oath to serve their noble lord or lady. They channel the power of **Mushin**: “no-mind-ness,” the mental state of forgetting oneself that often accompanies great warriors. Those Samurai who serve a deity may also channel the power of **Satori** “enlightenment” just as the priests do.

Samurai retain all traits of the normal paladin class. In addition, they obtain:

- **Satori/Mushin Focus**: after meditating for a minimum of one hour, a Samurai is able to tap into the powers of Satori and Mushin, unleashing improved fighting abilities.
- **Deft Stroke** – Once per day a Samurai can re-roll a single combat roll, whether to-hit or damage
- **Fury of Fujin** – Once per day a Samurai can execute triple their number of attacks for a single round
- **Mantis Bite** – Once per day a Samurai can attempt to finish off any single opponent with a death stroke removing their head; the opponent can be of any size category, but the attempt must be made within reach of the opponent’s head and can be done at the same time as a Great Vault to reach the head
- **Soul Refresh** – once per day the Samurai can gain 2d6 temporary hit points that last for one hour and then are lost
- **Aura of Hachiman** – once per day the Samurai can project an aura of awe and terror that will shake the nerves of any and all foes facing her; this is a fear effect with a FORT Save DC 17; those who fail are forced to flee in terror, otherwise if they save they still suffer -4 to attack rolls for 5 rounds
- **Brand of Amaterasu** – Once per day the Samurai can call forth intense and searing light from her sword, which radiates out to 120 feet and causes 1d6 burning damage per level of the Samurai to any creatures of evil alignment (twice damage to undead); this is an energy attack with a FORT Save DC 15; those who save take half damage



**Sorcerer: Shingon** – Known as **Sons and Daughters of the Dragon**, these practitioners of the arcane possess the power of **Shingon** (“True Word”) within their blood. Shingon stresses mysticism and ritual, and seeks to tap into the primal interconnecting powers of the universe.

Sons and Daughters of the Dragon retain all traits of the normal sorcerer class. In addition, they obtain:



**Wizard: Onmyōdō** – Known as **Onmyōdō**, these practitioners of the arcane study **Shingon** (“True Word”). Shingon stresses mysticism and ritual, and seeks to tap into the primal interconnecting powers of the universe.

Onmyōdō retain all traits of the normal wizard class. In addition, they obtain: