

Budoka

The Peasant Warrior

The idea for this optional PC/NPC came from the Bushido RPG.

History

The Budoka is perhaps one of the strangest aspects of Rokuganes society.

It is a profession based on the more modern image of a hero, rather than the classic. He or she is a specialist in unarmed systems of combat, and skilled in the use of exotic weapons such as the sai and nunchaku. What makes the Budoka even more of an enigma of society is that he or she is often of heimin, or commoner, birth. A Budoka is supposed to be awarded a level of respect equal to that of minor clan family member or perhaps a vassal family, and is expected to comport himself as such, but this is a rarity in a society like Rokugan. Most Budoka are looked on as nothing more than rebellious commoners who don't know their place in the celestial order. Most are treated worse than ronin and sometimes even worse than eta, depending on the village.

Most Budoka usually disappear into ignominy, passing away like the quiet wind, though a rare few go on to win great rewards and even ascend to proper samurai status.

Views on all the Clans

Greater Clans: One day I will be one of you.

Minor Clans: You are but the first step on the road to glory.

BUDOKA

(PRESTIGE CLASS)

Requirements

To qualify to become a Budoka, a character must fulfill all the following criteria.

Base Attack Bonus: + 3

Clan: Any.

Feats: Combat Reflexes.

Special: Peasants only.

Class Skills

The Budoka's class skills (and key ability for each skill) are Battle (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Listen (Wis), Tumble (Dex). (See the *Player's Handbook*TM for skill descriptions. The Battle skill is described in *Rokugan*TM).

Skill Points at Each Level: 4+ Intelligence modifier.

Class Features

See Table 1-1

The Swallows Tail: The Budoka learns how to move like the swallow, literally swooping into the fray of combat, striking at his opponent and then swooping out. This fast attack move is always seems to come at a strange angle and thus is very difficult to dodge or block. The Budoka receives a +2 AC Bonus when he attacks, and only when he attacks.

The Rising Sun: The Budoka spends many hours watching his opponents fight. He studies them closely, seeing how they move and the timing of their strikes. He is now able to adapt to the pattern of his opponent's strikes, making him harder to hit. The Budoka adds +5 to his AC permanently.

Living Weapon: The Budoka has learned the finer points of combat. He may attack twice per round.

Budoka School

Benefit: +1 Strength & +1 Stamina

Beginning Honor: 0 + 5 boxes

Beginning Glory: 1 + 5 boxes

Skills

Nofojutsu, Atemi Waza, Craft (pick one), Athletics, Defence, Gambling, +1 low/merchant skill

Techniques:

Rank 1: The Swallows Tail

The Budoka learns how to move like the swallow, literally swooping into the fray of combat, striking at his opponent and then swooping out. This fast attack move is always seems to come at a strange angle and thus is very difficult to dodge or block. The Budoka receives a -5 to the opponent's TN to be hit to represent the opponent's inability to stop this attack.

Rank 2: The Rising Sun

The Budoka spends many hours watching his opponents fight. He studies them closely, seeing how they move and the timing of their strikes. He is now able to adapt to the pattern of his opponent's strikes, making him harder to hit. The Budoka adds + 10 to his TN to be hit

Rank 3: Living Weapon

The Budoka has learned the finer points of combat. He may attack twice per round.

Your Outfit

(All of poor quality) Kimono, travelling pack, Bo stick, hat, and 2 other low/peasant weapons of choice.

Noted Budoka

Ken

A legendary Budoka from the distant Crab lands, he is a rarity among rarities. A beserker Budoka. Adapting the styles of the Hida Beserkers, Ken has been known to fly into rages and lay waste to all around him in demonstrations of power and technique that makes many samurai wonder who his father was. Ken is one of the rare few Budoka who has been into the Shadowlands and returned.

Mishima

Dead now close to 200 years, Mishima was often called upon by members of the Minor Clans to assist in battles and skirmishes. He was well paid for his abilities and became hatamoto to a daimyo of the Boar clan before its destruction. Mishima died of natural causes at the age of 68 in the middle of the winter. His legacy passed on was his weapon, a chain simply know as Goku.

Nemuranai

Goku, Mishima's Kyoketsu-shoji

One wouldn't think a loose group such as the Budoka would have such things, but there are a few. Some Budoka do so well in their endeavors to become samurai that they seemingly ascend the celestial ladder, so to speak, becoming part of the samurai caste and ensuring their families honor and future.

The weapons and equipment of these honored Budoka often become celebrated ancestral family items. In the last four hundred years, one weapon has become know among the Budoka, a sort of holy grail. Mishima's Kyoketsu-shoji. A specialized chain, weighted at one

end with a blade at the other, Mishima was said to be able to control the weapon with unearthly skill and ability, almost as if the thing was alive.

The reality is that it is. The weapon awoke while in the hands of Mishima and bonded with him. It is capable of semi-independent movement and reacts to the opponents it is used against.

This weapon is intelligent, and can recognize what the wielder is, as in the wielder's class. It will only work with a person who has at least 1 level of Budoka training. The weapon is a +5 Holy Weapon in the hands of a Budoka of Lawful or Chaotic Good alignment.

Anyone using this legendary chain weapon receives 2 free raises to his to hit roll as well as 2K0 extra dice for damage. Goku knows where to strike as well. Only a Budoka with a Glory of 3 and an Honor of 2 or more each can use Goku's ability, in anyone else's hands it is just a chain.

Noted Battles

Budoka, like the Ashigaru, have served in hundreds of battles, seeking glory and honor on the battlefield.

Table 1-1 The Budoka

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+2	The Swallow's Tail
2 nd	+2	+2	+2	+2	The Rising Sun
3 rd	+3/+2	+3	+3	+3	Living Weapon