

Click to verify



The Samurai: Unleashing Power and Flexibility in Combat ===== The term "Samurai" often conjures images of a specific warrior class, but the actual playstyle and mechanics can be far more diverse. By embracing this freedom, players can craft unique builds that showcase their creativity.

Advantage: A Key to Unlocking Potential One of the defining features of the Samurai is its ability to declare advantage on a whim. This simple yet powerful mechanic opens up countless opportunities for creative gameplay. By leveraging this feature, players can develop innovative strategies and take their combat experience to new heights. Building with Flavor and Functionality Our example build is designed not only to demonstrate the versatility of the Samurai class but also to highlight its unique flavor profile. We encourage you to explore different options and find your own path, whether it's creating a melee powerhouse or a ranged assassin.

Table of Contents

- Bad Options (Red)
- Useful Options (Orange)
- Good Options (Green)
- Fantastic Options (Blue)

We've excluded 3rd-party content and Unearthed Arcana materials to ensure our advice remains relevant and accessible to all players. Please note that the meta periodically changes, and we'll update this article as new source materials are released.

Bonus Proficiency: Unlocking New Capabilities This feature grants a free skill or language proficiency, allowing players to expand their character's abilities. By combining this with other mechanics, such as Fighting Spirit, players can create formidable opponents on the battlefield.

Fighting Spirit: A Game-Changer in Combat Making this ability require a bonus action means you can't use two-weapon fighting simultaneously. Instead, focus on building around two-handed weapons to maximize your advantage. The temporary hit points also make it easier to forgo shields, adding to your overall effectiveness. While the three uses per day limit may restrict its utility, Tireless Spirit at level 10 can help alleviate this concern.

Elegant Courtier: A Face Without a Charisma Score This feature enables you to use Wisdom in addition to Charisma on Charisma (persuasion) checks, making it possible to function as a charismatic face without relying on high Charisma scores. The additional saving throw proficiency is even more valuable, allowing players to adapt to changing circumstances.

Rapid Strike: Rolling with Advantage Advantage allows you to roll twice and keep the higher result. Rapid Strike takes this advantage to the next level by granting you an extra attack, effectively doubling your output in a single turn. This mechanic requires careful planning but can lead to devastating consequences on the battlefield.

Person/Monster then all attacks have advantage and all melee attacks are automatic critical hits.

Strength before Death: An entire turn. An entire turn.. Drink a potion, use Second Wind. Anything to get you some hit points and keep you conscious. Otherwise, take the Attack and do it all again, in the same round. If you're near 0 HP on your turn and have a method to induce enough falling damage via movement, you could theoretically take a full turn using Action Surge and Fighting Spirit-powered Rapid Strike, fall to trigger Strength Before Death, and repeat the process within the same round. Samurai can really be built however you want, so long as your strategy doesn't fall apart just because you need to use your Bonus Action for Fighting Spirit.

Archery PHB: Having a +2 on top of deciding you have Advantage means a feat like Sharpshooter can do lots of work.

Blind Fighting TCoE: Negating the Disadvantage from being Blinded means nothing inhibits Fighting Spirit Advantage.

Two-Weapon Fighting PHB: Fighting spirit and dual wielding compete for your bonus action. That said, you only get three fighting spirit per day so if you're dead set on dual wielding it's only a minor inconvenience.

Crossbow Expert PHB: It's not a bad option if you want a ranged weapon. Ignore Loading for crossbows. Ignore Disadvantage for shooting in melee. Bonus action hand crossbow attack that is incompatible with Fighting Spirit. I guess that's why it's green.

Elven Accuracy XGE: I'm not explaining this one.

Great Weapon Master PHB: While it's still good, since you use your bonus action to gain Advantage, you lose out on the Cleave half of this feat some of the time. Not a deal breaker, but something to consider.

Gunner TCoE: So the DPR difference between the ranged weapons isn't that big, especially if you can use a Longbow. Funny thing about this feat, the ignore Disadvantage part works with any ranged ===== Now we're not limited to just guns. This feature gives us +1 Dexterity instead of Crossbow benefits, and it's actually true that real Samurai were skilled horseback archers. With the ResilientPHB, Samurai gain Wisdom save proficiency, which can help smooth out any odd Dexterity scores. The SharpshooterPHB provides Advantage, meaning we can reliably land bonus damage even with a -5 penalty, and it also lets us use our Advantage at longer ranges without being negated by Disadvantage. It's all about following the Fighter Handbook, really. Interestingly, Cowboys and Samurai are essentially the same thing, especially if you choose to ignore Firearms as an optional rule or don't have them in your campaign. You could even build a character with a bow, like the Gunner feat. So, we're going to focus on creating a gunslinging ranged attack Fighter. We'll prioritize Dexterity and dump Strength, since point buy gives us enough points to work with three stats. We'll also add some Wisdom to really benefit from that Wisdom save proficiency Samurai get. We've decided to put a 10 in Intelligence instead of 15 in Wisdom because we're not planning anything that would even out the 15. It's all about making smart choices, like removing a -1 and choosing Charisma if you want. Our Kobold will be using Draconic Sorcery for Blade Ward, which is actually quite useful as a replacement for Dodge when enemy attack bonuses swing up around the teens. We'll also take Far Traveler to gain Stealth and Perception proficiency, as well as Playing Card Set proficiency - it's just required. For our tool, we're going to take Survival and Acrobatics from Fighter, since Samurai grants an additional choice and 3rd level. We'll choose Insight because we have some Wisdom, and our Background will grant us the same Stealth and Perception skills. As a Fighter, we get to take all twenty levels of Second Wind. At fourth level, we'll take Gunner, which will let us use our musket at close range and deal massive damage. At sixth level, we'll take Resilient (Dexterity) to bring our Dexterity score up to 20 and give us damage die rerolls. At eighth level, we'll take Piercer to further increase our Dexterity score and bring us damage die rerolls. And at twelfth level, we'll take Sharpshooter to boost our damage output and add some extra range to our musket.

We choose to utilize Tough feat twice with +2 Constitution, followed by whichever feat order suits us best at level 20. This approach results in a total of 264 Hit Points.

===== Levels Feats and Features Notes and Tactics =====

Fighting Style: Archery Second Wind Darkvision Draconic Cry Kobold Legacy Draconic Sorcery At this level, we operate as basic Archery fighters. The Archery fighting style enhances our hit rate due to the additional attack range provided by Medium Armor and a Light Crossbow.

Action Surge Martial Archetype: Samurai Bonus Proficiency: Insight Fighting Spirit The Samurai subclass is obtained, which grants us proficiency in one additional skill of our choice (Insight) due to its Wisdom score. Both Fighting Spirit and Draconic Cry abilities offer benefits, with the latter restricted to 10 feet and the former allowing for temporary HP recovery from any range.

Feat: Gunner Dexterity +1 (17=>18) After acquiring Firearms proficiency, we can utilize our Crossbow effectively against enemies within melee range.

Feat: Resilient Dexterity Dexterity Save proficiency The Resilient Dexterity feat improves our ability to dodge hazards like Fireballs and other ranged attacks.

Feat: Piercer Dexterity +1 (19=>20) Piercer's unique abilities, including the reroll on a d12 attack roll, provide significant benefits in combat.

Feat: Indomitable Constitution Save proficiency Indomitable grants us an additional chance to retry failed Constitution saves, demonstrating our resilience in the face of adversity.

Feat: Tireless Spirit Replenishing Fighting Spirit uses once per combat Fighting Spirit's temporary hit points increase from 5 to 10 at level 20. This synergy with other abilities, like Advantage and Archery, enhances our survivability during combat encounters.

Feat: Sharpshooter Range and damage bonuses The Sharpshooter feat improves our long-range capabilities, while the additional -5 penalty on attack rolls is a valuable trade-off for increased damage.

Feat: Indomitable (2) Retry Dex and Con saves Indomitable's second iteration allows us to retry failed Dexterity saves more efficiently, while the Constitution save proficiency remains unchanged.

ASI: +2 Constitution (16=>18) At level 14, we allocate our Ability Score Increase points into Constitution for improved survivability.

Feat: Rapid Strike Advantage trading Rapid Strike enables us to make two attacks in one turn when attacking with Advantage, dubbed as "Fanning the Hammer."

ASI: +2 Constitution (19=>20) Additional Constitution bonus at level 20

Using Action Surge to Maximize Damage Output as a Samurai in D&D 5e ===== Like we're close to 0 HP, we should just go all out with our last attack on an Action Surge and get that free turn. The idea is to activate Strength before Death right in the middle of our own turn to get the most power without dying. We won't use this during our full power turn because it's too tricky. First, we need to decide whether to use Draconic Cry or Fighting Spirit depending on the range to the target. Then, we declare the attack action and take advantage of Rapid Strike to trade one of our attacks for two attacks without disadvantage. With Archery fighting style and Sharpshooter feat, we only roll 11 on the d20 to do 1d12+5+10 damage. Since we have Piercer feat, if we crit, we get an extra 1d12 damage. We have two attacks with neither advantage nor disadvantage, and three attacks with advantage, so our dice rolls look like this: DiceRapid StrikeAdvantageTotal1d12+5+1011.08*217.39*374.33 We can then use Action Surge to take another Attack action, but since we've already used Rapid Strike this turn, our second attack will be four attacks with advantage. DiceAdvantageTotal1d12+5+1017.39*469.57 Together, this totals 143.9 damage. Because we get two Action Surges per Short Rest and we always have at least one Fighting Spirit per fight, assuming a typical adventuring day (6-8 combat encounters lasting roughly 3 rounds each with 2 Short Rests interspersed), we can do this six times a day as we will have that many Action Surges across the day's rests. However, this is a theoretical solo DPR. In actual D&D gameplay, teamwork allows us to get Advantage, which means we can save Draconic Cry and Fighting Spirit for when we need them. ===== Samurai Fighters: Reliable Damage Dealers in Combat The Samurai class is known for its high reliability as a damage dealer, particularly when dealing with single targets. Their abilities allow them to gain advantage on attacks and withstand significant amounts of damage before being knocked out. Key Mechanics and Abilities Fighting Spirit is a core feature that grants advantage on all attacks until the end of the turn, along with temporary hit points equal to 5 at level 3, increasing by 10 and 15 as the level increases. This allows Samurai to stay in the fight even when wounded. Other notable abilities include Elegant Courtier, which adds Wisdom modifier to Persuasion checks and grants proficiency in Wisdom saving throws; Tireless Spirit, which regains a use of Fighting Spirit on initiative roll without uses left; Rapid Strike, which allows an extra attack after giving up advantage; and Strength Before Death, which enables a last-ditch effort to take out enemies before falling unconscious. Ability Scores and Recommended Races Primary ability scores for Samurai Fighters include Strength or Dexterity, with Constitution as the secondary score. Recommended races include Variant Human, Half-Orc, Goliath, and Elf (Shadar-Kai or Wood Elf), each offering unique benefits such as feats, survivability, and mobility. Roleplaying and Tips Samurai Fighters excel at overwhelming enemies before they can react, making aggressive playstyle a key aspect of their role. Roleplay suggestions include The Honorable Warrior, The Ronin, and The Mercenary Duelist, each offering distinct character archetypes. Gear Recommendations Suitable equipment for Samurai Fighters includes Katana (Longsword or Greatsword) for Strength-based builds, Rapier or Scimitar for Dexterity-based builds, Longbow or Shortbow for ranged builds, Half Plate or Breastplate for mobility, and Plate Armor for a tankier build.

Samurai. Magic Items Flame Tongue (Longsword or Katana) - Significantly enhances your damage output. Cloak of Protection - Elevates AC and saving throws, increasing survival chances. Belt of Giant Strength - Dramatically amplifies Strength, resulting in devastating attacks. Dice Recommendations from Runic Dice Enhance your Samurai warrior aesthetic with these battle-themed dice sets: Blademaster's Honor: Consider the Black Inked Lightning Cracked Glass DND Dice Set, which features a sleek silver and black design symbolizing a master swordsman. This set includes a striking cracked glass design with black inked numerals, capturing the precision and elegance of a seasoned samurai. Crimson Ronin: Opt for the Blood Red Glitter Liquid Core Resin DND Dice Set to embody a wandering warrior with deep red and dark steel hues. It showcases deep red tones with a dynamic liquid core, reflecting the solitary path of a ronin. Stormblade: For swirling gray and blue colors symbolizing the calm before the storm, the Blue Glitter Liquid Core Sharp Edge Resin DND Dice Set offers vibrant blue hues with a dynamic liquid core, embodying the poised strength of a samurai awaiting battle. Advanced Tips and Tricks Optimization Strategies Feats: Great Weapon Master - The advantage cancels the -5 attack penalty, making this feat exceptionally powerful. Sharpshooter - For ranged Samurai, this ensures powerful longbow shots. Alert - Boosts initiative, helping you strike first and take control of battle. Multiclassing: Rogue (Swashbuckler or Assassin) - Adds Sneak Attack, perfect for Dexterity-based Samurai. Barbarian (Path of the Zealot) - Enhances survivability and Rage boosts damage. Monk (Way of the Kensei) - Boosts unarmed and weapon fighting versatility. Samurai Advanced Build Ideas The Deathblade: A Great Weapon Master, Strength-based build, combined with Reckless Attack for maximum damage output. The Bladedancer: Dexterity build with Rapier and high mobility. The War Archer: Longbow-focused, Sharpshooter, and Fighting Spirit for high crit chances. The Samurai Fighter is one of the most powerful and reliable martial subclasses in D&D 5e, excelling at high-damage attacks, resilience, and battlefield dominance. If you want to play as an unstoppable warrior who fights with honor and precision, this subclass is for you. Written by Crystal Joy Dizon Dizon

- investigative journalism examples
- deya
- https://assets-global.website-files.com/6804c8cc7b5199127fedb55b/685b1c4bc3d43cdd0be70769_ruxozog.pdf
- how do you test a condenser
- https://cdn.prod.website-files.com/675346c8f46d714ded0b4316/685b164bd793216ce0f5be70_21112552916.pdf
- iowa permit test online
- https://assets-global.website-files.com/683e30e958e9f0965316bc79/685b2ec686861bc91aa48f60_21868997759.pdf