

DIMENSIONAL SAMURAI

Primary Class: Samurai

Secondary Class: Wizard

Alignment: Any

Hit Dice: d10

Bonus Skills and Ranks: The dimensional samurai may select three wizard skills to add to his class skills in addition to the normal samurai class skills. The dimensional samurai gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: A dimensional samurai is proficient with all simple and martial weapons, plus the katana, naginata, and wakizashi. A dimensional samurai is also proficient with light armor. He can cast dimensional samurai spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a dimensional samurai wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass dimensional samurai still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: A dimensional samurai casts a small number of arcane spells drawn from the sorcerer/wizard spell list, except that the dimensional samurai may only cast spells belonging to the abjuration, conjuration and transmutation schools. However the dimensional samurai may also prepare *detect magic* and *read magic* as 1st level spells. Like other spellcasters, a dimensional samurai can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table: Dimensional Samurai Spells per Day**. In addition, he receives bonus spells per day if he has a high Intelligence score. The dimensional samurai otherwise learns and casts spells as a wizard, but has a caster level equal to his dimensional samurai level – 3. This ability replaces resolve, banner, greater resolve, greater banner, and true resolve.

Challenge (Ex): This is exactly as the samurai ability of the same name except that the dimensional samurai can use challenge once per day at 1st level, and an additional time at 5th level and every 4 levels thereafter (9th, 13th, 17th) to a maximum of five times per day. This modifies the challenge ability.

Order: This is exactly like the samurai's ability of the same name, except that the dimensional samurai may choose the Order of the Lightning Wolf in addition to any other samurai order.

Shunpo (Su): At 1st level, a dimensional samurai gains the ability to teleport to a nearby space as a swift action as if using *dimension door*. This movement does not provoke an attack of opportunity. He must be able to see the space that he is moving into. He cannot take other creatures with him when he uses this ability. He can move 5 feet for every two dimensional samurai levels he possess (minimum 5 feet). He can use this ability a number of times per day equal to 3 + his Intelligence modifier. This ability and dimensional steps replace mount.

Dimensional Agility (Ex): At 4th level, a dimensional samurai gains dimensional agility as a bonus feat. In addition he may use his shunpo ability as *dimension door* for the purposes of the dimensional agility feat tree. This replaces mounted archer.

Bonus Feat: A dimensional samurai adds any feats that have dimensional agility as a prerequisite to the list of feats he may select as a bonus feat at 6th, 12th and 18th level. This modifies bonus feats.

Medium Armor (Ex): At 7th level, a dimensional samurai gains proficiency with medium armor. A dimensional samurai can cast arcane spells while wearing medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a dimensional samurai wearing heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

Dimensional Steps (Sp): At 8th level, a dimensional samurai gains the ability to teleport up to 30 feet per dimensional samurai level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you.

After Image (Su): At 9th level, whenever a dimensional samurai uses his shunpo ability, he may expend an additional use of the shunpo ability to appear, and be treated, as if he was in both his original square and his destination

square until the end of his next turn or until this effect is broken. When he makes an attack, while under this effect, he may choose to be in either square, this breaks the effect and the image of him (in the other square) ceases. Additionally any attacks directed towards him (in either square) must roll to check if he or the image is hit, as the spell *mirror image*. If any attack directed at him hits, after applying the effect of *mirror image*, the effect ends and he is located in the square where he was hit. A dimensional samurai may use this ability once per day at 9th and an additional time at 16th level. This replaces challenge 1/day at 7th and at 16th level.

Shunpo Dervish (Su): At 11th level, a dimensional samurai's gains the dimensional dervish feat as a bonus feat, in addition he adds his Intelligence modifier $\times 5$ feet to the distance his shunpo power allows him to teleport. If the dimensional samurai already has the dimensional dervish feat he instead gains extra shunpo (see below) as a bonus feat. This replaces honorable stand.

Dimensional Stride (Sp): At 12th level, a dimensional samurai may use his dimensional steps ability as a move action. This replaces demanding challenge.

Dimensional Warrior (Su): At 20th level, the dimensional samurai has utter mastery over his dimensional techniques. Whenever he activates his shunpo ability he gains the effects of the haste spell for a number of rounds equal to his Intelligence modifier. He uses his dimensional samurai level as the caster level for this ability. In addition, when he uses dimensional dervish he may appear as if he is located every square he teleports to and from during his full attack, as the after image ability. However this ability is not limited to appearing in two squares and the full-attack made as part of using dimensional dervish to activate this ability does not end the images. This costs one use of his shunpo ability. This replaces last stand.

Table: Dimensional Samurai

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Challenge 1/day, order, shunpo
2nd	+2	+3	+0	+0	Order ability
3rd	+3	+3	+1	+1	Weapon expertise
4th	+4	+4	+1	+1	Dimensional agility
5th	+5	+4	+1	+1	Challenge 2/day
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	Medium armor
8th	+8/+3	+6	+2	+2	Dimensional steps, order ability
9th	+9/+4	+6	+3	+3	After image 1/day, challenge 3/day
10th	+10/+5	+7	+3	+3	-
11th	+11/+6/+1	+7	+3	+3	Shunpo dervish
12th	+12/+7/+2	+8	+4	+4	Bonus feat, dimensional stride
13th	+13/+8/+3	+8	+4	+4	Challenge 4/day
14th	+14/+9/+4	+9	+4	+4	-
15th	+15/+10/+5	+9	+5	+5	Order ability
16th	+16/+11/+6/+1 +10	+5	+5		After image 2/day
17th	+17/+12/+7/+2 +10	+5	+5		Challenge 5/day
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	-
20th	+20/+15/+10/+5	+12	+6	+6	Dimensional Warrior

Table: Dimensional Samurai Spells per Day

Level	Spells per Day			
	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	0	—	—	—
5th	1	—	—	—
6th	1	—	—	—
7th	1	0	—	—
8th	1	1	—	—

9th	2	1	—	—
10th	2	1	0	—
11th	2	1	1	—
12th	2	2	1	—
13th	3	2	1	0
14th	3	2	1	1
15th	3	2	2	1
16th	3	3	2	1
17th	4	3	2	1
18th	4	3	2	2
19th	4	3	3	2
20th	4	4	3	3

Loses:

Medium and heavy armor, shields

Mount

Resolve

Mounted Archer

Banner

Greater Resolve

Honorable Stand

Demanding Challenge

Greater Banner

True Resolve

Last Stand

Modifies:

Challenge

Order

Bonus Feats

Gains:

Spellcasting (up to 4th level, abjuration, conjuration, transmutation sorcerer/wizard spells only)

Shunpo

Dimensional Agility

Dimensional Steps

Medium armor

Shunpo Dervish

Dimensional Stride

Dimensional Warrior

New Feats:

Extra Shunpo

You can use your shundo ability more times per day than most.

Prerequisites: Shunpo class feature.

Benefit: You may use your shunpo ability an additional two times per day.

Shunpo Training

You continue your shunpo training as you explore different skills.

Prerequisites: Shunpo class feature.

Benefit: The maximum distance you may teleport using your shunpo class feature is calculated as though your class were 4 levels higher, to a maximum effective dimensional samurai level equal to your character level.

Improved Shunpo

You can teleport greater distances than most.

Prerequisites: Shunpo class feature, shunpo dervish class feature.

Benefit: Your shunpo ability now allows you to travel 5 feet for every dimensional samurai level.

New Samurai Order:

Order of the Lightning Wolf

This order complements the Dimensional Samurai multiclass archetype

Edicts: An order of lightning wolf swears to protect the lives of his allies and friends, even if it will cost him his own. He must protect his allies from harm and strives to constantly improve himself as to better protect and aid his closest friends. In addition he strives to be respectful and honorable towards his elders and superiors.

Challenge: Whenever an order of the lightning wolf issues a challenge, his allies receive a +1 circumstance bonus on melee damage rolls against the target of his challenge whenever they are flanking the target with him. This bonus damage is not multiplied on a critical hit. This bonus increases by +1 for every four levels the order of the lightning wolf possesses.

Skills: An order of the lightning wolf adds Acrobatics and Knowledge (arcana) to his list of class skills. In addition whenever an order of the lightning wolf makes an Acrobatics check to avoid an attack of opportunity, he receives a bonus equal to 1/2 his dimensional samurai level (minimum +1).

Order abilities:

Lightning Speed (Ex): At 2nd level, an order of the lightning wolf's training allows him to move faster than the norm for his race by +10 foot. This applies only when he is wearing no armor, or light armor, and not carrying a heavy load. At 7th level the order of the lightning wolf may apply this bonus while wearing medium armour. Apply this bonus before modifying the order of the lightning wolf's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the order of the lightning wolf's land speed.

Shunpo Strike (Su): At 8th level, when the order of the lightning wolf makes an attack against the target of his challenge, he may, as a swift action, expend a use of his shunpo ability to teleport the target of his challenge up to the maximum distance allowed by his shunpo ability. A successful Will Save (DC 10 + 1/2 order of the lightning wolf's level + Int modifier) negates this effect, but the use of shunpo is still expended.

Dimensional Rally (Sp): At 15th level, when the order of the lightning wolf uses his dimensional steps ability he may bring a number of willing creatures, up to his Intelligence modifier, with him without expending any additional movement. A willing creature may only be teleported with this ability once per combat.