

# Kenshi

(*Wayne Imlach*)

Here is a simple modification to the basic Knight profession for Far East-style swordsmen (samurai and the like). Note it is designed for vanilla Dragon Warriors.

The signature skill of the Kenshi is the 'Agile Defence' - allowing a seasoned warrior to hold his own even if outnumbered dramatically, though at the expense of wearing the heavier armour of Coradian counterparts.

## Attributes & Level Progression

A Kenshi may wear light armour only - basic AF3 or less (armour penalties as a Mystic).

He starts with the 'Quick Draw' (iaijutsu) special ability at Rank 1 in addition to the usual Knight skills.

## Agile Defence

The Kenshi may set aside a number of points of DEFENCE equal or less than his Rank to be applied against every attacking opponent, and may split the remainder against any number of opponents, regardless of numbers or facing.

**Example:** A Rank 5 Kenshi has a DEFENCE of 11. He is surrounded by six bandits. He takes 5 points of his DEFENCE and applies it to each of the attacking bandits. With his 6 remaining points of DEFENCE, he assigns 1 additional point to each bandit, for a grand total of 6 DEFENCE against each individual bandit.

If the Kenshi applies his entire defence against a single opponent, then that opponent cannot score critical hits with their attack roll - only strikes made with skill and finesse can find their mark against a focused Agile Defence.

Agile Defence can only be used when wearing light armour (normal AF of 3) or less.

## Special Abilities

All normal knight special abilities are available to the Kenshi, with the exception of 'Expert Parry' - their combat style and philosophy does not support the refinement of shield techniques.

Kenshi may also choose from the following special abilities:

- Arrow Cutting
- Fight Blind
- Unarmed Combat

These are exactly as the Warlock special abilities of the same name.

## Kensei

When the Kenshi has acquired the following five special abilities (minimum Rank 12), they may attempt to attain Adepthood (see Mystic) and become a Kensei, or 'sword saint'.

- Swordmaster
- Weaponskill: sword
- Disarm Technique
- Main Gauche (nitojutsu)
- Fight Blind

Kensei Adepthood is treated exactly as the Mystic ability and provides the same characteristic changes and additional powers.

*This article first appeared in [Casket of Fays Issue 10](#).*

From:

<https://redruin.org/wiki/> - **Red Ruin Wiki**

Permanent link:

<https://redruin.org/wiki/doku.php?id=professions:kenshi&rev=1704034943>

Last update: **2023/12/31 15:02**

