

Bushi or Samurai (Knights only)

LIVES: 4

WEAPONS: Any combination of Melee Swords, Daggers, and Polearms

SHIELD: None

ARMOR: Up to 4 points

GARB: Must wear a yellow headband

RESTRICTIONS:

A Bushi must accept 1 honor duel per game, if asked (magical or nonmagical)

Bushi can not take any enchantments

1ST LEVEL: +1 life (total of 5)

2ND LEVEL: Self-Heal (1/life, same as Monk ability)

3RD LEVEL: Family Sword or Bow (Long or Short)

4TH LEVEL: Kamikaze (1/game)

5TH LEVEL: Immune to Charms and Controls (Same as Monk ability)

6TH LEVEL: Silk Shirt

FAMILY SWORD: One of the Bushi Weapons is considered Wizard Hardened and Warrior Bladesharp. If the Bushi is separated from his weapon for more than a 100 count he dies (should commit Seppuku).

KAMIKAZE: Bushi must declare at the beginning of any life that said life is their Kamikaze Life. Before deathblow is struck, Bushi must invoke Kamikaze, or else Kamikaze is lost. Bushi then fights for 10 seconds with torso shots having no affect. Note: Limb shots and magic will still affect Bushi during this time. After 10 seconds, the Bushi is DEAD. Note: Fireball, Call Lighting, Siege Weapons, Sphere of Annihilation, Flame Wall, or FireTrap will stop Kamikaze at anytime.

SILK SHIRT: If the Bushi is hit in the Torso by an arrow (excluding Stun and Flame Arrow) they have a 100 count to live. However, if the Bushi is healed before the 100 count is up he will Live normally.