D&D Classes – Sakura Templates



* Barbarian – Barbarians are wild people from the hills and plains and are despised and feared by farmers and town folk. They look to stones as sacred objects of worship, containing the spirits of Kami. These are called Ishigami and are believed to grow over time and even produce child stones (koishgami). Barbarians are able to speak to these stones and tap into their power. Some have even been known to summon the very stones to aid them.



* Bard – Performers in Sakura hold the title of Kabuki. They hold incredible power and influence. They wear the finest clothes, know every ritual and ceremony, and are masters of disguise. A properly trained kabuki will know all five schools of performance: theater, dance, song, poetry, and instruments. Kabuki are highly regarded everywhere they go and allowed passage even into noble courts. They are masters of the tea ceremony, which is considered a religious ritual unto itself.



* Cleric – Gukashu are scholarly monks and tend to temple worship within the large towns and cities. Their serve the greatest of the god figures: Inari (goddess of rice and fertility), Fujin (god of wind), Amaterasu (sun goddess), Tenjin (god of scholarship), Takemikazuchi (god of thunder and swords), and Hachiman (god of war and protection). They channel the divine power of Satori "enlightenment".



* **Druid** - Those who dwell in the forest become one with the powers of nature called **Kami**. Druids Those who walk the path of **Matsuri** become druids. Matsuri is the worship and honor given to the kami and ancestral spirits. Certain women who are considered the purest are called **Miko**. They are deemed worthy to take on the nature of the kami and gradually become kami themselves. These are called **Himegami**, or female kami.



* Fighter – These are all warriors who practice the art of soldiery. Some may even be fallen Samurai, called Ronin, who have no master but who still possess the power of Mushin: "no-mindness," the mental state of forgetting oneself that often accompanies great warriors.



* Monk – Akuso are the "rowdy monks," peasant priests, who serve the lesser gods in secluded monasteries and maintain roadside shrines. Akuso practice ancient forms of unarmed combat fueled by mystical energies of the Satori "enlightenment" and Mushin "no-mind-ness," the mental state of forgetting oneself that often accompanies great warriors.



* Ranger – Those who dwell in the forest become one with the powers of nature called Kami. Those who walk the path of Shinkai become rangers. Kami are believed to be hidden from this world and inhabit a complementary existence that mirrors our own called Shinkai. Rangers tread these paths and have developed the special sight to see through many paths others would consider hidden.



* Rogue – Thieves are wanton criminals that are despised and feared by farmers and town folk. They tend to dwell in the wild, but as masters of disguise they sometimes abide in larger cities as part of established guilds. Those who survive to master their craft eventually learn to walk the **Way of the Shadow**, mastering the arts of invisibility, deception, and lethal techniques of assassination.



* **Paladin – Samurai** are noble warriors bound by oath to serve their noble lord or lady. They channel the power of **Mushin:** "no-mind-ness," the mental state of forgetting oneself that often accompanies great warriors. Those Samurai who serve a deity may also channel the power of **Satori** "enlightenment" just as the priests do.



* Sorcerer – Known as Sons and Daughters of the Dragon, these practitioners of the arcane possess the power of Shingon ("True Word") within their blood. Shingon stresses mysticism and ritual, and seeks to tap into the primal interconnecting powers of the universe.



* Wizard – Known as Onmyōdō, these practitioners of the arcane study Shingon ("True Word"). Shingon stresses mysticism and ritual, and seeks to tap into the primal interconnecting powers of the universe.