

[The character class presented is based upon materials published in Dragon 157 and later modified and synthesized by DC. The above mentioned articles should be consulted for additional information.]

SUMOTORI

When most people think of sumo wrestlers, they envision large, overweight men waddling around a fighting ring. This image leads to much deception. Although sumo wrestlers do carry a great deal of weight, the majority of it is powerful muscle. These men are extremely strong and powerful combatants. The success of a sumotori, however, lies in his quick reflexes as much as his great strength. Although most will agree that a sumo wrestler cannot match a gymnast for speed, the sumotori's reflexes are equally honed. Many sumo matches are decided in the first few seconds.

The sumo wrestler, or sumotori, is a very specialized sub-class of fighter who deals almost exclusively with the martial arts style of sumai. These huge wrestlers practice various disciplines to increase their size, speed and power. Similar to a monk, the sumotori gains special abilities dealing with martial arts as he progresses in level. Although some kensai focus themselves upon a single martial arts style, the sumotori takes this devotion one step further by actually shaping their bodies to match their martial abilities. Unlike most classes, the physical requirements to be a sumotori prohibit the profession to most women and non-humans.

Sumotori start out at least six feet tall and weigh 250 pounds with a leeway of two or three inches and fifty pounds. As the sumotori progresses in experience, his weight increases (usually 25 lbs or more per level), granting him greater resistance to physical attacks and attempts to move him. All sumo wrestlers must meet the minimum attribute requirements of 16 strength, 10 intelligence, 10 wisdom, 12 dexterity and 14 constitution. Sumotori have a -1 modifier on their Social Level and a base honor of 20. Sumo wrestlers may be any non-chaotic alignment, often lawful neutral.

Sumotori, as members of the fighter class, roll a d10 for hit points. Similarly, sumotori fight and make saving throws as other fighter classes although they NEVER gain multiple attacks with weapons unless battling opponents with less than one hit dice in which case a sumo wrestler may strike up to once per level of experience. Sumotori begin play with one weapon of proficiency and gain a new slot every three levels. Weapons learned usually include club, morning star or staff. Sumo wrestlers rarely use weapons and gain only half experience points when fighting with a weapon of any sort. The non-proficiency penalty of a sumotori is -4, although they may use any weapon. Although sumotori may learn additional martial arts, few do so as the use of such skills are treated just as the use of weapons, halving experience points awarded. Sumotori begin play with three non-weapon skills; one must be used to learn the art and philosophy of sumai, sumo wrestling. Usually another skill is expended learning cooking.

Sumo wrestlers may use a shield (although without benefit of their native AC) but never wear armor of any sort. No sumotori will ever resort to such dishonorable tactics as poison or oil. Likewise, although sumo wrestlers may freely use those magic items available to fighters, they will never employ magic of any sort in a shobu. Any deviation from this code immediately results in a loss of honor for the sumotori plus disqualification if he is caught. Because of their training, experience and constant practice of psychological domination (to say nothing of their vast size), sumotori gain a +3 to their psychic duel rolls.

Like monks, sumotori are masters of the martial style they use. As such, sumo wrestlers have the same ability as monks to stun and kill opponents in a single blow. Reviewed, those abilities work as follows: if a sumotori exceeds the number needed to hit an opponent by 5 or more, the opponent must make a saving throw versus paralyzation or be stunned for 1d6 rounds. Furthermore, if a blow successfully stuns an opponent, the sumotori has a percentage chance to instantly slay his opponent. This percentage is equal to the opponent's armor class plus the sumotori's level minus six. The ability to stun and kill opponents this way may only be used on creatures whose base hit dice is less than or equal to the sumotori's level (i.e. 4th level to stun an ogre [4+1 Hd], 8th level to stun a hill giant or illithid [8 Hd]).

Upon achieving 8th level, a sumotori may open a school to train other wrestlers. Such a school will attract 2-5 zero-level sumo wrestlers. Two additional students will arrive to replace each former pupil achieving 2nd level. The profits from the school should be sufficient to meet the sumotori's basic needs.

There are no sumotori above 14th level. Upon achieving this level, sumotori usually retire, having earned the title, yokozuna or grand champion. Sumotori use the same experience progression as kensai.

SUMOTORI TABLE I (abilities by level)

level	d10 Hit Dice	AC	attacks per round	damage	move	stun bonus	special abilities
1	1	8	2	1d6	-1'	+1	Maximum Damage Kiai
2	2	7	2	1d6	-1'	+2	Iron Fist (S 1)
3	3	6	2	1d6+1	-2'	+3	Stunning Slap (VA 1) Strength Kiai
4	4	5	5/2	1d6+1	-2'	+4	Lock Block (L 2) +1 Initiative
5	5	5	5/2	1d6+2	-3'	+5	Hurl (Th 3) Size Large
6	6	4	5/2	1d6+2	-3'	+6	Immovability (M 3) Reduced Damage (-1)
7	7	4	3	2d6	-4'	+7	Incapacitator (L 3) Samurai Fear @ +2 bonus
8	8	3	3	2d6	-4'	+8	Great Throw (T 4) Super Strength Kiai +2 Initiative
9	9	3	3	2d6+1	-5'	+9	Immobilizing (L 4)
10	10	2	7/2	2d6+1	-6'	+10	Crushing Hug (special)
11	10+3	2	7/2	2d6+2	-7'	+11	Iron Skin (M 5) Reduced Damage (-2)
12	10+6	1	7/2	2d6+2	-8'	+12	+3 Initiative
13	10+9	1	4	3d6	-9'	+13	Improved Immovability (special)
14	10+12	0	4	3d6	-10'	+14	

AC is the base armor class of the sumotori when using his martial arts. This is similar to the AC bonus enjoyed by monks. This armor class is not cumulative with bracers of defense. A sumo wrestler's AC can be further modified by dexterity, items of protection, special maneuvers, skills, etc.

Attacks indicates the number of attacks per round the sumo wrestler gets when using his martial arts. As mentioned before, a sumotori gains only a single attack regardless of level when using a melee weapon.

Damage indicates the amount of damage a successful martial attack inflicts.

Move gives a reflection of the speed of the sumotori as well as how hard it is to move him. One half of this penalty (rounded up) is applied to the sumo wrestlers move (thus all sumotori move at a maximum speed of 11"). Any physical attempt to move the sumo wrestler against his will incurs the full movement penalty, including hurls, throws, etc (and even *levitation*, *telekinesis* and the like if the sumotori has something to brace himself with/against). Naturally, any hurl or throw with a net distance reduced below zero results in no damage to the sumotori as the maneuver failed (a net move of zero still inflicts damage as the sumotori is thrown from his feet).

Stun bonus is the saving throw bonus the sumotori enjoys vs stunning attacks. Beginning at 7th level, even if a saving throw is not normally allowed, a sumotori who rolls 20 or more on a d20 (modified by his stun bonus) may avoid being stunned. This ability applies to all stunning attacks, including *power word STUN*, *symbol of stunning* and the like.

Special abilities are those martial maneuvers a sumo wrestler gains as a function of level. These abilities exactly conform to the martial arts special maneuvers indicated. Abilities unique to sumai are explained below. Also in this column are other self-explanatory bonuses a sumo wrestler enjoys as he advances in level.

Maximum Damage Kiai allows the sumotori to automatically inflict maximum damage with an attack. The kiai must be declared before the sumo wrestler rolls to hit. This ability can be used once per level per day of the sumotori.

Strength Kiai grants the sumotori 18/00 strength for one round. This ability can be used once per day per level of the sumo wrestler.

Reduced damage is a modifier to damage received. Each die of blunt/impact damage is reduced by the indicated number. For example, if Hideshi had a -1 damage modifier and was struck by a mace-wielding orc for six hit points, Hideshi would only take five points of damage (6-1 = 5). Any successful attack always inflicts at least one point per die, regardless of this ability. Furthermore, this ability has no effect on edged or piercing attacks. Reduced damage is only effective against hand-to-hand attacks and missile attacks made by physical weapons. This ability offers no defense against magic attacks of any kind, be they *suggestion*, *magic missile* or *firebreath*.

Size large means for good or ill, the sumotori is now considered size large for purposes of damage, saving throws, etc. At this point, the sumo wrestler should weigh at least 350 pounds. Note that size large creatures usually enjoy a saving throw bonus vs the poison of smaller creatures (figure +1 to +4).

Samurai fear allows the sumo wrestler to generate fear just as a samurai, although victims are allowed a bonus of +2 on their roll vs dragon breath.

Super strength kiai gives the sumo wrestler the power to focus his strength to superhuman levels. Beginning at 8th level, this ability grants the sumotori the strength of a hill giant (19) for one round. At 10th level, the sumotori can become as strong as a stone giant (20), while at 12th level, the sumotori has the strength of a frost giant (21). This power can be used but once per day.

Crushing hug is an obscure martial maneuver available only to a few warriors, including sumo wrestlers. A successful hug attacks inflicts 3-30 points of damage (plus strength!). Furthermore, this attack can be continued every round until the victim has broken the sumotori's grip (requiring an attack roll at -4 against the sumotori's regular armor class). A failed attempt at crushing hug incurs no penalty to the sumotori, although this is the only action the sumotori may employ in a given round.

Improved Immovability is the most intangible of sumai special maneuvers, allowing the sumotori to resist any attempt to move him, even if he has no leverage, purchase or contact with the world around him. With this ability, the sumo wrestler merely declares he doesn't wish to move and double his full movement penalty is applied to whatever force is attempting to move him. Sumotori with this power are effectively immune to telekinesis and levitation from any but the most powerful of divinities.