



Legend of the Burning Sands

L5R RPG FOURTH EDITION CONVERSION



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basic rules of play

Assume that all skills, traits, advantages, disadvantages and other mechanics that are outlined in LBS and have equivalents in Legend of the Five Rings 4th Edition function as per their printing in Legend of the Five Rings 4th Edition. Additional included Advantages, Disadvantages and skills as follows:

Advantages

- ♦ Fame
- ♦ Hero of the People
- ♦ Magic Resistance: when taken by LBS characters applies only to Sahir and Cokaloi magic and does not apply to Rokugani magic. As an exception to this Yodotai characters may choose select either Sahir and Cokaloi Magic, or Rokugani magic to apply the benefit to when purchasing this advantage.
- ♦ Sensation
- ♦ Silent
- ♦ Tactician
- ♦ Wealthy

Disadvantages

- ♦ Disturbing Countenance
- ♦ Touch of the Void

skills

- ♦ Defense (Shield): With the Shield Emphasis, you double the TN benefit of a shield while in the Full Defense Stance
- ♦ Sincerity
- ♦ Temptation
- ♦ Intimidation (Bugei Skill)
- ♦ Locksmithing (as per LBS)
- ♦ Lore: Theology (formerly Theology)
- ♦ Tahaddi dueling uses the rules for Iaijutsu dueling given in 4th edition

- ♦ Replace the Tahaddi mastery abilities with the mastery abilities given for Iaijutsu. The rank 3 mastery ability applies to readying two tahaddi knives
- ♦ Assassin Ranged Weapons functions as the Ninjitsu skills replacing mastery abilities as appropriate

classes

Assume that the Benefit, Skills and Outfit are the same as in LBS, unless otherwise noted. Assume Integrity is doubled from LBS, unless otherwise noted.

medinaat al-salaam

SOLDIER OF THE CITY GUARD (WARRIOR)

Integrity: 5.5

Skills: Lore: Law in place of Horsemanship.

RANK 1 – TRAINED FOR WAR

Add your Class Rank to rolls that attempt to sway your mind from your duties (this includes Fear Rolls and many Contested Social Rolls such as Intimidation or Temptation). Subtract your Class Rank from your Wound penalties. When attacking using a Class Skill, if you spend a Void Point to enhance the roll, you gain a +2k1 bonus instead of the usual +1k1 bonus.

RANK 2 – STRIKE WITH FURY

You receive a +1k0 bonus to Initiative Rolls. You receive a +1k0 bonus to Attack Rolls while in the Full Attack Stance.

RANK 3 – IMPLACABLE FOE

Choose any one weapon skill you possess: you receive a free Emphasis of your choice in that skill. When attacking with a melee weapon for which you possess the relevant emphasis you may make attacks as a Simple Action.

RANK 4 – INSTRUMENT OF THE CALIPH

Add twice your Class Rank to rolls that attempt to sway your mind from your duties (this includes Fear Rolls and many Contested Social Rolls such as Intimidation or Temptation). When spending Void to reduce damage any remaining wounds incurred from that strike are not applied until the Reactions Stage of the current round.

RANK 5 – THE SUBLIME WARRIOR

You may spend a Void Point to negate all TN penalties for one round, including Wound penalties. When spending a Void Point to increase your Armor TN or to add to your Initiative score (see the book of Earth) the benefit is increased by 5.

FREE SAHIR (SAHIR)

Integrity: 4.5

TECHNIQUE: SELF-TAUGHT SORCERER

You receive a +1k0 bonus to your Initiative Rolls for each rank you possess in this Class. When learning magic, you do so in the same manner as a Qabal Summoner (see below). However, you may only learn or improve 2 Disciplines at each Insight Rank, rather than 3.

DAHABI ENFORCER (WARRIOR)

Integrity: 2.5

RANK ONE: MOONLESS NIGHT

You gain a +1k0 bonus to Attack and Damage Rolls while in the Full Attack Stance. Your penalties for fighting in poor visibility conditions and in areas of difficult terrain are halved, round down.

RANK TWO: DANGEROUS MANEUVERS

You gain +1k1 bonus to all Contested Strength Rolls and +1k0 to all Damage Rolls during a grapple. Opponents suffer a -1k0 penalty to all of their Skill rolls for each ally of theirs which you have reduced to the Down or Out Wound ranks in the current skirmish. Opponents only suffer the highest dice penalty when facing multiple Dahabi Enforcers, the effect of penalties from several enforcers using this technique is not cumulative. Mindless enemies or those immune to Fear ignore this effect.

RANK THREE: SHOW OF FORCE

When attacking unarmed or using weapons with the Warrior keyword, you may make attacks as Simple Actions.

RANK FOUR: BITTER SHADOWS

You now gain +2k2 to all Contested Strength Rolls and +2k0 to all Damage Rolls during a grapple replacing the benefit gained at Rank 2.

RANK FIVE: FINAL STRIKE

Once per skirmish you may spend a Void Point in order to take a Complex Action or Simple Actions as normal while in the Center Stance. You gain the benefits of Center Stance during this round in addition to the round following the adoption Center Stance, in addition you gain +0k2 to all Damage Rolls while in the Center Stance and the round following the adoption of Center Stance.

DAHABI BARGAINER (SAHIR)

Integrity: 1.5

TECHNIQUE: PENETRATING WORDS

When casting a Control spell you may spend a Void Point to add a number of hours to its Duration equal to your Rank in this Class. You receive a +1k1 bonus to Contested Rolls bargaining with Jinn for services.

DAHABI MERCHANT (DIPLOMAT)

Integrity: 4.5

RANK ONE: MASTER OF THE SUBTLE FLOW

You receive a +2k0 bonus to all Commerce Skill Rolls. You receive a +1k0 bonus to Contested Sincerity and Temptation Skill Rolls. You may purchase the Wealthy Advantage for one point less (minimum 1). You may purchase this advantage with Experience Points during play as normal.

RANK TWO: UPSTANDING CITIZEN

If an opponent declares any Raises on a Contested Commerce, Sincerity or Temptation Skill Roll initiated against you, you gain +2k0 to your roll.

RANK THREE: AN EYE FOR A DEAL

When spending Void Points on non-Weapon Skill Rolls, you add your Class Rank the total of the roll. Anyone with the Greedy Disadvantage can not explode or re-roll any of their dice in Contested Social Rolls against you.

RANK FOUR: SILVER TONGUED DEVIL

A number of times per session equal to your Class Rank, if you have failed a Sincerity Social Skill Roll, you may re-roll it as a Commerce Social Skill Roll instead. You must take the results of the Commerce Roll. You may negate the benefit of an opponent's Irreproachable or Clear Thinker Advantages when making a Contested Social Roll against them. When purchasing new ranks in the Wealthy advantage during play, the gain in Copper is doubled. This is cumulative with the rank 1 technique of this class.

RANK FIVE: MERCHANT KING

When making an uncontested Social Skill Roll for which you call no Raises, you gain +5k0 to the roll.

QABAL AGENT (DIPLOMAT)

Integrity: 1.5

RANK ONE: NO ONE OF IMPORT

You learn a Mastery level 1 Control Spell, which you may cast with subtlety without making the usual Awareness / Stealth Roll. Your Qabal Agent Class Rank counts as ranks of the Sahir School for determining your ability to cast Control Spells. Opponents suffer a -1k0 penalty on all rolls to determine if you are lying.

RANK TWO: A GOOD EXCUSE

The TN of rolls made to determine your Integrity or identity are increased by a further 10 (this is cumulative with the effects of the Bland Advantage). You gain a +2k0 bonus to all Sincerity (Deceit) Rolls.

RANK THREE: UNASSAILABLE REPUTATION

You learn a Mastery level 1 or 2 Control Spell, which you may cast with subtlety without making the usual Awareness / Stealth Roll. You gain a +1k0 bonus to all Contested Social Skill Rolls you do not initiate.

RANK FOUR: THE ORDERED BOLTHOLE

You gain a +2k0 bonus to all Stealth Rolls. You may spend an amount of time determined by the GM (hours for a small crime scene, hours to days for a small building) to conceal evidence at a scene or to make a building more inconspicuous. Once this is done, anyone making an Investigation Roll on the scene or to identify the building or find evidence suffers a -Xk0 penalty to their Roll, where X is your Class Rank.

RANK FIVE: PILLAR OF THE COMMUNITY

You learn a Mastery level 1, 2 or 3 Control Spell, which you may cast with subtlety without making the usual Awareness / Stealth Roll. You learn a Mastery level 1, 2 or 3 Blessing or Curses Spell, which you may cast with subtlety without making the usual Awareness / Stealth Roll. You may select spells for which you do not have the previous ranks. When an opponent is making an Investigation Skill Roll against you, you may spend a Void Point to prevent their dice from exploding.

QABAL SUMMONER (SAHIR)

Integrity: 2.5

The TN of spells is calculated in the same manner as in 4th Edition L5R.

TECHNIQUE: THE CRUCIBLE OF KNOWLEDGE

At Rank one and each Class Rank thereafter, the Summoner chooses 1 type of spell (such as Jinn or Death) that they know. They function as if they possess a skill emphasis when making Spell Casting Rolls for that type of spell. Select one discipline; you gain a +1k1 bonus when casting spells of that discipline.

Discipline of Summoning Spells

Jinn, Level 3: The Jinn may roll its Void against a TN equal the result of your Spellcasting Roll to avoid being banished.

Implements, Level 2: You must touch an object to banish it (counts as the disarm maneuver if used on a held weapon)

Implements, Level 3: This spell requires full concentration and uses the caster's Air Ring in place of whatever physical traits would normally apply.

Discipline of the Celestials Spells

Farsight, Level 1: Grants a +3k0 bonus to the total of any sight-based Perception Rolls.

Astrology, Level 1: Additional clues can be had for 2 Raises each (as Raises are more difficult to get in 4th Ed.).

Discipline of Black Magic Spells

Ghul Creation, Level 3: Treat this as a Contested Roll of the Sahir's Earth / Sahir Rank vs. the Ghul's Insight Rank/Earth. It should be noted that Ghul Lords and intelligent ghul possess insight ranks.

Death, Levels 1 & 3: Damage is based on Ranks in Sahir Classes, not Insight Rank.

Discipline of Control Spells

Influence, Levels 1 & 2: These both require Contested Rolls of the Sahir's Water / Sahir Rank vs. the target's Willpower / Insight Rank.

Illusions, Level 3: Requires a sympathetic-magic link to the target (lock of hair, blood, item of importance, etc.) so that it can't be used on someone the Sahir has merely heard of.

ashalan

New Advantage

Khadja of the Council (5pts) [Granted]

DR: 1k4, used with the Polearms skill, grants +1k0 to Attack Rolls

Crysteel Equipment

Ashalan may purchase Crysteel equipment using the Inheritance Advantage. (Use the rules for Crysteel in LBS).

THE BLOOD-SWORN (WARRIOR)

Integrity: 5.5

RANK ONE: BLESSED BY THE CRYSTAL

You may pass impressions and emotions to others who possess this technique within 500' without speech. You may also sense the position of such others within 500' if they wish to be sensed. You add your Class Rank to

the total of all Rolls to resist Fear, the Intimidation Skill, the Temptation Skill and all other effects or Skill Rolls intended to prevent you from defending your people.

RANK TWO: YOUR BLOOD IS MY BLOOD

A number of times per round equal to your Class Rank, you may absorb an amount of damage up to your Stamina + Insight Rank taken by an ally within 50', transferring those wounds to yourself.

RANK THREE: FORTIFICATION IN FORM

You gain a special form of Reduction equal to your Earth Ring. This Reduction stacks with the Reduction gained from armor or spells, but also applies (without stacking with other sources of Reduction) to wounds taken from non-physical sources, such as magic or the Rank 2 Technique of this Class.

RANK FOUR: TO FIGHT FOR THE FUTURE

Making an attack is a Simple Action for you.

RANK FIVE: ONE IS NEVER TRULY ALONE

If you are surrounded on three or more sides by enemies, or if you are fighting with no allies within 300' of you, your Strength increases by 5 and you also gain an additional Wound Rank at the Nicked Wound Penalty level. These benefits disappear during the Reactions Stage of the round after which these conditions no longer apply. Any wounds suffered remain however, which may result in greater wound penalties or even death.

CHILDREN OF MIDNIGHT (SAHIR)

Integrity: 4.5

Skills: As the Instruction Skill no longer exists, replace it with Lore: History.

Notes: Only characters with the Children of Midnight class gain the additional discipline mentioned in this class.

TECHNIQUE: WISDOM OF THE STARS

The Sahir gains a Free Raise to spells from the Celestial Discipline. A number of times per day equal to their Class Rank as a Free Action they may switch this Free Raise to any other Discipline they wish, but they suffer a -1k0 penalty to Spellcasting Rolls of other Disciplines for the same duration.

HEART-SEEKERS (WARRIOR)

Integrity: 5.5

RANK ONE: TRUTH IS MY ALLY

You gain a +2k0 bonus to all rolls involving finding something hidden or concealed, and against effects (mundane or magical) which would alter or mislead your perceptions.

ASHALAN PCS

At the GM's discretion, Ranks in this class may count as Ranks in other Classes or Schools which perform magic, where the Ashalan has had a chance to study said magic. Sahir of this variety should be ancient and high Insight Rank and therefore are usually not suitable as PC's. Most PCs taking Ashalan Classes are expected to be dominated humans who have been inducted into the Ashalan to protect and serve the diminished race. Given the powerful classes of the Ashalan, even these should be rare.

RANK TWO: DILIGENCE IS THE BEST TEACHER

You gain a Free Raise to all Perception or Awareness based rolls.

RANK THREE: ONE MIND, ONE ACTION

You gain a bonus equal to 2 x your Rank in this Class to your Armor TN. When targeted by a spell, you may make an Intelligence / Spellcraft Roll vs. a TN equal to the Spellcasting Roll to avoid the spells' effects. If sufficient cover is available, you may instead make the roll using Agility / Stealth (Sneaking) to hide from the effect.

RANK FOUR: BANE OF THE HEARTLESS

Making an attack with an Ashalan Weapon is a Simple Action for you. You may make a special attack requiring 3 Raises; in addition to the normal damage from this attack, your opponent must succeed at a Void Roll vs. a TN of 5 x your Insight Rank or suffer a +30 TN penalty to all Skill or Spellcasting Rolls and have their Water Ring reduced by your Rank in this Class (to a minimum of 1) for a number of rounds equal to your Rank in this Class.

RANK FIVE: MY WILL IS MY FORTRESS

All Spells, Skills or other effect (such as Fear) that would affect your mind have their TN increased by 5 x your Insight Rank, or you gain a bonus of the same size to resist the effect as the GM determines is appropriate. If you ever find a Khadi's heart, you are utterly unaffected by that Khadi's magic while you hold it.



ASSASSINS

ASSASSIN SLAYER (NINJA)

Integrity: 1.5

Skills: Replace Underworld with Lore: Underworld.

RANK ONE: ALL SHADOWS WALK IN THE LIGHT

You gain a +1k0 bonus to all Acting, Sincerity (Deceit), Etiquette and Stealth Rolls. You gain +1k0 on Damage Dolls against opponents unaware of your presence.

RANK TWO: RITE OF ASSASSINATION

At the beginning of each day, you may nominate a target as subject to your Rite of Assassination. You gain a bonus to your Armor TN equal to your Ranks in the Stealth Skill, and this bonus is doubled against the target of your Rite of Assassination while facing him in combat or in Tahaadi Duels.

RANK THREE: LET HIM BLEED

Attacking a lone opponent or the target of your Rite of Assassination is a Simple Action for you.

RANK FOUR: BLOOD CALLS FOR BLOOD

When facing a lone opponent or the target of your Rite of Assassination, you gain a bonus to all Attack and Contested Rolls equal to your Stealth Skill, and your Raises on Attack Rolls are no longer limited in any way.

RANK FIVE: SWIFTER THAN LIFE ITSELF

Once per day when ambushing an opponent, facing a lone opponent or facing the target of your Rite of Assassination, you may switch your Initiative Score with your opponent's at the end of the Initiative Stage.

ASSASSIN KEEPER (NINJA)

Integrity: 1.5

RANK ONE: THE KEEPER'S COURAGE

You gain a +1k0 bonus to all Rolls involving the Perception Trait. When inflicting Wounds to an opponent, you may ignore half of their Reduction rating (round up).

RANK TWO: THE KEEPER'S JUDGMENT

When attacking an opponent, you may choose to disable them rather than wound them – dealing no damage, but inflicting the Dazed Conditional Effect on them instead.

RANK THREE: THE KEEPER'S JUSTICE

Making an Attack which does not inflict damage (such as the Rank 2 Techniques of this Class or initiating a grapple) is a Simple Action for you. If you make an attack as a Complex action and miss your opponent you

may immediately attack using the Rank 2 technique as a Free Action.

RANK FOUR: THE KEEPER'S ART

The difficulty of resisting all Conditional Effects (including gaining control in a Grapple) you inflict is raised by an amount equal to twice your Class Rank. When attacking a Dazed opponent you may make 1 Raise on your Attack Roll. If your attack is successful that opponent is Fatigued until the end of the Skirmish (multiple applications of this technique are not cumulative).

RANK FIVE: BY THE FORCE OF WILL ALONE

When adopting the Full Defense Stance you may choose one opponent: they must spend two Void Points in order to declare an attack against you. When adopting the Full Attack Stance you may spend a Void Point and choose one opponent: your Attack Rolls against them ignore all bonuses to their Armor TN that they gain from Stance, Skills, Mastery Abilities, Spells, Kiho or Techniques.

ASSASSIN DUELIST

Requirements as per LBS

RANK ONE: THE TIGER CLAW CUT

You gain a +2k1 bonus to all rolls while in the Center Stance.

RANK TWO: NO ESCAPE

You learn the secret rituals of the Mountain to undertake the Dance of a Thousand Knives. Treat this as the Spinning Blades style Kata from L5R 4th Edition (page 261).

RANK THREE: THE FINAL STRIKE

You may spend any amount of Void to enhance Damage Rolls during a Tahaddi Duel.

ra'shari

RA'SHARI KNIFE-FIGHTER (WARRIOR)

Integrity: 3.5

RANK ONE: THE ENDLESS DANCE

You gain a bonus to your Armor TN equal to your Perform (Dance) Skill when not in heavy armor or similarly encumbered (GM's discretion). You gain a +1k0 bonus on Initiative Rolls.

RANK TWO: FLASHING TALONS

You may throw knives accurately (without TN penalty) up to 60'. You gain a +1k0 bonus to Damage Rolls with bladed weapons.

RANK THREE: THROUGH THE CRACKS

If fighting unarmed or wielding only knives, the Extra Attack maneuver only costs 3 Raises. You gain a further +1k0 bonus to Initiative Rolls (+2k0 in total).

RANK FOUR: TWO KNIVES, TWO WOUNDS

Making attacks with a knife or an unarmed strike is a Simple Action for you.

RANK FIVE: STRIKE TO SLAY

When attacking with a knife or unarmed strike, you may spend a Void Point to add +1K1 to the Damage Roll. You gain a further +1k0 bonus to Initiative Rolls (+3k0 in total).

RA'SHARI TRADER (DIPLOMAT)

Integrity: 2.5

Skills: replace Underworld with Lore: Underworld

RANK ONE: OPENING OFFER

You gain a +1k0 bonus to Sincerity, Temptation and Commerce Rolls. You may make a Contested Temptation (Bribery)/Awareness against an opponent's Etiquette/Awareness in order to determine a single material item the subject wants. When buying from another Ra'Shari Caravan, you only need pay 75% of the normal price.

RANK TWO: ACQUIRING THE GOODS

You gain a +1k0 bonus on all Courtier, Etiquette and Lore: Underworld Rolls.

RANK THREE: MAKING THE DEAL

You receive a further +1k0 bonus to Sincerity, Temptation and Commerce Rolls (+2k0 in total). If you satisfy an NPC's material wants, you may halve the XP cost of purchasing them as an Ally (GM's discretion).

RANK FOUR: EXPEDIENCY IS IMPORTANT

You gain a further +1k0 bonus to all Courtier Etiquette, and Lore Underworld Rolls (+2k0 in total). When waiting for goods to be shipped to you, you only wait 75% of the time.

RANK FIVE: THE PERFECT SUPPLIER

You receive a further +1k0 bonus to Sincerity, Temptation and Commerce Rolls (+3k0 in total). If you spend 20 minutes in conversation with someone and succeed at a Contested Temptation (Seduction) Roll vs. the Target's Awareness / Courtier, you may learn all of the Target's material desires. If you know a target's material desires you can make a Contested Commerce/Awareness Roll against their Etiquette/Willpower to convince them that you can satisfy their material wants at a reasonable price and promise to deliver those goods at a specified time. If you do so you may gain them as an Ally at no cost until the promised goods arrive at the specified time (assuming the goods arrive at all). The GM is the arbiter of what constitutes a reasonable delivery

time. Misuse of this technique has given the Rashari the reputation that they have today, wise traders would do well to leave friends behind rather than disappointed enemies.

RA'SHARI DIVINER (SAHIR)

Integrity: 3.5

TECHNIQUE: THE WHISPERS OF THE SONG

You may add your divination skill to the result of all Lore skills Rolls.

COKALOI OF DUSK

Propriety

Area of Effect: 2 persons or animals, +2 targets per Raise.

Above Reproach

The Diviner may concentrate on the spell spending a Simple Action every turn to maintain the illusion, if he does so the illusion is perfect and cannot be broached short of magical means. Otherwise anyone searching for suspicious behaviour or the like who views the area may still become suspicious if they succeed at a roll using their Willpower / Insight Rank (keeping willpower) vs. a TN of the Diviner's Spellcasting Roll to create this effect.

This is Reasonable

Those hearing the Diviner may avoid this effect if they succeed at a roll using their Willpower / Insight Rank (keeping willpower) vs. a TN of the Diviner's Spellcasting Roll to create this effect.

Your Heart is in My Hands

The target may avoid this effect if they succeed at a roll using their Willpower / Insight Rank (keeping willpower) vs. a TN of the Diviner's Spellcasting Roll to create this effect.

senpet

SENPET LEGIONNAIRE (WARRIOR)

Integrity: 4.5

RANK ONE: DIVINE INSIGHT

You add your Lore: Theology skill to the benefit gained from assuming the Center Stance and to your Armour TN while in the Center Stance. You gain +1k1 to all Hunting (Survival) Rolls in the desert.

RANK TWO: DIVINE STRENGTH

You may spend one Void Point to roll an additional +1k1 damage with any weapon.

RANK THREE: DIVINE RETRIBUTION

You may make attacks as a Simple Action instead of a Complex Action while using weapons with the Senpet keyword.

RANK FOUR: THE GODS PROTECT ME

When assuming the Center Stance you may spend a Void Point to gain +20 to your Armor TN. This effect ends at the start of the Reactions Stage during which it was activated and thus does not apply during the Strike Stage of a duel.

RANK FIVE: THE GODS GUIDE MY HAND

Once per skirmish you may spend a Void Point to gain +4k1 to Attack Rolls for one round.

SENPET CHARIOTEER (WARRIOR)

Integrity: 4.5

RANK ONE: RIDE INTO BATTLE

When spending Void to increase your Armour TN you gain an additional bonus equal to your Lore: Theology Skill Ranks. While mounted on a chariot you gain a bonus of +1k0 to your Initiative Rolls.

RANK TWO: SWIFT VOLLEY

If you take 2 Simple Actions to move your full movement in a round while mounted on a chariot or in the Full Attack Stance, enemies in the Full Attack Stance cannot attack you, and spells cast against you suffer a +5 TN penalty to their Spellcasting Roll.

RANK THREE: SPEED IS MY ARMOR

While mounted on a chariot or in the Full Attack Stance you may make attacks as a Simple Action instead of a Complex Action.

RANK FOUR: RUTHLESS ADVANCE

While mounted on a chariot or in the Full Attack Stance you may spend a Void Point to gain +3k0 to all Attack Rolls you make until the next Reactions Stage.

RANK FIVE: DEADLY STRIKE

Once per skirmish, while mounted on a chariot or while assuming the Full Attack Stance, you may spend a Void Point as a Free Action to roll additional damage dice equal to your Lore: Theology Skill on all Damage Rolls until the Reactions Stage at the end of the round.

yodotai

Advantages: As per LBS

Yodotai gain +1 Strength at Character Creation and may purchase the Magic Resistance Advantage for 1 point less.

YODOTAI LEGIONNAIRE (WARRIOR)

RANK ONE: TORTOISE FORMATION

You do not receive penalties to your Attack Rolls as a result of carrying any type of Yodotai shield. You receive a bonus to your Armor TN equal to your Insight Rank while using a scutum in the Full Defense Stance. As a Free Action you may spend a Void Point to grant this bonus to all allies using scutum in the Full Defense Stance within 10' for a number of rounds equal to your Class Rank.

RANK TWO: IN CLOSE QUARTERS

In any round in which you switch from the Full Defense Stance to the Full Attack Stance you gain +1k0 to your Attack Rolls. As a Free Action you may spend a Void Point to grant this bonus to allies within 10' wielding a gladius who have changed from the Full Defense Stance to the Full Attack Stance this round.

RANK THREE: DEADLY STRIKE

You may make attacks with Yodotai and Warrior weapons as a Simple Action.

RANK FOUR: WEDGE FORMATION

While you are in the Attack Stance you gain Reduction equal to your Class Rank. If you make an attack as a Complex Action against an opponent in the Full Defense Stance you may ignore the benefit to their Armor TN from Full Defense, instead calculating their Armor TN as if they were in the Attack Stance.

RANK FIVE: WITH MY BROTHERS

You no longer need to spend Void to grant the benefits of your Rank 1 and 2 Class Techniques to your allies and the range of the benefit is extended to 30'. All allies wielding Yodotai weapons within 30' also add +1k0 to their Damage Rolls. This bonus is not cumulative with additional rank 5 Legionnaires present within the same radius.

YODOTAI MERCENARY (DIPLOMAT)

RANK ONE: IMPORTANCE OF SPEED

You reduce the TN penalties associated with carrying a shield by an amount equal to your Class Rank. You may move as if your Water Ring was 1 Rank higher.

RANK TWO: STRANGER IN A FOREIGN LAND

You gain a +1k0 to Battle, Intimidation and Courtier Rolls. If you pose a hypothetical scenario to an opponent after 5 minutes of conversation you may make a Contested Courtier (Manipulation)/Awareness Roll against them to determine what tactics they might use to solve such a situation.

RANK THREE: UNFRIENDLY GLARE

You may make attacks with Warrior and Yodotai weapons as a Simple Action.

RANK FOUR: COMBAT DIPLOMACY

You may make a Contested Battle / Perception Roll against an opponent's Sincerity / Awareness as a Simple Action to determine one of their Advantages or Disadvantages. You may spend a Void Point on first meeting someone to gain a Free Raise on any rolls to gain their favor or make a good impression for the next 24 hours.

RANK FIVE: HOPLON BASH

You may use your shield to perform an attack as a Complex Action while in the Full Defense Stance. Roll your Agility/Brawling (Shield Bash) against a target's Armor TN, if successful you inflict damage with your shield as a 1k2 melee weapon. The target of a successful shield bash is also subject to a Knockdown Maneuver and must roll to resist Knockdown as normal.

YODOTAI BESERKER (WARRIOR)

Requirements as per LBS

RANK ONE: DEADLY STRIKE

While in the Full Attack Stance you gain +2k0 to all Damage Rolls with a Yodotai weapon. You may make an attack as a Complex Action in order to Daze your opponent in addition to any normal damage.

RANK TWO: AURA OF POWER

While in the Full Attack Stance all allies within 30' gain +1k0 to Damage Rolls with a Yodotai weapon. The benefit of multiple Berserkers within 30' applying this Technique is not cumulative. While in the Full Attack Stance you gain Reduction equal to your Berserker Class Rank.

RANK THREE: KILLING BLOW

While in the Full Attack Stance you may spend a Void Point to gain +5k0 to all Damage Rolls for one round.

jackals

JANI (WARRIOR)

Skills: Replace 'Sleight of Hand' with 'Acting' and 'Lore: Jackal Code' with 'Assassin Ranged Weapons'.

RANK ONE: QUICKER THAN THE EYE

You gain a +1k0 bonus to all Initiative Rolls. You gain a +1k0 bonus to all Stealth Skill Rolls.

RANK TWO: WHAT THE EYE SEES, WHAT THE EAR HEARS

You gain an additional +1k0 to all Skill Rolls using Perception. When performing the Feint Maneuver using the Knives, Staves or Assassin Ranged Weapons Skills, you add +1k0 to your Attack and Damage Rolls.

RANK THREE: STRIKE QUICKLY, STRIKE TRUE

You gain a further +1k0 bonus to Initiative Rolls, Stealth Skill Rolls, and Perception based Rolls (+2k0 total). You gain a Free Raise when using the Disguise Emphasis of the Acting Skill.

RANK FOUR: SEEN AND NOT NOTICED

Making Attacks with the Knives, Staves or Assassin Ranged Weapons Skills is a Simple Action for you.

RANK FIVE: BLINDING SPEED

When attacking with the Knives, Staves or Assassin Ranged Weapons Skills you may make the Extra Attack Maneuver for only 3 Raises.

NECROMANCER (SAHIR)

RANK ONE: INITIATE OF UNDEATH

You may use the Soul of the Slayer to create Soul Jars. You gain three Mastery Levels of Spells from the Ghul Creation or Death Disciplines. You may cast each spell a number of times per day equal to your Earth Ring.

RANK TWO: MASTER OF UNDEATH AND DEATH

You gain +2k0 on all Contested Rolls involving Willpower. You gain an additional 2 Mastery Levels from Ghul Creation or Death.

RANK THREE: CREATOR OF UNDEATH

You gain +1k0 to Intimidation, Deceit, and Sincerity Rolls and an additional 1 Mastery Level spell from Ghul Creation or Death.

RANK FOUR: LEADER OF UNDEAD

When using Ghul Creation 1, you may make Raises to target additional Undead within range, at a rate of one extra target per Raise called. All Undead under your control gain a +1k0 bonus to Attack and Damage Rolls.

RANK FIVE: AGENT OF DEATH

All Undead created by the Necromancer will do your bidding until dismissed or another Necromancer steals control. Non-necromancers may not take control of your Undead.

KABIR (DIPLOMAT)

RANK ONE: ROTTING THE FOUNDATION

When spending a Void Point to enhance a Low Skill, you gain a +2k2 bonus to the Roll rather than the usual +1k1.

RANK TWO: A HONEYED TONGUE

You gain a +1k0 bonus to all Etiquette, Storytelling, Courtier and Deceit Rolls.

RANK THREE: KILLING WITH SUBTLETY

You gain a +2k0 bonus to all Poison and Sleight of Hand Rolls. You gain the Herbalism Emphasis of the Medicine Skill for free. If you already have this Emphasis, you gain 2 Experience Points.

RANK FOUR: TEARING OUT THE FOUNDATION

You gain a +2k0 bonus to Stealth and Forgery Skill Rolls. You gain 1 Free Raise to any Skill Roll to destroy, disguise or otherwise alter a physical object.

RANK FIVE: JACKAL AMBASSADOR

You gain an additional +1k0 bonus to all Etiquette, Storytelling, Courtier and Deceit Rolls (for a total of +2k0). You may purchase the Perceived Honor Advantage for 1 less Experience Point per Rank. You receive a one-time gain of Experience Points equal to the Ranks of the Perceived Honor Advantage you had (if any) when you learned this Technique.

ebonites

EBONITE TEMPLAR (WARRIOR)

RANK ONE: TAPPING THE INNER STRENGTH

When facing an opponent with lower Integrity you roll an additional +1k0 on all Attack, Damage and Social Skill Rolls.

RANK TWO: BY THY WILL

During the Reactions Stage at the end of the round you may spend a Void Point to increase your Initiative score as if it was the beginning of the round. This increase lasts until the end of the skirmish.

RANK THREE: THE EBON HAND

You may make attacks as a Simple Action when using weapons with the Warrior or Ebonite Keywords.

RANK FOUR: BY WORD OR BY SWORD

You may spend a Void Point to gain additional rolled dice equal to your half your Integrity (round down) on a single Social Skill Roll.

RANK FIVE: WILL OF THE STONE

You may spend a Void Point to ignore all wound penalties (including Down and Out) for the remainder of the skirmish.

MASTER OF WOLVES (PATH)

Technique Rank: 2

Replaces: Any Ebonite School Rank 2

Requirements: As per LBS

TECHNIQUE

When fighting alongside your pack of wolves you may spend Void Points to augment their Attack Rolls. If one of your wolves dies you immediately suffer 5 Wounds that cannot be prevented or reduced in any way.

SAINIKA

In the event that the Way of the Open Hand martial arts systems receives an update, Sainika will be included in that update.



BUT WHERE ARE THE REST OF THE PATHS?

Some of the Paths & Advanced schools in LBS are given as guides for NPCs or adventurous advanced campaigns. Accordingly these have not been updated for 4th edition as the trusty GM can simply use the original printed version, or adapt them as they see fit. Schools which fall into this category include:

The Heartless Khadi: LBS p 102

Sun-riders: LBS p 146

Ashalan Sandsmith: LBS p 148

Ghul Destroyer: LBS p 215

Ghul Hunter: LBS p 215

Avatar of Ten Thousand: LBS p 215

Ebonite Principle: LBS p 279

paths of the free man (optional rules)

The Jeweled City is teeming with millions outside of the factions that vie for control of the city.

These teeming millions can represent interesting character ideas. Naturally, without a faction behind them, they gain no faction advantage, and like the Ronin of Rokugan they have little formal training to speak of. However for those adventurous GMs willing to allow players to rise up from the detritus of Medinat al-Salaam society, here are a few starting Paths that might prove useful.

ALLEY THUG (PATH)

Technique Rank: 1

Benefit: +1 Strength

Class Skills: Brawling, Intimidation, Knives, Stealth, Underworld, any Two Skills

TECHNIQUE: PREDATOR OF THE ALLEYS

Alley Thugs know to strike like the crocodile of the rivers, hitting hard and preventing their prey from escaping. When attempting the Knockdown Maneuver you gain +1k0 to the Attack Roll. Your penalties for fighting in poor visibility conditions and in areas of difficult terrain are halved, round down.

SCHOLAR (PATH)

Technique Rank: 1

Benefit: +1 Intelligence

Class Skills: Calligraphy, Etiquette, Storytelling, Any four Lore Skills

TECHNIQUE: A MAN OF KNOWLEDGE

A man of knowledge knows how to use his knowledge in any situation to support himself. You gain a Free Raise on Lore Skill Rolls. You gain a bonus equal to the number of Lore Skills you possess to all Etiquette and Storytelling Rolls.

STREET RAT (PATH)

Technique Rank: 1

Benefit: +1 Agility

Class Skills: Athletics, Stealth, Slight of Hand, Underworld, Any 3 Skills

TECHNIQUE: MASTER OF THE STREETS

In Medinaat al-Salam, a thief lives and dies by his skills and his knowledge of his quarter of the city. You add +1k0 to Sleight-of-Hand and Athletics Skill Rolls. Choose a quarter of Medinaat al-Salam; when in that

quarter, you roll an additional +1k0 to Athletics, Stealth, Underworld Skill Rolls.

weapons & gear

Medinaat al' Salaam

- ♦ **Longsword** – Keywords: Medium, Warrior
- ♦ **Shortsword** – Keywords: Medium, Warrior
- ♦ **Composite Bow** – Keywords: Large
- ♦ **Light Armor** – As per 4th Ed.

Ashalan

- ♦ **Adiva** – Keywords: Small, Ashalan; DR: 2k1; Skill: Knives
- ♦ **Ashalan Scythe** – Keywords: Large, Ashalan; DR: 1k4; Skill: Unique
- ♦ **Blades of the Blood-Sworn** – Keywords: Medium, Ashalan; DR: 2k3; Skill: Swordsmanship
- ♦ **Falchion** – Keywords: Medium, Ashalan; DR: 3k2; Skill: Swordsmanship
- ♦ **Khadjja** – Keywords: Large, Ashalan; DR: 1k3; Skill: Polearms
- ♦ **Najya** – Keywords: Medium, Ashalan; DR: 3k2; Skill: Unique (Mastery abilities as per the Knives Skill)

Assassin

- ♦ **Choking Cord** – Keywords: Small, Assassin; DR: 1k1 (Grapple only); Skill: Unique (Mastery abilities as per the Chain Weapons Skill)
- ♦ **Kindjal / Sikin** – As per Tanto/Aiguchi
- ♦ **Jambiya** – Keywords: Small, Assassin; DR: 1k1; Skill: Unique (Mastery abilities as per the Swordsmanship Skill)

SHIELDS

Using shields is a normal part of the warfare of many nations of the Burning Sands. However keeping a hold of a shield and trying to attack an opponent whilst staying in an orderly formation is tricky at best.

Wielding any sort of shield confers the TN and Reduction listen in the shield entry, however, shields also use the Wielding Two Weapons rules in L5R 4th Edition (page 141) to determine the penalty that the holder of the shield suffers to all attack rolls. In addition (unlike wielding two weapons) the wielder of a shield also suffers the same penalty to all athletics skill rolls. Unlike wielding two weapons there is little measure of skill in hiding behind a shield, so wielding a shield does not confer the benefits of wielding two weapons listed at page 141. Use the costs listed in LBS.

- ♦ **Sayf-saghir** – Keywords: Medium, Assassin; DR: 2k2; Skill: Swordsmanship
- ♦ **Shortbow** – As per han-kyu

Senpet

- ♦ **Adaga** – Keywords: Senpet, Medium; Armor TN Bonus: +5; Reduction: 2
- ♦ **Large Wooden Shield** – Keywords: Large; Armor TN Bonus: + 7; Reduction 3
- ♦ **Composite Longbow** – As per Yumi, with the Senpet Keyword
- ♦ **Khopesh** – As per Masakari, with the Senpet Keyword
- ♦ **Senpet Chain Shirt** – As per Light Armor
- ♦ **Shamsir** – As per LBS, with the Senpet Keyword

Yodotai

- ♦ **Claymore** – As per Dai-Tsuchi; Skill: Swordsmanship, with Yodotai Keyword
- ♦ **Gladius** – As per LBS, with Yodotai Keyword

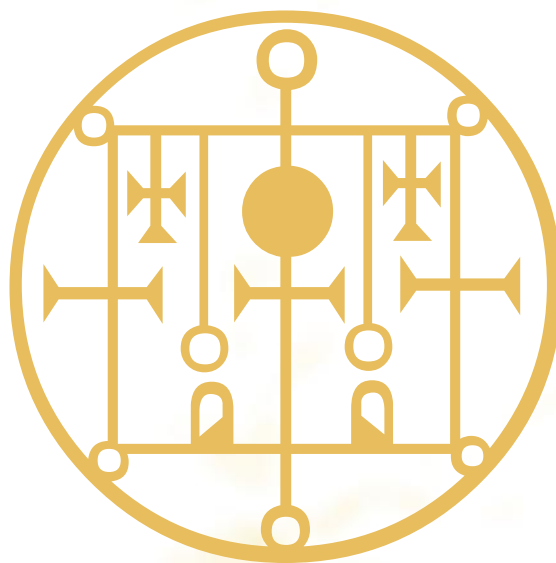
- ♦ **Half-Plate** – As per Heavy Armor
- ♦ **Lorica-Segmentata** – As per LBS, with Yodotai Keyword
- ♦ **Parma** – As per LBS, with Yodotai and Small Keywords
- ♦ **Pilum** – As per Nage-Yari, with Yodotai Keyword
- ♦ **Pugio** – As per Tanto / Aiguchi, with Yodotai Keyword
- ♦ **Scutum** – Keywords: Yodotai, Medium; Armor TN Bonus: +5; Reduction: 3
- ♦ **Yodotai Chain Shirt** – Armor TN Bonus: +7; Reduction: 2; Special Rules: +5 TN penalty to all Rolls involving Agility or Reflexes.

Jackals

Use L5R 4th Edition equivalents.

Ebonites

- ♦ **Ebonite Armor** – As per Light Armor
- ♦ **Ebonite Longsword** – As per Longsword



credits

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