

*Legend of the
Five Rings*



*Trimmerate
Edition*



Foreward

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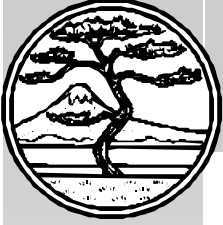
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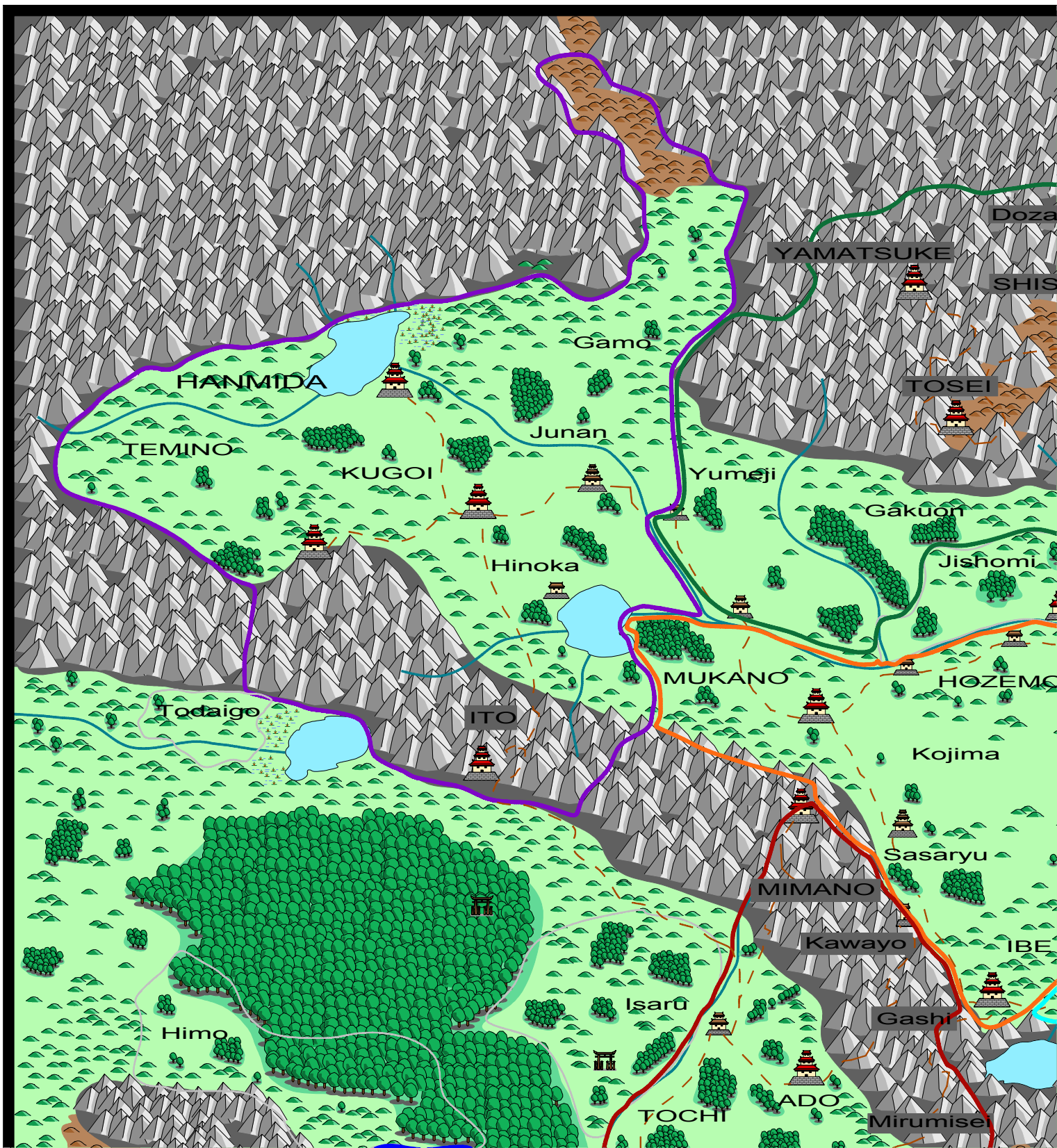
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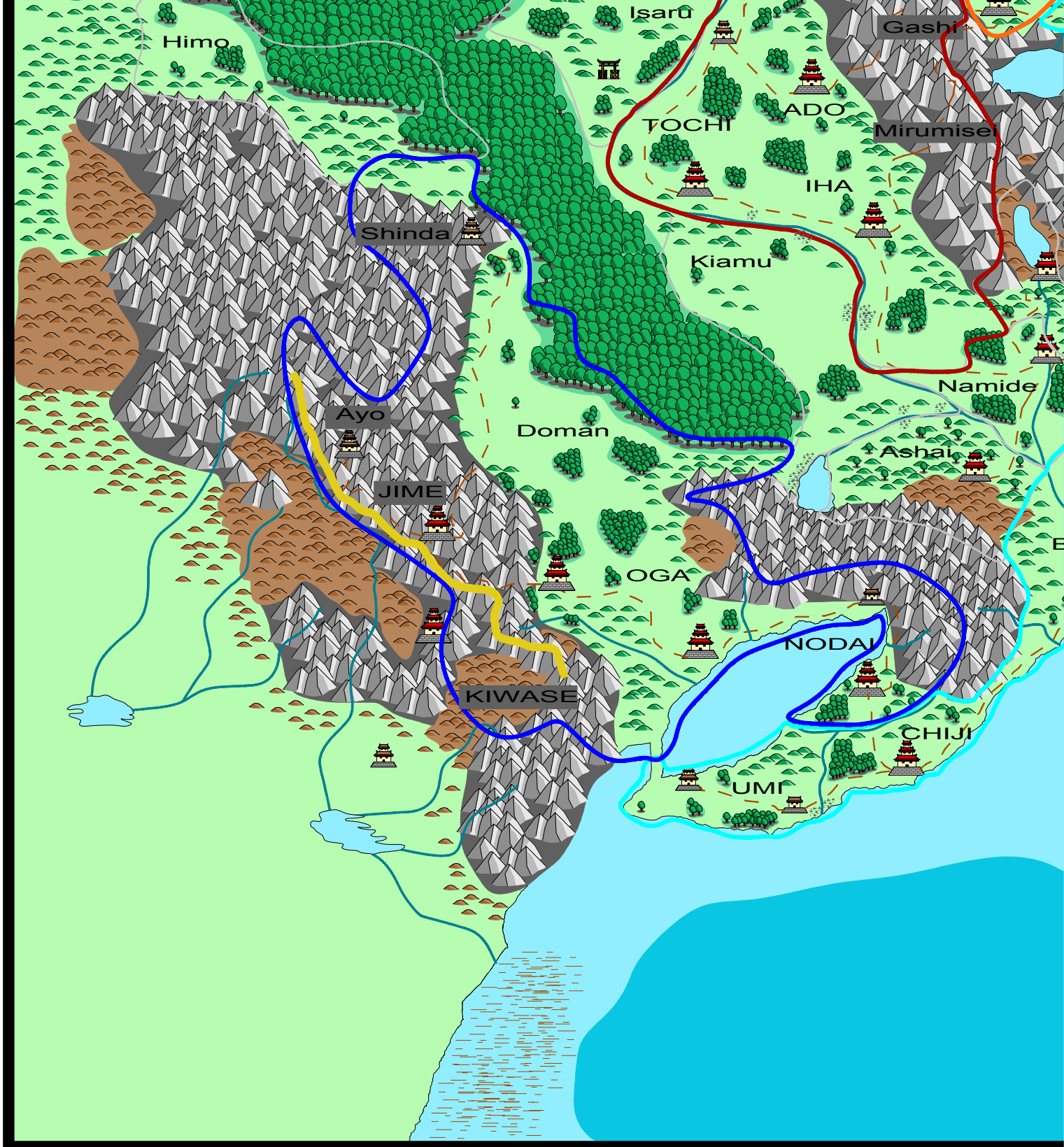






Lands of the Shining Prince

Scale in Miles
0 10 20 30 40 50 60 70 80 90





CHAPTER 1

WELCOME TO ROKUGAN





BEHOLD, THE EMERALD EMPIRE!

This chapter is devoted to a basic introduction to samurai culture with an eye towards the specific details that make up daily life in Rokugan. New players (and even experienced players and Game Masters) are encouraged to read through this section, to get a feel for the ordinary elements that make up the lives of Rokugan's citizens. While Role-playing tends to focus on the more adventurous moments in the characters' lives, a feel for the texture and color of noral society will add a great deal of depth to your play.

BEHAVIOR

The society of Rokugan is a very polite one, and very firmly divided into three strata; your equals, your superiors, and your inferiors. Equals should be treated politely, but not overly so, unless of course you're trying to win their favor. To be addressed as an equal by someone who is in fact your superior is a high honor - and even then, you should continue to address him in a respectful manner, at least in public. Even if your lord or superior officer is also your best buddy, treating him as an equal in front of others will cause him to lose face, and yourself to be branded an ill-mannered lout.

Bowing is the standard gesture of greeting and farewell. The inferior bows deeper and longer than the superior does. The most formal form of bowing most often used at court or when summoned into your lord's presence, is kneeling and pressing one's forehead to the ground. A samurai may also prostrate himself in this manner while making a formal apology, to show his deep shame and respect for the one he has offended.

Showing strong emotions in public is frowned upon, as is making any form of loud noise; the walls are made of paper, so even if you're in your own home, you're bound to disturb someone. Besides, emotional displays run contrary to the stoic ideals of bushido.

Young people and non-bushi have a little more leeway in this, but not much.

There are three forms of polite address commonly used in Rokugan. An equal, or an inferior to whom one wishes to be polite, is addressed as (family name)-san, or (first name)-san if there are many people of the same family present. For a superior, the pattern is the same, except that the suffix is -sama. Finally, one's lord may also be addressed as "tono" ("lord"), or with the suffix -dono after his family name (that suffix can also be used for anyone else of high station or worthy of respect).

When having an audience with an important person, there will be guards present. This does not necessarily indicate a lack of trust, but is simply a normal caution and the preservation of face. Only close family members and hatamoto have the privilege of seeing their lord whenever they want to. Even then, unless your daimyo trusts you utterly, talking to him in private is simply not going to happen. If the treacherous advisor whom you're trying to overthrow is standing right by his shoulder whenever you talk to him, you'll just have to learn to work around that.

The Rokugani are very group-oriented; individualism has little value in this society (though the Dragon Clan embraces it somewhat more than most). Belonging to a social group, whether it is a clan, a family, a squad, a village, or just a gang of ronin banding together is necessary for the individual's well-being as much as for survival. A person who is thrust out of the social order will be pitied; one who voluntarily forsakes society, or flaunts social conventions, is likely to inspire both curiosity and revulsion. Note that becoming ronin, or shaving one's head and joining a monastery, does not necessarily constitute "dropping out".

Gift giving is an integral part of society. It's important to make sure that the gift is appropriate to the receiver; giving a gift that clearly has no thought behind it is an insult. So is giving away something that is beyond the receiver's means of returning, since this places him in your debt. A gift must be offered three times, and politely refused the first two, to give





the giver a chance to show his sincerity.

Honesty is not always a virtue in Rokugan; while bushido teaches complete sincerity, a samurai is often expected to lie to protect his family, his lord or his honor. Thus, one of the greatest gifts a Rokugani can have is the ability to appear absolutely honest even when lying through his teeth.

Bushido is absolutely not the same as Western chivalry. Treating your enemy honorably is not necessarily the same thing as giving him a "sporting chance". Most samurai recognize sabotage, stealth and treachery as integral parts of strategy; after all, if you can cut off your enemy's supplies, attack him unawares, or disrupt his communications, you will have come that much closer to gaining victory for your lord. On the other hand, very few samurai boast of such tactics. That's why the Scorpions are so reviled; not only do they more or less openly admit to winning by treachery, but they use similar tactics even in the more genteel "battlefield" of the courts.

CLOTHING

Peasants' clothes are made of cotton or hemp, while samurai usually wear silk; other than that, the basic Rokugani wardrobe varies little. Men wear a *fundoshi*, a loincloth which wraps around the stomach and up between the legs, under the kimono; women's kimono are longer, and usually worn with a wrap-round underskirt. The cut and width of the sleeves, as well as the length of the garment, determine the exact style - this varies from peasant's garb, which is quite snug and often barely covers the undergarments, to samurai court kimono, which often trail a foot or more on the floor. Kimono have no pockets - instead, personal belongings are tucked into the wide sleeves, or behind the front flap of the garment. Bushi carry a special cord for fastening up the sleeves of their kimono to keep them out of the way before going into battle - a skilled swordsman can do this in seconds. The left side of the kimono is wrapped over the right - *never* the other way around. That's how the dead are dressed. The kimono is

secured with an *obi*, a band of fabric which is wrapped two or more times around the waist. Men's obi are narrow and secured with a simple knot, while women's are wider, often as elaborately decorated as the kimono itself, and is tied up to form a flat bundle (or, on formal outfits, a large, elaborate bow) at the back.

While peasants usually stop with the kimono, and perhaps cotton leggings or trousers if the weather is cold, samurai often wear two-layered kimono, and a variety of outer garments as well. Male samurai usually wear a *kamishimo*, which is a combination of *hakama* (wide trousers, similar to a divided skirt) and a *kataginu*, a sleeveless, side-less vest which exaggerates the shoulders. Alternatively, a *haori* (a short coat) or a *hitatare* (a *kataginu* without the stiffened shoulders, but with sleeves and a decorative string across the chest) can be worn with the *hakama*. *Hakama* are impractical when riding, so a samurai going out on horseback usually wears *kobakama*, a more close-fitting type of trousers. Many Unicorn wear these all the time. The *daimon*, finally, is a huge kimono with very wide sleeves, decorated with oversized versions of the wearer's mon in several places, including on the hem of the sleeves.

In more formal circumstances, high-ranking samurai wear a *kariginu*, a long overcoat with a high, round collar and huge sleeves, which is either worn out or tucked into the *hakama*. Those who really wish to impress onlookers with their style also wear *nagabakama*, similar to ordinary *hakama* but with legs so long that they trail on the floor, making them extremely difficult to walk in. Needless to say, it is all but impossible to move quickly in such clothes, at least not without looking ridiculous; some courtiers claim that the styles were introduced for that very purpose, to limit outbreaks of violence in court. *Eboshi* (cloth caps) or hats are common accessories for samurai. Peasants often wear simple rice hats to keep the sun off their faces, or a *hachimaki* (headband).

Women of high rank wear at least two layers of kimono, and often an unbelted outer kimono, which is worn loosely like a jacket.





This outer garment may be pulled up over the head to serve as a sunshade or umbrella. Court dress is an even more elaborate version of the same thing - during some periods, fashion has demanded that a lady wear no less than twelve layers of kimono! The neckline of a woman's kimono may be altered into a high, elaborate collar, or lowered to show a hint of shoulder or cleavage if the lady wishes to be daring. (Of course, the outfits of certain Scorpion ladies do more than hint...) The sleeves are typically larger than a man's are. Onnamusha wear men's clothing while in the field, and often at other times as well, but there are those (particularly among the Crane and Phoenix) who wear more traditional outfits on formal occasions.

The mon of the wearer's clan and family is often incorporated into the design of most clothes, either as a repeated pattern or embroidered on the back, chest or sleeve.

Footwear for travelers and the lower classes is *waraji*, straw sandals. Samurai often wear *zori* (thonged sandals) instead. *Tabi* (split-toed socks) are worn under the sandals. It is interesting to note that the tabi must go on the correct foot (coming in left and right varieties) while the shoes in most cases may go on either foot (this being the reverse of western socks and shoes). *Geta*, high wooden clogs, are worn in bad weather to keep one's feet out of the mud. At such times, one may also use a paper umbrella or straw raincoat to keep the rain off.

The Rokugani generally do not wear Western-style jewelry, such as rings and bracelets. (The Unicorn do sometimes, but it has not really caught on.) Instead, they wear *netsuke*; elaborately carved toggles, which are slipped into the obi to hold up the cord for the *inro*, a small lacquered box used to hold objects too small to be tucked into the sleeves. Samurai women use combs or pins to hold up their elaborate hairstyles.

Peasants usually wear drab colors, since they can't afford bright dyes. For samurai, formal wear is almost always in clan colors. Otherwise, young people wear brightly colored clothing with elaborate patterns, while older people's clothes have darker, more subdued

colors. White is the color of death, and red the color of birth; during the marriage ceremony, the bride wears white clothes, which are gradually removed to reveal a red outfit underneath. This symbolizes her death to her own family and rebirth into her husband's.

Clothes are made in both winter and summer weights, and everyone switches from summer to winter wear on the same calendar date, as determined by the emperor each year.

HAIRSTYLES AND MAKEUP

Male samurai wear their hair long, and bound up in various styles. Though the classic style, in which the top of the head is shaved and the rest of the hair oiled into a queue, which is folded forward over the crown, is popular, there are a number of other hairstyles. The simplest version is tying the hair into a knot or ponytail at the back of the head. Alternatively, the hair is wrapped with a ribbon so that it sticks out and up, like a brush; with this style, the crown may or may not be shaved. Many helmets have an opening on the back of the head through which the hair can be pulled.

Many Crane samurai dye their hair white, in remembrance of the first Daidoji, while some Lions dye theirs golden. Samurai of the Dragon Clan frequently shave their heads entirely, monk-style, and sometimes decorate their bald pates with tattoos.

Samurai women (and geisha) wear their hair *very* long, either tied into a foxtail or piled up in elaborate braids and loops, secured by combs and pins. For a woman, having her hair cut off is a great mark of shame. Many ladies (and all geisha) also wear a great deal of makeup, primarily face powder and rouge. Pale skin is prized, and even peasant women never expose their faces to the sun if they can help it.

Onnamusha (women who take up the katana as warriors) usually braid their hair while in the field, or use a sleeve-like cloth tube with drawstrings at the ends to hold it in place.





FOOD

Rice is the absolute staple of the Rokugani diet; it's a rare meal that doesn't contain rice in some form. In addition, there are many different kinds of noodles, beans, sweet potatoes, water chestnuts, seaweed, pickles (vegetables are almost never eaten fresh), fruit, eggs, fish and shellfish. Because the taxes are paid in rice, the lower classes frequently eat millet or other grains instead. The Rokugani equivalents of "fast food", often eaten on the road, are *onigiri* (rice balls) and *dango* (millet dumplings).

Only the Unicorn eat red meat regularly; the Five-Fold Path, with its ban on such activities, was not yet universally popular in Rokugan when they left, and most modern-day Unicorn still follow the "unclean" ways of their ancestors in this regard. Samurai of all clans still love to hunt, however, and fowl makes a pleasant addition to the menu. Some even hunt boars or deer, though they don't necessarily eat the prey themselves.

Sake, a sort of wine made from fermented rice, is the most common alcoholic beverage in Rokugan. It comes in dozens of different varieties, and can be served warm or cold depending on type. It is drunk from small, broad cups; in a formal setting, a servant or dining companion pours the drinks. Only a barbarian would drink sake directly from the bottle. There are also several kinds of brandy, *shochu* (like sake, but much stronger) and *uishi*, a gaijin beverage brewed by the Unicorn.

An average meal consists of a bowl of rice, soup, some seaweed or pickled vegetables, and fish. There are no banquet halls as such; food is served in whatever room suits the purpose. Each diner has his own tiny table, and instead of one large plate or bowl there is a small one for each dish. Soup is drunk from the bowl. It's considered VERY bad luck to put your chopsticks in your rice bowl so that they stand up - that's how it's done when you offer rice to the spirits of the dead. Nor should you take up food with your chopsticks and pass it to someone else; that's how the bones of the dead are handled after cremation.

HOUSES

All Rokugani homes have some features in common. First, they are built to be cool in the hot summer months, rather than warm in the winter. Second, they are built of simple materials - wood, thatch or clay tiles, and paper. While this makes them highly vulnerable to fire, they are easy to repair or rebuild in case of earthquakes or other disasters. Because fire is such a serious concern and can spread so rapidly, fire fighters must be able to use the rooftops of buildings to throw water on neighboring structures. As a result all roofs are built with be able support several heavily burdened people with strength to spare. Thatched roofs have a very distinctive appearance because they will often have dozens of flat stones laid on top of them (in lines above the supporting bamboo cross-pieces) to hold the main roofing material in high winds.

A typical samurai home consists of several single-story buildings surrounding a small garden or courtyard. A house is basically a thatched or tiled roof supported by evenly spaced wooden pillars. Living quarters have ceilings and raised floors made of bamboo or wood and covered with *tatami* (mats woven of rush and straw). Tatami are all made to a uniform size (about three feet by six feet) and are a standardized element of design and construction. Rooms are deliberately sized to fit a particular number of mats, and rooms are often described by the number of mats required to cover the floor (a small "3-tatami room" might be an entryway while a "8-tatami room" could serve as a cozy audience chamber). Tatami are always laid so that there are never four corners touching each other. This can lead to some very elaborate patterns on the floor. Other buildings, such as the kitchen, privy and storage houses, have packed earth floors. It's considered terribly uncouth to wear sandals within the living area.

The outer walls are made up of *shoji* screens (sliding wooden frames covered with translucent rice paper) while inner walls are made of *fusuma* (basically the same as shoji, but with paper on both sides). The house is





surrounded by the *engawa* (a raised veranda) which in turn is surrounded by wooden shutters. In bad weather, these keep in the warmth and protect the *shoji*, turning the *engawa* into an enclosed corridor around the exterior of the house. When the weather is warm and dry, on the other hand, both shutters and *shoji* can be slid aside, effectively opening an entire wall to let air and sunlight into the house.

Within the home, there is a reception chamber that houses the *tokonoma* - an alcove in which the family's treasures are placed, along with a wall hanging that is changed according to the season. This room also contains a small altar dedicated to the ancestors. Other rooms may be used for whatever is necessary. The home is sparsely furnished with tables, cushions, and chests, some of which are used for storing futons (sleeping mats), quilts and pillows during the day. Braziers are used for warmth during the winter. One popular variant is the *kotatsu*, which consists of a brazier built into a table, high enough so that one can warm one's feet under it. Some rooms contain folding screens for privacy. Together with movable screens supported by stands these screens allow larger rooms to be divided and rearranged at will. A formal audience chamber will contain a raised dais for the lord to sit on.

A peasant dwelling is usually a single larger building. Few *heimin* can afford ceilings, raised floors, or paper walls; instead, walls are made of wood, or plaster over bamboo. Instead of braziers, there is an *irori* (fire pit) which is used for heating and cooking. Wealthy samurai sometimes build retreat homes and lodges, drawing upon such 'rustic' elements in their design.

Peasants living in cities usually have row houses; the price of the lot depends on its width, since access to the street is of vital importance. Cities are rarely organized by wealth, and full-sized estates may share a block with virtual hovels. Workshops and stores are located in the part of the building facing the street, while the inner part serves as living quarters. Alternatively, buildings may have two stores, with the lower story being shop space and the

upper one devoted to living quarters. Stairs are very steep, and the space underneath them is used for storage, making them look like a pyramid of drawers.

CASTLES

Rokugani castles are most often built on a hill overlooking a plain, a location which is good for defense while still making it relatively easy to procure supplies and control the area's roads and waterways. The castle is usually surrounded by a largish town, which, like all Rokugani towns, is divided into districts; there is a separate area for the merchants, the craftsmen, the farmers, the entertainers and so on. The *eta* have a separate village a little way off from the city proper. Samurai live closest to the castle, sometimes within the outermost ring of moats and earthworks which makes up the first line of defense. Higher-ranking samurai, such as the *daimyo*'s advisors and officers, have quarters within the actual castle compound.

Inside these fortifications, the castle itself is built on a great stone foundation, often two or three stories high. All passages up to the top of the foundation are narrow, allowing no more than two or three people to move up them at a time, and overlooked by gatehouses and watchtowers. Atop it, there is one or more structures of wood and plaster, with interior stone walls as needed for support. The main keep may reach as high as six or seven stories altogether, while outbuildings are usually lower (one or two stories). These are the barracks, for those in the garrison who are bachelors (married samurai are given houses in the town), the private dwellings of the lord and his family, audience chambers, guest quarters, and so forth. Unlike a Western castle, the main tower is not the lord's dwelling; it is simply the final line of defense.

The castle is meant to serve not only as a fortification, but as a display of might and wealth. Thus, great effort is made to make it imposing and pleasing to the eye as well as functional. Elaborately carved gables, ornamental gardens and statues are common





features, at least among the more aesthetically oriented clans; the Lion consider decorations of any kind to be effete, while the Crab tend to go in for the skulls of oni and similar "object lessons".

The castle of a family or clan daimyo is usually much larger than described above, often incorporating several levels of foundations, huge courtyards and gardens, temple compounds and the like. For an example of what such a castle might look like, look for a picture of the Himeji-jo (seen in numerous films and history books).

SWORDS

The wearing of a samurai's two swords has been the subject of a number of learned treatises throughout Rokugan's history, and with good reason. The quality of a samurai's swords, and the way he carries them, is one of the most important clues to his status and personality.

First, it is important to understand that while every member of the samurai caste has a right to wear the dai-sho, very few except for warriors do so. Women generally do not wear swords at all; male courtiers and shugenja, with few exceptions, wear only the wakizashi. Wearing the full dai-sho is a way of announcing to the world that one is a skilled swordsman, and does not need protection in battle or proxies in duels; this is a statement that few non-bushi wish to make.

Secondly, not every bushi's dai-sho is a revered and glorious object passed down through generations of ancestors. In fact, it is far more likely to have been mass-produced by his lord's armorers. This does not mean that the bushi will treat his weapons any less carefully or respectfully, of course... after all, the sword is the soul of the samurai. But most bushi will buy themselves a new sword if they can afford one, and return the old one to the armory. Higher-quality swords are also common as prizes in tournaments, or gifts from a lord to a distinguished retainer. Once a samurai has acquired such a fine sword, he is certain to wear it proudly and pass it on to his heir... and eventually, that sword will become "the honored

blade of my ancestors."

It is perfectly legitimate for a samurai to own several swords, and the choice of which one to use speaks volumes to the perceptive courtiers of Rokugan. A bushi who comes to visit wearing the sword he always carries into battle is saying "I am surrounded by enemies here" while wearing a blade received as a gift indicates a wish to honor the giver. Of course, this all assumes that the bushi in question is known to own several swords.

The way the sword is carried or set down also gives social clues. Low-ranking bushi usually thrust their swords almost vertically through their obi, so as not to bump into someone. Those of higher rank allow their swords to stick out behind them and to the side, clearing a larger "personal space" and indicating that this is someone who expects others to step aside for him. When entering someone else's home, guests who are of lower rank than the host leave their weapons by the door, unless given specific permission to bring them. (It is important to note that permission to bring your sword into someone else's home certainly does not mean permission to use them. If you must spill blood, do it outside.)

When offering a sword to someone else, the edge should always be turned toward you, even if the sword is sheathed. When sitting, swords should be set down to the right, with the hilts pointing away from the host. If they are placed to the left, they are easier to draw, indicating hostility and suspicion, while pointing the hilts toward the host might be interpreted as lack of respect (if you thought he was any good with a sword, would you place yours where he could get at them?). Oh, and it should be pointed out that ALL Rokugani are right-handed (or are trained that way until it is the only way the left-handed character would ever consider holding a weapon). There isn't a single bushi who fights left-handed in the whole Empire. Especially not in the Scorpion Clan.

The sword should be pulled out of the obi with the right hand, using the index finger to hold down the guard. Placing your left hand on the saya, with the thumb on the edge of the





guard, shows mistrust, or the intention to draw the sword.

When travelling, samurai put cover sleeves on the hilts of their swords to protect them. The sleeve also prevents an easy draw. Removing it, or leaving it off altogether, is a sign of aggression. Similar covers exist for all types of weapons.

There are also very strict protocols for how a sword should be sharpened, polished, and displayed. Touching another samurai's sword without permission is a dire insult, and may be cause for a duel. As a result samurai always pass each other to the left, so as to present the least chance of accidentally brushing against another's swords.

SEPPUKU

Samurai commit *seppuku* (ritual suicide) for a number of reasons. Whatever the cause, it is important to remember that seppuku is an honorable death. No matter what the dishonor or inner conflict that drove someone to commit seppuku, it is considered to have been resolved by his death. Any further reprisals against his family or insults to his honor would be dishonorable.

The most common reason for seppuku is to purge oneself of dishonor. In such instances, the samurai has lost so much face or is so ashamed of himself that death is the only way to remove the stain. One might also choose death to resolve a conflict of loyalties, or to avoid capture or a shameful death. A samurai who has been sentenced to death, but whose crimes are not so heinous that they merit the disgrace of an ordinary execution as a commoner, is also allowed to commit seppuku.

Committing seppuku to follow one's lord in death is called *junshi*. This custom is frowned upon in modern-day Rokugan, as it is a waste of loyal retainers. *Funshi* is the act of reproaching another for forcing one to commit seppuku; for example, when one is maneuvered into a situation where every alternative except death would be dishonorable. Finally, *kanshi* is one of a very few ways in which a samurai can

legitimately protest his lord's actions. If he feels that his lord is behaving in a shameful or otherwise harmful way, he can write a letter detailing his grievances, and then kill himself. This is considered one of the highest forms of loyalty.

Samurai women commit *jigai*, which is performed almost exactly like seppuku except that one uses a tanto or other small knife, which is thrust into the throat. Onnamusha, however, have assumed a male role in society perform the same ritual as a man would.

In all but the most extreme circumstances, the person committing seppuku will have a second, a *kaishaku*. Choosing someone to be your kaishaku is a great honor, and implies the highest respect and trust; after all, it depends on the kaishaku if you will die cleanly and honorably, or suffer and perhaps dishonor yourself by showing it. Needless to say, a kaishaku who fails in his duty is seriously dishonored.

In a formal setting, seppuku takes place in a plain room or outside, in front of white curtains. Witnesses are always present. The person committing seppuku wears white clothing, and kneels on a cushion. Before the cushion there is a small table, on which the wakizashi is placed, along with the materials for writing a death poem, and a piece of cloth or sheet of paper with which to wrap the lower part of the wakizashi blade for a better grip. The kaishaku stands behind and to the left of the cushion, with his katana drawn. Water is ladled up from a bucket and poured over both sides of the blade, purifying it and allowing a cleaner cut.

Theoretically, the person committing seppuku is supposed to make two horizontal and one vertical cut in his stomach, the whole forming an "H" shape, before the kaishaku cuts off his head; in practice, the kaishaku will often strike when he seems on the point of screaming or falling over. A quick strike is preferable to such a dishonor.

CHILDHOOD AND SEMPUKU





The Rokugani have not yet invented the number "zero" so a newborn child is in the first year of its life. This means that a person's age can be as much as a full year less than the "official score." Most people celebrate their birthday on New Year's Day: the actual date and time of birth are recorded, but only for astrological purposes.

The child spends its first years in the care of the family. Rokugani children are not "little adults"; they lead carefree and usually quite pampered lives during these years. Of course, all that changes when the child is seven or eight years old. At this time, boys are sent to a school or dojo for training, while most girls begin to learn the duties of a wife.

The gempukku, or coming-of-age, ceremony is typically performed when the child is thirteen to seventeen years of age. The child is expected to show a working knowledge of their profession, as well as family history and tradition; some clans demand that the new adult be able to recite his entire lineage, back to the founder of his family. For bushi, there are tests of courage and endurance as well. The Crab, for example, send their young bushi into the Shadowlands to bring back the head of one of Fu Leng's creatures. The more dangerous the beast, the more respected the new warrior will be.

After completing their gempukku, the new adults are allowed to swear fealty to their clan and lord, and to choose a new name (the name is often chosen earlier, but only becomes official after gempukku).

MARRIAGE

(Note: the wife is not always the lower-ranking partner in a Rokugani marriage - indeed, in matriarchal families such as the Otaku and Matsu this is seldom the case - but to make it simple, this document refers to the "standard model" of such arrangements.)

Every samurai is expected to marry and have children, in order to keep his family strong. The Lion and Crab take this duty especially seriously, because they lose so many bushi in

battle. A marriage is also a good way of strengthening relations between two families, and younger relatives are frequently used as political bargaining chips ("Just to show you that my offer of alliance is sincere, I'll let my sister marry your cousin. That way, we'll be family").

A third party, selected by the parents of the bride and groom-to-be always responsible for arranging marriages. This nakodo (go-between) is also responsible for arranging the marriage ceremony and, for highly-placed couples, the attendant festival and the dowry. Needless to say, a successful marriage broker gains high prestige. While most go-betweens make it a matter of pride to at least try to find a "compatible" mate, the prospective partners themselves have little say in the matter, and "love matches" are exceedingly rare. High-ranking samurai have even less choice than most, since political necessities only become harsher at higher social levels.

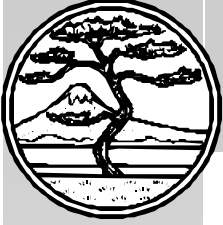
The match may be made while the couple are still children (or even before they are born). The actual marriage usually takes place a few years later, soon after gempukku.

The wife takes the husband's name and goes to live with his family. In theory, this means a total transfer of loyalties to her new family; in practice, the new family member often retains strong ties to her earlier life, and sometimes acts as a permanently placed agent within the new household.

The marriage ceremony is an elaborate affair, presided over by a monk or shugenja, and involving a ritual exchange of sake cups. The bride wears a red outfit with white outer garments that are removed during the ceremony. This is symbolic of her death to her own family and rebirth into her husband's. Only the go-between and the couple's immediate family attend the ceremony.

A feast for the couple and their friends follows the wedding. There are no "honeymoons" as such; after the wedding, the husband is expected to withdraw to some suitable temple for a while in order to reflect on his new status and responsibilities, while the





wife takes up her new duties as keeper of her husband's home and finances.

To make matters even worse, a wife cannot count on being mistress under her own roof. Especially in the case of the eldest son, the young couple often lives with the groom's parents, in which case the wife becomes little more than a servant to her mother-in-law, doing all the heaviest chores but having few of the privileges. The birth of a son makes her burden a little easier, but not much. Of course, for the wife of a high-ranking samurai, little in the way of housework is required. Instead, she takes responsibility for entertaining guests and managing the servants.

For a man, getting a divorce is quite simple: all he has to do is write a document saying that his wife is free of her obligations to him. On the other hand, divorcing one's wife for no apparent reason is a good way to make enemies of her family and generally ruin one's reputation, so such a step is still quite rare. One exception is childlessness; the primary purpose of a marriage is to have children, so unless the samurai in question was fond of his wife he would probably divorce her. Also, the head of the family or the husband's lord has the right to declare the marriage null and void, even against the wishes of the couple.

A wife has no right to divorce her husband on her own initiative, though she might ask him to let her go, ask his lord to dissolve the marriage, or, as a final resort, seek sanctuary in a temple. There are a number of temples and nunneries in Rokugan who will protect such women. Even if the temple authorities cannot get the husband to agree to let her go, the marriage will be dissolved by governmental decree if the woman can remain in the temple for three years.

A divorced wife returns to her family. If she is pregnant at the time, her former husband takes responsibility for the child, provided it is born within nine months of their divorce and the woman has not remarried during that time.

Legally, a husband holds the right of life and death over his wife, their children, and all other members of the household. In practice, just

as with the right of divorce, exercising this right indiscriminately might give one a bad reputation. Of course, if the wife dishonors the family, is caught in adultery, or otherwise incriminates herself, it is the husband's duty to kill her.

NYUO

A samurai is expected to serve his clan until his fortieth year. After this, he is given the opportunity to retire. Some choose to join a monastery and spend the rest of their lives in contemplation, while others only take on lighter duties. In fact, many "retired" samurai, especially daimyo, retain power behind the scenes for many years more, though their official and ceremonial duties are handed over to their heirs.

CONCUBINES, COURTESANS, AND GEISHA

It is the right of the higher-ranking partner in a marriage (not necessarily the husband, as previously noted) to visit teahouses, or otherwise find "entertainment" outside of the home. (And yes, there are male geisha and courtesans in Rokugan.) A samurai may also take a concubine - an official partner who is provided for in the same way as a wife, though she does not have the same privileges (control of household funds, etc.). Concubines may be former geisha, samurai women (though usually from the lower ranks) or even peasants. Since such a relationship is less formal than a marriage, there is less need to be concerned about the political and social aspects, so a samurai is more likely to love or desire his concubines than his official wife. Children born to concubines are legitimate and eligible for inheritance.

As is often noted, geisha are not prostitutes. They are highly respected entertainers, trained from a very early age in the fine arts of music, poetry, dance, conversation and the tea





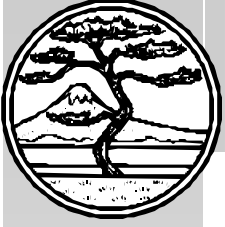
ceremony. A geisha is still allowed to sleep with a client if she wishes, but he may never insist on it, and in fact many geisha feel that they have failed if they cannot satisfy a client's desires in other ways.

Apart from entertaining, geisha also provide a much-needed emotional outlet. A man is not expected to love his wife or to confide in her - his role is to be the strong and stern master of the household. With a geisha, on the other hand, he is free to be himself - to laugh, cry, share his dreams and hopes, and all in a (hopefully) totally confidential setting.

Courtesans are a whole different story. They range in class from streetwalkers and bathhouse girls to entertainers nearly as refined as geisha, but they all provide the same basic "service". The courtesans most often patronized by samurai are those women who did not quite have the talent or refinement necessary to become geisha, or who were not given that opportunity. They usually work in the refined setting of a teahouse, and like geisha they have a strict ranking according to skill and innate grace.

While teahouses are a dream world to customers, the entertainers themselves are not always so happy. The girls and, to a lesser extent, boys are indentured to the house at a very early age. For most of them the only hope for a better future is to be able to pay off their indentures and marry, or perhaps save enough to become okasan (mistress-owner) of their own house some day.





CHAPTER 2
CHARACTER CREATION





BORN TO GREATNESS

The vast majority of L5R player characters come from Rokugan's militant upper class, the samurai. All samurai characters begin with Traits (and the four dependent Rings) starting at 2. The Ring of the Void begins at 1. For humans, Traits typically range from 1-7. Legendary individuals have the possibility of achieving an 8 in a single Ring.

Your character begins play with 80 experience points (XP), representing growth and experiences up through the character's gempukku (coming of age ceremony). Such characters are typically between 15 and 18 years old. Some GMs may wish to start campaigns with more advanced characters, in which case you may be given additional XP.

Choose a Family. Rokugan's samurai class is grouped into houses, following the descendants of the Kami and their original vassals. Choose the house your samurai is associated with, either as a retainer or possibly a member of that family's ruling elite. Each House is associated with a Trait (called the 'House Trait'). Your character receives a +1 for that Trait. He or she also receives a Base Honor, and 5 skills at rank 1 based on the Family Profile. Families may also receive a discount on certain advantages associated with that house or a bonus for taking disadvantages that are common to that line. If the character has the Scion Advantage, his family name is that of the house. If not, choose one of the names of a vassal family associated with that house. Ronin characters select from an Origin rather than a Family, but the process is essentially the same. The samurai families of Rokugan are detailed in **Chapter 3**.

Choose a School. If your samurai has attended a formal school, 40 of your starting 80 XP will be dedicated to your admission to and progress within that school. You may only choose a single school. A few prestigious schools cost extra XP to enter or require certain Advantages before the character will be admitted there. If that is the case the increased cost will be given in the School Template. The

school trains your samurai, giving him an additional +1 to a Trait (called the 'favored' Trait of the School), an Honor Bonus (for those schools with strong leanings towards the code of bushido), and 7 skills (called "School Skills") at Rank 2 as part of the School Template. All adult (starting) characters that have attended a formal dojo receive their first Technique. New Schools (and changes to existing schools) can be found in **Chapter 4**.

Spend Initial Experience Points. Experience points may be spent on Skills, Traits, the character's Void Ring, Ancestors, Fates, and Fortunes. A character may gain up to an additional 20 XP by accepting one or more Dark Fates or Misfortunes. Dark Fates or Misfortunes mandated by a character's family, school or unusual social status (such as ronin and monk characters) never provide XP, nor do they count towards this 20 XP limit. Traits and the Void Ring may only be increased two ranks. Skills may be increased one, two, or three times to a maximum of rank 3 by the expenditure of XP during character creation. Fates and Dark Fates may only be chosen at this time, otherwise XP work the same way during character creation as in play (see **Advancement** below). Experience points may be saved during character creation to be spent later in play.

RINGS & TRAITS

Each character has five Rings. These values show the character's advancement in the esoteric philosophy that most Rokugani subscribe to. Because this philosophy espouses a balance of mind and body, each Ring has a mental and physical aspect. These aspects are the character's Traits, which govern the effectiveness of most rolls. The character's rank in a Ring is equal to the average of the two Traits associated with that Ring (rounding down).

In some cases a character's Trait will be permanently reduced. This might be from injury, the infirmity of old age, or lingering hints of madness or mental disorder. In all such cases the Trait is noted as having a negative modifier after its value. For example a character created with





the Weakness (Strength) Misfortune would have a "2 (-1)" marked on his character sheet under Strength. All of the character's rolls involving Strength use the modified value, '1', but the character spends XP to improve his Strength and calculates his Water Ring Rank using the full value of 2. For this reason the elderly often have Ring ranks higher than their physical Traits might suggest.

CHOOSING A SCHOOL

One of the most important aspects of character creation is choosing a school for your character. Rokugani schools combine education with politics, the act of enrolling a child being a complicated series of exchanges between the parents and the sensei of the school. A character's schooling will largely determine his role in samurai society, with many expectations being laid upon the character due to his upbringing. Examine the schools carefully before choosing one. While it is occasionally possible to train in more than one school, it is almost impossible to leave your role in society. Full descriptions for schools can be found in **Chapter 4**.

AGENTS

All of the clans employ scouts, spies, and occasionally even ninja to support their designs. Agent characters are trained primarily in stealth and subtlety, contributing more by guile than by force. Agent PCs may have to hide the full extent of their skills from other PCs as, while necessary, other samurai often frown upon them.

ARTISANS

Some samurai possess sufficient wealth or talent to indulge their time chiefly in the arts. These individuals can amass considerable prestige as the true samurai values refinement and sophistication as well as martial prowess. Artisans do not so much attend schools as follow certain 'Traditions' in their chosen art form.

BUSHI

At its heart, the samurai are a warrior culture. By far the majority of the samurai with formal instruction are warriors of one sort or another. Three varieties of warrior include the

bushi, kenshi, and yojimbo. Bushi are the archetypal samurai warrior, trained soldiers combining a skill with both the katana and dai-kyu, with an emphasis on attack. Kenshi are more specifically swordsmen, frequently focusing on individual ability rather than the group tactics of a soldier. Yojimbo are trained as bodyguards, learning more defensive techniques and prepared to repel sudden ambushes.

COURTIERS

The delicate webs of politics run between the clans, binding them in strands of obligation and sworn vengeance. Courtier, Diplomat, and Emissary Schools train samurai in the ways of the court and the power of politics. In a culture where insulting a man's honor can lead to swift death, a clever tongue and a graceful manner can mean the difference between a tranquil harvest season and open warfare. The more mercantile samurai of a daimyo's council will also tend to be courtiers, overseeing the activities of the more powerful merchants and the collection of taxes within their master's fiefdom.

MAGISTRATES

Rokugan is a civilized society, and one made up of many rules. Like any such society there are those who cannot manage to abide by those rules. Magistrate schools train samurai in the ways of the law and the means to identify or pursue criminals and traitors. "Magistrate" is a bit of a misnomer for characters from this role in society as only the highest-ranking officials are actually called "magistrates". These officers act as judges in cases prepared for them by their countless underlings. It is these police captains and peace officer tasks that most adventuring Player Characters find themselves carrying out.

MONKS

Religion is one of the pillars of Rokugan's society, giving comfort and certainty to the people. Monk characters wield tremendous power in Rokugan, advising the great and tending to the meek. Monks also have access to martial and spiritual practices that give them formidable abilities not commonly available to samurai. While monks are not themselves samurai, they are often found in the company of samurai and





they command tremendous respect with members of all social classes. They do not swear fealty to any particular lord, but are instead beholden to their order (which may assign them to serve a particular lord in the interests of the order).

SHUGENJA

Since the earliest days of mankind, there have been those few mortals who have been able to reach into the spirit world directly; coaxing the powers that control the universe to do their will. These shugenja have slowly but surely amassed this knowledge (and power) over the course of generations until great libraries now stand throughout Rokugan, training new shugenja as they are discovered to wield the power of the elements on behalf of their lords. Shugenja belong to various sects that keep this spiritual lore. Shugenja are of the samurai class, but must also balance the religious (and political) demands of their sect with the traditional duties of the loyal samurai retainer.

Shugenja are extremely rare in Rokugan, making up less than 5% of most samurai houses. Players wishing to create shugenja characters must buy the Touched by the Kami Fate for their characters to join a shugenja school and to have the ability to cast spells. This advantage grants the character 3 skill ranks to be distributed between the three basic spell-casting Skills (Commune, Sense, & Summon).

SKILLS

The primary measurement of a character's ability to do things is his skill. Skills range from 1-7 and "unskilled". There are several restrictions on gaining rank 7 in a skill... beyond the considerable XP cost. A reference list of skills is provided at the end of this chapter. A full description of these skills and their uses in play can be found in **Chapter 5**.

1: Exposed. The character has been thoroughly introduced to the basics of the skill. This can be the result of specific training by a sensei (required for any School/Family/Clan only skills) or the product of a very rigorous course of self-study. Characters normally receive sev-

eral skills at this rank just from growing up in their particular household. At first rank the character may begin to call raises on his skill rolls.

2: Trained. At this rank the character has amassed several months to a year of formal training tempered with a small amount of experience. They can be trusted to demonstrate reasonable consistency in basic tasks (3k2 vs. TN 10).

3: Competent. The character can be considered to have absorbed the basics of the skill and can perform basic tasks reliably and tackle more difficult objectives with a fair chance for success. Characters without strong incentive rarely go beyond this level of expertise.

4: Skilled. The character has advanced to the point where he is developing a deeper knowledge of the practice or art. This is the normal range for characters who practice the skill with some consistency. To go beyond this rank requires a combination of time, drive, innate ability and dedication to the skill.

5: Expert. At this rank the character's ability is particularly noteworthy. If his skill is known, others will seek out the character for advice and possibly guidance in matters relating to the skill. This is the limit of most people's ability.

6: Master. The character is recognized as a master of the skill. Even experts will defer to a character of this level of accomplishment. This individual represents the cream of the crop within his clan and there are likely to only be a handful of characters in the entire house worthy of such distinction.

7: Unmatched. The character is one of the greatest if not the greatest master of this skill in the entire empire. Many skills do not have living masters of this caliber and there is never more than two to three people in all of Rokugan at this level for those skills that do inspire such fierce dedication.

SKILL SPECIALIZATION

Each time a character gains a skill rank the character may choose to learn a specialty for that skill. In most cases the specialty gives the characters a field of study or usage of the skill





that is unusually effective. Learning a specialty requires the character to spend a number of XP equal to the number of specialties he already has in that skill. This means the first specialization in any skill is in fact free.

Several skills require specialization be chosen when the skill is first acquired. Any skill followed by a "~" is of this type. History and Music are an example of skills requiring a specialization as soon as they are learned. For these skills the character only knows about fields he is specialized in. Adding more specialties to the skill as the character gains rank with that skill purchases additional fields of study.

FATES & FORTUNES

Experience points can also be used to purchase Advantages and Disadvantages. Advantages are divided into two categories: Fates and Fortunes. Fates are part of the character from birth, the inescapable machinations of the heavens themselves. Fates, by their nature can only be purchased during character generation. Fortunes represent advantages that arise from the interactions of the mortal realm, and can be purchased in play, representing time and effort expended by the character.

The most important part of acquiring a fortune in play is the explanation. *How* did the character come into such a benefit? Another concern is the price. If a character has an unquestionably good reason or method for developing a new advantage, that character may spend up to 2 XP each adventure to buy that advantage. The character may spend additional points on the advantage if events in-play accelerated the process. This means that an Advantage costing 3 XP must be paid for over two adventures worth of "off-stage" growth. The character may begin applying XP towards a new Advantage without having the total points available when he begins. Some advantages arise naturally from role-playing. The if acquisition of Glory, the gift of a fine sword, or other benefit best represented by granting the character a Fortune Advantage is earned through role-playing the character does not have to pay additional

XP. Spending XP to acquire new Fortunes is a way of representing off-stage activities of the character to secure the Advantage.

Advantages and Disadvantages that are unchanged from L5R 1st edition other than being converted to XP costs have their new costs listed after the new advantages in this chapter and in the Fates & Fortunes master table in **Appendix I**. Only new or modified advantages are described in this chapter; players are directed to the first edition L5R Rulebook and the various Way of the Clans volumes for details on existing Advantages.

Fates and Dark Fates may only be taken once each. Fortunes and Misfortunes may be purchased multiple times with the Game Master's permission.

FATES

Accident of birth, or the will of heaven, Fates are almost impossible to gain and even more difficult to escape. New or modified Fates are explained here.

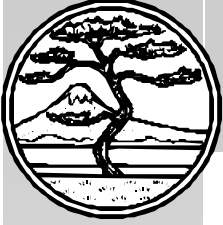
Affinity (10 XP, shugenja ONLY). This shugenja has a gift for the rituals and formulas used to call upon the spirits. The player chooses one Spell-casting Skill for which the shugenja keeps an extra die when using that skill to cast spells.

Daikoku's Blessing (4 XP, 2 for Yasuki). This samurai's branch of the family has been particularly blessed by wealth this last generation or two. The character begins with an additional two koku and a fine item in his starting outfit or all poor items are instead average. The character also receives a stipend from his family equal to his School Rank in koku per year.

Fearsome (4 XP). There is something about the character that scares other people. Add two rolled dice to any intimidation attempt, but roll one less die on all other social rolls.

Gifted (8 XP, 6 for Kakita). The character has a knack for one of his skills. One of the character's skills that is at rank 3 is increased to rank 4. Skills cannot otherwise be raised to rank 4 during character creation without taking this Advantage.





Great Destiny (10 XP). See L5R Rulebook. Each time this Advantage prevents the character's death, that character loses one XP (or the next XP he would earn if he has no unspent XP at the time).

Imperial Blood (10 XP, 9 for Courtiers, 7 Clans ONLY). This character has a direct and easily traced line of descent from a member of the Hantei family. Such a person holds an auspicious place in the empire, confirming the ties of the clan to the enlightened rule of the Hantei Dynasty. The character receives 2 ranks of Position and a small parcel of land and its villages (which net the character a d10 + 5 koku per year). On the other hand the samurai is under intense scrutiny both publicly and personally. Any loss of Glory or Position is doubled. This character cannot be created with Black Sheep or Social Disadvantage.

Judono's Blessing (3 XP, 2 for Matsu). This character is blessed by the lion fortune of fury in battle. The character subtracts three Wounds from the damage taken each Battle Turn spent rolling on the Battle Table.

Lucky (4/7/10 XP, 2/3/5 for Shinjo). Once per day per rank in this advantage the character may choose to roll twice keeping the roll he prefers.

Paragon (3 XP). This character has a deep and abiding commitment to the ideals of bushido. His Starting Honor is one rank higher than it would otherwise be.

Pragmatist (2 XP). This character is deeply concerned with the needs and demands of the 'real world', placing pragmatism over esoteric philosophy. His Starting Honor is one rank lower than it would otherwise be.

Prodigy (5 XP). The character has an innate gift for the teachings of his school. While the character remains with his first school his Insight is considered 10 points higher.

Swift (3 XP). The character's agility is considered two points higher when determining how fast he can move. This also gives the character a free raise when using the Athletics Skill to run.

Scion (6/11/15/18/20 XP). This character is

a blood relative of the ruling line of the family. This means the character's family name is actually that of the House. Each rank in this Advantage grants the character one level of Position. This advantage also includes the Gentry Advantage at one half the Scion rank (rounding up).

Steady Hands (3 XP). The character's penmanship is both smooth and swift. The character rolls an extra die on all Calligraphy rolls and halves the time required for writing or copying.

Touched by the Kami (5 XP, 3 XP for Shugenja Houses). This character has the potential to become a shugenja. He receives his choice of three of the Magic Skills available to students of his school at rank 1. If the character does not attend a shugenja school he is limited to Counterspell, Sense, and Commune and may never advance these skills beyond this first rank.

Tough (12 XP). This character has a particularly strong body and will. The character has an additional -1 wound rank. If the character also has Strength of the Earth, position the extra wound rank so that it is -1 after being modified (i.e. if the character has two levels of Strength of the Earth this advantage gives the character an extra -3 wound rank that is modified to -1).

Zanshin (12 XP). Gives the character an additional +1k0 to all initiative rolls, as well as making it difficult to surprise him (+5 to the TN of any attempt to use Stealth to ambush the character).

Ambidextrous (6 XP, 3 for Mirumoto). See L5R Rulebook.

Balance (8 XP).

Benten's Blessing (9 XP). See L5R Rulebook.

Bland (4 XP). Explicitly cannot be combined with Benten's Blessing, Benten's Curse, Dangerous Beauty, or Fearsome.

Bloodlines (9 XP, 5 for Kitsu). See WotL.

Blood of Osano-Wo (5 XP, 3 for Kamae).

Cadence (5 XP). See WotCn.

Chosen by the Oracles (8 XP). See WotP.

Clear Thinker (5 XP). See L5R Rulebook.

Crafty (7 XP). See WotS.

Dangerous Beauty (7 XP, 4 for Shosuro). See WotS.





Fearless (8 XP, 4 for Matsu). Was Death Trance, see L5R Rulebook.

Elemental Attunement (10 XP).

Elemental Attunement (4 XP, Motion Within Stillness and Two Heavens bushi ONLY).

Elemental Harmony (6 XP).

Family Background (1 XP, Monks ONLY). Allows the monk to buy advantages/disadvantages as a member of the chosen family. Also means that they remember him, which may be both good and bad.

Forbidden Knowledge (2-20 XP).

Great Destiny (8 XP). Now costs one XP every time it is "activated", see L5R Rulebook.

Great Potential (5/12/15 XP).

Hands of Stone (7 XP, Crab ONLY).

Heartless (6 XP).

Heart of Vengeance (6 XP).

Higher Purpose (3 XP). See L5R Rulebook.

Inner Gift (12 XP). See L5R Rulebook.

Irreproachable (3 XP/level).

Karmic Tie (2 XP per rolled die). See L5R Rulebook.

Large (4 XP, 2XP for Hida). No longer gives bonuses to Intimidation, or penalties for other social rolls. See L5R Rulebook.

Magic Resistance (4/8/12 XP). See L5R Rulebook.

Meek (6 XP).

Natural Leader (8 XP).

Perfect Balance (4 XP). See L5R Rulebook.

Precise Memory (6 XP).

Quick (10 XP). See L5R Rulebook.

Quick Healer (5 XP). See L5R Rulebook.

Sense of Direction (3 XP). See L5R Rulebook.

Silent (4 XP).

Strength of the Earth (4/7/11 XP, 2/5/8 for Kamae). See L5R Rulebook.

Tactician (8 XP, 4 for Akodo).

Voice (5 XP). See L5R Rulebook.

Way of the Land (4 XP, 2 for Ide). See L5R Rulebook.

DARK FATES

Opposite the Fates are Dark Fates. These unfortunate events shape the character's life in detrimental ways and even the most temporary of them are almost impossible to be rid of...

Adopted Blood (+1-5 XP). The character was adopted into his clan or family as an adult, and has yet to fully prove himself. Starting Glory is 0. The character must earn 3 points of Glory for every XP he gains from this Dark Fate before he can gain Position.

Dark Secret (Variable XP). When choosing this disadvantage decide what the probable consequences would be if the secret was revealed. For example, a Dark Secret coming into the open might gain the character any of the following Misfortunes: Bad Reputation, Black Sheep, Bounty, Cast Out, Dishonored, Obligation, Social Disadvantage (rônin) and Sworn Enemy. The value of Dark Secret corresponds to the value of the Misfortune(s) that would befall the character if his secret was revealed.

Difficult Child (+3XP). This character did not take well to the strictures and traditions of his family during his upbringing, rejecting some or all of their values. The character loses all 5 skills normally gained from the Family Profile. Character may also change the virtue he most associates with true bushido, ignoring that favored by his kin.

Heimin (+15 XP, true rônin only). You may not buy Critique, Diplomacy, Etiquette (court functions), Bushidô Lore, Riding, or any Artistic skill (with the exception of Dance (folk dances), Music and Storytelling) at character creation. Your beginning Position and Glory ranks are 0, and may not be increased at character creation. In addition, you have a Dark Secret that will cause you to be hunted down and executed if it is revealed. Characters with this Dark Fate may not also purchase Social Disadvantage.

Hostage (+2 XP). The character spent his youth as a hostage to another family. He has learned that family's skills, instead of his own. His own family is not completely sure that he has not been subverted by outsiders, and may not trust him fully (treat as a milder version of Black Sheep).





Antisocial (+5/9 XP).

Ascetic (+6 XP).

Bad Health (+9 XP). See L5R Rulebook.

Benten's Curse (+5 XP). No longer gives a bonus to intimidation rolls. See L5R Rulebook.

Brash (+6 XP). Roll Willpower instead of Honor to resist.

Can't Lie (+7 XP). See L5R Rulebook.

Chemical Dependency (+8 XP). See L5R Rulebook.

Color-Blind (+2 XP, +3 for Doji).

Compulsion (+4/7/11 XP). Roll Willpower instead of Honor to resist. See L5R Rulebook.

Cowardice (+5/10 XP).

Death Seeker (+12 XP). Position is 0 and may never increase.

Dependent (+2 XP for an adult dependent, +5 for an elderly one and +7 for a child).

Driven (+5 XP).

Enlightened Madness (+3/7/12 XP, shugenja ONLY).

Enlightened Madness (+3/6/9 XP, ise zumi ONLY). See WotD.

Epilepsy (+8 XP). See WotCn.

Fascination (+3 XP).

Forgotten (+9 XP).

Forsaken (+4 XP).

Frail Mind (+5 XP).

Gaijin Name (+2 XP, Unicorn ONLY). See WotU.

Gossip (7 XP).

Greed (3/7/12 XP).

Grim Destiny (7 XP). Was Dark Fate.

Gullible (4 XP). TN varies - not even a gullible person can be convinced of just anything.

Haunted (+2/4/7 XP). Double the point cost if the ghost can actually manifest physically (poltergeist effects, being seen/heard by others etc.). See L5R Rulebook.

Idealistic (+4 XP).

Insensitive (+4 XP).

Jealousy (+4 XP, +5 for Isawa).

Junshin (+3 XP, Scorpion ONLY). See WotS.

Lame (+7 XP). Roll 2 less dice on all Agility- or Strength-based rolls involving the use of this limb. The maximum movement rate of a character with a lame leg is (Agility + Athletics)

x 2.

Lechery (+3/6/9 XP).

Lost Love (+4 XP). See L5R Rulebook.

Low Pain Threshold (+8 XP). See L5R Rulebook.

Meddler (+3 XP). See L5R Rulebook.

Missing Eye (+7 XP).

Missing Limb (+9 XP). See L5R Rulebook.

Momoku (+15 XP).

Moto Curse (automatic for Moto). This needs a new mechanic. Something to do with Shadowlands Taint, perhaps? I just can't see a family curse that makes your Glory disappear as far as the rest of the Empire is concerned....

Nemesis (+5 XP). Add this to the XP benefit for Sworn Enemy. You may not spend Void points when facing this enemy.

Opinionated (+5 XP). Was Contrary, see WotP.

Overconfident (+6 XP). Roll Intelligence instead of Perception + Battle; base TN is 20.

Permanent Wound (+10 XP). See L5R Rulebook.

Phobia (+3 XP per die lost, up to a maximum of 4 dice).

Proud (+2 XP).

Shadowlands Taint (+1 XP per box of Taint).

Small (+7 XP, +8 for Shiba). You may not keep the highest die rolled for damage.

Soft-Hearted (+5 XP, +6 for Asahina).

Spoiled (+6 XP).

Touch of the Void (+4 XP).

True Love (+6 XP). See L5R Rulebook.

Uncultured (+2 XP, +3 for Hida). Was

Obtuse.

Vanity (+2 XP).

Weakness (+10 XP). See L5R Rulebook.

Wrath of the Kami (+5 XP/element).

Yogo Curse (automatic for Yogo, +3 XP for Asako or Hachiya).





FORTUNES

Unlike Fates, Fortunes may be purchased in play, representing both tangible rewards for active role-playing and other activities and training not directly addressed during gaming sessions. Generally a player may assign a maximum of 2 XP per adventure towards the XP cost of the Fortune. The GM must approve the initial commitment to purchasing a new Fortune, and may require a simple justification for each point the player spends on the new Fortune, explaining why the character is deserving or making progress in acquiring the Fortune. (This is intended more as a way of providing back-story for the character than as a means of limiting the expenditure of XP on the Fortune once initial permission is granted).

Agasha Daisho (15 XP, 8 for Dragon Bushi). The true blades of the Agasha have within them a perfect balance of all forces and elements, thus coming as close as a blade can to embodying the fifth element: excellence. It is impossible to look completely incompetent while wielding such swords. The character re-rolls all 1's (as many times as necessary) on Initiative, Attack, and Damage Rolls made with the swords. Such blades are always made as matched sets of katana and wakizashi. The gift of one half of the set, be it to a lord, friend, or lover represents the strongest bond a Dragon can express, possibly creating a Kharmic Tie (as the Advantage) to the recipient (GM's discretion).

Allies (variable XP). You have positive arrangement with an individual Cost is based upon their position in society. The individual will be predisposed to help you, though not always without a price.

Elemental Attunement (4 XP, Dragon and Phoenix Bushi ONLY). After years of training in the arts of war, working in close concert with the battle-shugenja of the clan, the bushi has learned to expand his "zanshin" or total awareness to include the forces that power spells. To do so the bushi must make a simple Air roll with a TN set by the GM (commonly 20). The approximate range of this ability is (Air x School Rank) in yards.

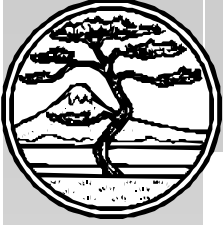
FIGURE 2-1: ALLY COST BY POSITION

POSITION RANK	XP	EXAMPLE
1 st	1	Fellow Student
2 nd	2	
3 rd	4	Guard Captain
4 th	6	
5 th	9	Provincial Magistrate
6 th	12	School Sensei
7 th	16	
8 th	20	House Daimyo
9 th	25	Clan Champion

Ikoma Blade (15 XP, 8 for Lion Bushi). The beautiful blades made by the Tenoda swordsmiths (a minor family of vassals to the Ikoma family) are made famous by the work of Ikoma artisans and polishers. On each blade is etched a line of fine script the length of the blade on each side. The script includes carefully chosen passages of the Lion histories; chosen to both inspire and chastise the wielder if need be. Each sword typically takes its name from those writings. The sword is both the samurai's soul and his honor. While the character has at least one hand upon the sword (rested there or held for battle) the character may roll but not keep two additional dice on any Test of Honor (the samurai does not gain honor as a result of that test). If any force should normally cause the breaking of the blade the samurai may make a Test of Honor to preserve the blade (TN equal to the damage or GMs call if necessary) even if he is not present. If the blade successfully resists it may not be broken by any means for a day.

Know the School (5 XP, Bushi ONLY). This bushi has studied the techniques employed by another school to find it's faults, weaknesses, or exploitable habits. When this advantage is taken pick a single bushi school. When a bushi from that school enters a fight (skirmish, duel, or battle) with the character, the player rolls a single die. If the result is greater than the oppo-





ment's School Rank that opponent loses one die from all his attack rolls when attacking the character for that fight, as the character has found a flaw in the opponent's technique.

This advantage can be purchased during play if the Game master feels that the character has had enough opportunity to observe and study multiple middle-to-high ranking members of the target school. The cost to purchase this advantage in play is ten experience points. A ronin may purchase this advantage naming his own school as the target, but clan bushi may not, it being rude, disrespectful, and stupid to point out the flaws in your sensei's style, at least until you are fifth rank yourself and your opinion and "insight" may carry some weight.

Ozawa Katana (15 XP, 8 for Phoenix Bushi). The bladesmiths of the distant north are guided by the wisdom of the Phoenix and their unique insights. Their most precious swords are humble, almost nondescript, but cared for with the greatest reverence. The Ozawa have infused into them the very essence of the void. The otherwise plain katana grants its wielder the ability to Earn Raises and Focus as if their Void Ring were one rank higher than it actually is. The samurai is also able to spend one void point on Attack and Damage Rolls while using the blade after the roll has been made if no void points were originally spent on the roll.

Sensei (3/6/9/12/15 XP). Possibly the most valuable advantage a character can buy, the Sensei Advantage grants the character access to a mentor or instructor who is favorably disposed towards the student. Shugenja who begin with the sensei advantage may have spells of slightly higher Mastery Levels, having earned the trust of their sensei. Each rank of the Sensei advantage allows the character to select one spell with a Mastery Level one higher than normal. All such advanced spells must be cleared with the Game Master before play begins.

Soshi Shadowblade (15 XP, 8 for Scorpion Bushi). Shadowblades are the extremely rare product of the Soshi and Yogo families working together. The specifics of their creation are shrouded in mystery, but legend says that the shadow of a katana is separated by Soshi magics

and trapped by Yogo wards. The original sword is destroyed: only the shadowblade remains. The tales also say that a kenshinzen cannot even pick up a shadowblade, for the Kakita see truth in the sword, and the blade is nothing but a lie made steel. Soshi blades offer three benefits: the blade never makes a sound while being drawn; there is no click and no whispering hiss. Second, the shadowblade acts as a 4 die Void Ward when anyone other than its owner grasps the hilt. Finally the blade becomes almost impossible to see in poor light. In dimly lit rooms or at night the sword negates the benefit of Full Defense. The sword appears to be made of normal steel, but if left out in the sun for a full day the blade will evaporate like ice.

Title (4/8/12 XP). This character is inheritor to, or has been appointed to some position within his house that confers additional status upon the character. This may be a titled position or a more informal recognition of merit. In either case the character begins with an extra rank of Position for each rank of this Advantage that he has purchased.

True Friend (+2/+5 XP). Purchase as a normal Ally, but for 2 additional XP, your ally would take significant risks to aid you (act as your proxy in a duel, for example, or do something that would mean dishonor if it became known). For 5 XP, your ally would do almost anything for you.

Blackmail (Variable XP). This advantage costs half the point cost of buying the same person as an Ally (rounding up). See L5R Rulebook.

Blissful Betrothal (5 XP).

Correspondence (1 XP, plus 1 XP per rank of Position the correspondent has beyond the character's).

Darling of the Court (7 XP).

Ear of the Emperor (12 XP).

Favors Due (1/3/6/10/15). Was Favor Tables.

Gaijin Gear (5 XP, 3 XP for Moto).

Gentry (4 XP base, plus 1 XP for each additional farm, 3/5/7 XP for holdings, and 3 XP for 10 more soldiers).

Imperial Spouse (3 XP).





Inheritance (2 XP per point spent on the quality table). See L5R Rulebook.

Multiple Schools (5 XP, in play only).

Note that this represents the political maneuvering required to get into a new school, in addition to buying the school's skills and raising the favored Trait. If you decide to role-play out the process of being accepted by the new school, it isn't necessary to buy this Fortune.

Patron (Patron's Position x2 XP).

Personal Mon (1 XP).

Provincial Hero (4 XP).

Ratling Ally (4 XP).

Sage (5 XP).

Standing Invitation (4 XP).

Tutor (2-10 XP).

Wealthy (1 XP per 4 additional koku).

MISFORTUNES

Dishonored (+8 XP). The character has behaved dishonorably in the past, and this has become public knowledge. The character's Honor is considered to be 0. He must earn 20 Glory points through honorable acts (but does not gain these Glory points or otherwise benefit from them) before he has redeemed himself and may start to gain Honor once more.

Bad Fortune (+2 XP).

Bad Reputation (+3 XP).

Bitter Betrothal (+5 XP).

Black Sheep (+7 XP). The character is a virtual outcast among his family. He is treated coldly at best, and is unlikely to receive promotions or be allowed to study secret skills.

Bounty (+4/8/14 XP).

Cast Out (+5/9/13 XP).

Doubt (+7 XP).

Forced Retirement (+4/8 XP).

Obligation (+4/9 XP).

Obscure (+4 XP). Very few people have heard of the character. His starting Glory is 0. May not also purchase Fates/Fortunes that increase Glory.

Social Disadvantage (+5 XP). The character's starting Position is 0. May not also purchase Fates/Fortunes that give you an increase in Position, or reduce Position by any other means.

Sworn Enemy (+2 XP, plus 2 additional

XP for each rank of Position the enemy has beyond the character's, and 1 XP for each School Rank).

ANCESTORS

A third type of advantage, Ancestors, can also be purchased. Ancestors represent the re-emergence of traits that were made famous by one of the character's ancestors. This does not mean the character is necessarily haunted, but they do share certain qualities that are remembered in the histories of the clan. There can be more than one living person benefiting from an Ancestor Advantage simultaneously, but as they are rare to begin with, simultaneous multiples are very, very uncommon. Kinship and blood link all ancestors, so characters can only purchase Ancestor Advantages from their own clan. Bloodlines cross families often enough that being in the same clan as the ancestor is usually sufficient explanation- players are not obligated to draw up massive genealogies to justify the purchase of an ancestor from their clan.

Ancestors can be theoretically acquired in play, but like Fates, the explanation for the sudden appearance of such an advantage should be *extremely* compelling and is always subject to Game Master approval.

Shiryō no Kaze (5 XPs, Dragon and Ise Zumi). It was the monk Togashi Kaze who created the art of Kaze-do. He spent his life giving the peasantry the tools to defend themselves from the excesses of the samurai class. After a decade of teaching his new fighting methods to the peasantry and his fellow ise zumi, he was called into an audience with Hantei the Third. He refused to demonstrate the art with which he had disarmed and defeated scores of samurai. He died refusing to defend himself from the emperor's desires. Togashi Kaze's blood descendants and spiritual inheritors have a gift for his essential method: "Killing is for the Cruel." Kaze's descendant receives two free raises for any attempt to disarm while he himself has no weapon. Kaze's descendant also receives the Soft Hearted disadvantage, though he would never think of it as a disadvantage.





Kamae Nobuo (6 XP, Mantis). The founder of the Mantis Clan's shugenja School, the first Kamae Nobuo personified the grand, excessive style of the school he created. He cast spell of such force that the scrolls he employed literally burst into flames. His descendants tend to share his overzealousness in spell casting. A shugenja who has this ancestor may overextend his powers, gaining two free raises on any Water or Fire spell, however, the scroll he is using is destroyed in the casting, and the shugenja may not cast that spell again for a number of days equal to its mastery level. The shugenja must have a scroll of the spell at hand to draw upon this benefit (characters who have Innate Ability may not employ this benefit when casting from memory, but the free raises are cumulative with that granted by the Innate Ability Advantage).

HONOR

A samurai's Honor Rank measures his faithfulness and commitment to the code of Bushido as taught by his Clan. Honor Ranks range from 0 to 5 and are further identified by 'boxes', with each box representing one tenth of a rank. Boxes are never counted towards mechanics (an calculation using Honor will only use full Honor Ranks), but they do allow the players and GM to track gradual shifts in the character's Honor. A character's starting Honor is the sum of their Base Honor (from the character's Family Profile) and any Honor Bonus they might receive from their School Template. This starting Honor is the result of a lifetime of indoctrination and upbringing, and is the value the character will gravitate towards in most instances.

The most important function of Honor is in dealing with other people of honor. People who honorable and are good judges of character will instinctively treat other honorable characters well, recognizing a shared commitment to the ideals of bushido. They will also shun or oppose characters of low honor simply because they are untrustworthy and base. "Honor calls to honor," they say in Rokugan. Determining another character's Honor Rank can be accomplished through several minutes of observation or conversation.

The observing character rolls Bushido Lore + Honor Rank with a TN of 25. Characters may actively conceal their Honor Rank with the Acting Skill (Creating an opposed roll with Acting + Awareness).

GLORY

A samurai's Glory measures his renown amongst men. Winning hard fought duels, out maneuvering foes, and accomplishing crucial tasks all contribute to a samurai's personal legend. Glory measures the extent to which a character's 'name' precedes him. Bringing glory to one's name is amongst the greatest desires of many samurai, and one's reputation and the reputation of others should always be considered. Glory is made up of three parts. First, Deed measures the number and recognition of the character's heroic exploits. Acts records how many memorably atrocious deeds and acts of cruelty the character has committed. Many 'Acts' are frowned on by society but are not actually crimes (for example excessive brutality in combat is not 'wrong' but it may be seen as wasteful or not in keeping with the principles of the Five-fold Path). A character's Glory is the sum of his Deeds and Acts, noting that if his deeds outweigh his Acts (by at least 5:4) he is famous in a good way, while if he is more known for his Acts (again 5:4) then his reputation is rather infamous. Starting characters begin with 6 points of Glory which the player may divide into Deeds and Acts as he sees fit. Advantages may increase or decrease this number before play begins.

POSITION

A character's Position Ranks shows where they stand in the social hierarchy. At the top of the scale and sole occupant of Rank 10 is the emperor. Beneath him are the Clan Champions (the supreme lords of each of the 7 Great Clans) and several Imperial posts. Beneath them are their vassals and lesser officials and so on in a chain down to minor samurai at Rank 1. Characters normally begin with a Rank 1 in position,





suitable to untried youths just coming on to the stage of adult affairs. Several advantages allow starting characters to begin play at higher ranks based on either kinship or past accomplishments.

Position is critical in the interaction between samurai in Rokugan's class conscious society. Lesser samurai are expected to defer to more ranking individuals in countless ways, and even the language has different modes of speech for speaking to superiors, subordinates, and equals. Gaining Position is often a major goal for an ambitious youth, as respect and authority come hand in hand with status.

INCOME

A character's annual income is directly related to their Position Rank and the service they render to their house.

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A character's total progress towards enlightenment (or general experiences) is measured by their Insight. Insight is computed by multiplying the sum of the character's Rings by 10 and adding the sum of their skill ranks.

(SUM OF ALL RINGS X 10) + SUM OF ALL SKILL RANKS

This number is compared to the following table to determine the character's Insight Rank (IR). A character may learn a single technique for each level of IR they possess (as long as they have also met the Skill and Trait requirements of their school as outlined below). Many techniques are keyed to IR, so as the character matures, his ability with that technique grows. After achieving rank 5, the character's insight rank ceases to increase (being

TABLE 2-2:
INSIGHT

<i>Insight:</i>	<i>Insight Rank:</i>
Up to 149	Rank 1
150 - 174	Rank 2
175 - 199	Rank 3
200 - 224	Rank 4
225 - 249	Rank 5
250 and up	Rank 5+

noted as Rank 5+ at 250 insight and beyond), but the character may continue to learn a new technique for every 25 points of Insight earned.

noted as Rank 5+ at 250 insight and beyond), but the character may continue to learn a new technique for every 25 points of Insight earned.

GAINING TECHNIQUES

Meeting Insight Rank requirements allows a character to attempt to learn a new technique. To gain a new technique for that rank, he must return to the school for training and meet several additional requirements. The character must have advanced sufficiently in the school's favored Trait and Skills according to the following scheme:

TABLE 2-3: MINIMUM REQUIREMENTS FOR SCHOOL RANK

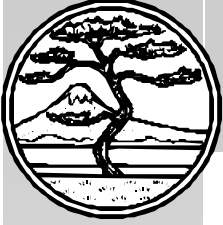
<i>Rank</i>	<i>Minimum Trait</i>	<i>Minimum Skills</i>
1	Rank 3	Rank 2 in all seven School Skills
2	Rank 4	Rank 3 in six School Skills
3	Rank 5	Rank 4 in six School Skills
4	Rank 6	Rank 5 in five School Skills
5	Rank 7	Rank 6 in four School Skills

Note: Schools with Void as their Favored Trait will teach their first rank technique to students with a Void Ring of only 2. Second and later ranks follow the normal progression.

A character's School Rank (SR) in a school is equal to the number of techniques he knows from that school. Techniques based on SR only increase when a character has met all the requirements and learned a new technique from that school. (Note that some techniques give a benefit based on SR while others are keyed to IR.)

If a character changes schools, he must meet the requirements for his rank at his new school to receive that school's technique. For example after achieving Rank three at his initial school (trait 5, six skills at rank 4, the last skill at rank 3) a character opts to change schools. To gain the first rank technique the character must





have a favored trait of 3 and know all skills taught by that school. To gain the second rank there, he must have sufficient insight for a fifth rank, a favored Trait of 4 and have achieved 3rd Rank in all of the new school's skills.

ADVANCEMENT OF SKILLS, TRAITS, AND RINGS

As characters gain experience they become more able to affect the world around them. Skills become more practiced, Traits are developed and new Fortunes are earned. During both character creation and in play, experience points can be spent to increase the ranks of the character's Skills and Traits according to the following schedule:

TABLE 2-4: XP COST TO RAISE SKILLS AND TRAITS

Desired Rank	Skill	Trait or Void
1	1 XP	--
2	2 XP	10 XP
3	3 XP	20 XP
4	6 XP	30 XP
5	12 XP	40 XP
6	24 XP	50 XP
7	48 XP	60 XP

No more than 1 XP may be applied to a skill's advancement each session, unless a long period of in-game time has elapsed, in which case one point per month is acceptable. If a character has a sensei providing regular instruction, double the XP may be applied to the skill each session/month. GM may reward players with an additional XP for using a skill to good effect in play. This extra XP may only be applied to that skill, and is not subject to the above limitations.

Traits and the Void Ring may be increased whenever sufficient experience points have been amassed, but only one rank per session.

GAINING EXPERIENCE

PCs, by virtue of their heroic deeds, will tend to gain XP much faster than other people in

the world. Giving out XP for adventures is addressed in Chapter 11, but as a general rule PCs will tend to gain about 3 to 4 XP per session, with bonuses for outstanding play and completing larger tasks. Non-adventuring NPCs (or PCs on hiatus for long periods) tend to accrue between 5-8 experience points per year just from normal activities (1-2 points per season).

BASIC ROLLING

Skill Rolls (the basis of most actions) use Skill + 1, Keeping Trait. If a character has more kept dice than rolled dice, each extra kept die contributes +2 to the total of the roll. If the character is unskilled, they still roll one die. Unskilled characters may not call raises and cannot attempt to use restricted skills (any skill noted as being Clan, Family, or School Only) or any Scholarly Skills they do not possess. The notation for Skill Rolls is "Skill + Trait". Even though the Skill +1 is not mentioned it is assumed to be present unless specifically stated as otherwise. Similarly the "Trait may actually be a Ring, Honor, or Position Rank in some cases, but the rolling mechanism remains the same (keeping that number of the rolled dice and adding +2 for every kept die that exceeds the number of dice rolled).

EXAMPLE: The ronin Kyosuke wishes to make a normal attack on a goblin with his katana. He has a Kenjutsu skill of 3 (Kenjutsu is the Bugei Skill governing the use of a katana) and an Agility Trait of 3. The Normal Attack Roll is written as 'Arms Skill + Agility'. That means he will roll a number of dice equal to his Kenjutsu (his Arms Skill) + 1. Of those four dice, he will keep and add together a number of them equal to his Agility Trait. This could also be described as rolling "4k3".

RAISES

Characters may attempt extraordinary deeds above and beyond the minimum a situation calls for. Players may elect to declare "raises" on a roll by willingly increasing the TN in increments





of 5. Exceptional rolls or special skills may result in additional results as outlined below.

Called Raise. The player willingly increases the TN by +5 for one raise worth of benefit. The maximum number of Raises you can "call" on a roll is equal to your Skill.

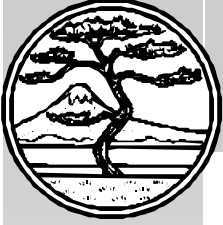
Earned Raise. For each full 10 points the roll exceeds the TN the result gets a raise of benefit. The maximum number of Raises you can "Earn" on a roll is equal to your Void Ring.

Free Raise. Certain techniques, Advantages, or situations will grant characters Free Raises. This does not increase the character's likelihood of being successful, but if the roll does succeed, it is guaranteed to be particularly successful. For each Free Raise, the result of a successful roll receives a Raise worth of benefit. There is no maximum number of Free Raises you can apply to a roll's result.

VOID POINTS

Spending a void point on a skill roll adds +1k1 to the roll. Spending a void point on any other kind of roll (Initiative, Honor, Glory, Damage, Battle) adds +1k0 to the roll.





Skill List

Skills requiring specialization at first rank are followed by a "~". Examples of specializations follow in parenthesis.

Skills restricted to certain groups follow non-restricted skills.

Full explanations of skills, specializations, and game rules can be found in **Chapter 5**.

-SOCIAL SKILLS-

Conversation
Critique ~ (one for each Artistic Skill)
Diplomacy
Divination ~ (Omens, Tea leaves, Tops)
Etiquette (can specialize in different social groups)
Gaming ~ (Children's games, Court games, Gambling, Strategy games)
Govern
Intrigue
Investigation
Leadership
Meditation
Oration
Persuasion
Savvy
Seduction
Style

-MARTIAL SKILLS-

Alertness
Athletics (Climbing, Jumping, Marching, Running, Swimming)
Battle (Cavalry, Seige)
Dodge
Intimidation
Riding
Stealth
Survival (Forests, Mountains, Plains, Seas, Urban)
Tracking (Forests, Mountains, Plains, Seas, Urban)

-BUGEI SKILLS-

(Bugei Skills can lead to various advanced action specializations. Some skills, particularly Kenjutsu, have 'style specializations' which combine the benefits of several advanced actions.)

Bo
Chain
Dart (this is also a Criminal Skill)
Hand-to-hand
Jitte
Kamajutsu
Kenjutsu
KnifeKyujutsu
Man-catcher
Naginatajutsu
Ono
Tessen
Tetsubojutsu
Yarijutsu

-MAGIC SKILLS-

(all Magic Skills are Shugenja ONLY)

Commune
Counterspell
Maho (this is also a Criminal Skill)
Sense
Spellcraft
Summon
Awaken (Asahina School Only)
Channel (Sodan-senzo Only)
Invoke (Iuchi School Only)
Shadow (Soshi School Only)
Transmute (Agasha Schools Only)

-SCHOLARLY SKILLS-

Anatomy (this is also a Criminal Skill)
Ancestor Lore
Astrology
Bushi Lore (can specialize in a particular school)
Bushido Lore
Ceremony
Cipher
Clan Lore ~ (one for each Great Clan, Imperial Families, Northern and Southern Minor Clans)
Five-Fold Path
Folklore
Heraldry





History (one for each Great Clan, Imperial Families, Northern and Southern Minor Clans)
Law
Literature
Maho-Tsukai Lore
Medicine
Naga Speech
Ratling Speech
Research
Shadowlands Lore
Shugenja Lore (can specialize in a particular school)
Spirit Lore
Theology

-ARTISTIC SKILLS-

Bonsai
Calligraphy
Carving
Dance ~ (Court, Folk, Religious)
Ikebana
Music ~ (One for each instrument, Singing)
Origami
Painting
Poetry
Storytelling
Tea Ceremony

-TRADE SKILLS-

Acrobatics
Acting
Animal Handling ~ (one for each type of trainable animal: Bears, Dogs, Falcons, Horses, Lions)
Appraisal
Armorer
Commerce
Cooking
Craft ~ (used to cover misc. tasks, Farming, Fletchery, Tattooing, etc.)
Engineering
Herbalsim
Instruction ~ (one for each Skill Category)
Massage
Sailing
Tricks
Weaponsmith

-CRIMINAL SKILLS-

Anatomy (this is also a Scholarly Skill)
Dart (this is also a Bugei Skill)
Disguise
Explosives
Forgery
Gambling
Maho (this is also a Magic Skill)
Mimicry
Ninjutsu (one for each of the common ninja tools)
Poison
Torture
Traps





CHAPTER 3

THE GREAT HOUSES





ONE THOUSAND YEARS OF TRADITION

Rokugan's lands and power are divided amongst a little over two score major families. A Family Daimyo, a landed lord with the power of life and death over his subjects and imperial authority to cultivate 'the Emperor's Land' and raise armies, heads each of these families. The more powerful families may control multiple provinces and include many daimyo who oversee individual fiefdoms. Several vassal houses support each of these Great Houses. Each vassal house has its own leaders and while they are rarely lords in their own right they are often powerful generals and trusted advisors to the ruling lines. Most player characters will be drawn from the ranks of these vassals. The Great Houses in turn join together under the banner of one of Rokugan's Clans. The most powerful of these are the Seven Clans, each founded by one of the Kami, divine beings who fell to earth in the earliest days of the world. Each clan owes ultimate fealty to its Clan Champion, who serves as daimyo for the combined families of the clan. In most cases the Clan Daimyo is also the Family Daimyo of his line and house.

The samurai of the Seven Clans dominate Rokugan's politics and jealously guard their prerogatives over 'lesser' samurai from the Minor Clans and even more so, look down upon the lowest members of the samurai class, the ronin. All of these nobles orbit around the power of the Emperor. Closest to the Emerald Throne are the handful of samurai who make up the imperial families, whose allegiance is directly to the line of Hantei, the Ninth Kami.

ANATOMY OF A HOUSE

This section is devoted to the Family Profiles for each of the Great Houses of Rokugan. These profiles reveal the initial shape all samurai associated with that house take. A Profile will indicate the Ring with which the family is connected and five skills that all adult members of that house can be expected to possess. Fur-

ther, each family has a reputation that is born out by certain Advantages or Disadvantages that cost less or earn extra xp for characters coming from that family. Finally, each Great house has gathered a number of important vassal families under their auspices and the names of several have been listed with each house to provide samples for creating characters aligned with that house.

Daimyo: This is the Lord of the House and Daimyo of the family at the outset of the Clan Wars. Any additional titles or nicknames follow. The samurai's School, Insight, Honor, and Position ranks are also given. Full descriptions for the character can be found in **Chapter 10**.

Home Province: Each of the Great Houses has claimed certain lands as their own for centuries. Most characters of this house will have been born and spent their childhood either in this province or one immediately adjacent to it. Major family gatherings and other social functions will generally be held here. For a map and a complete list of provinces and their locations see **Chapter 9**.

Benefit: This is the Trait most prized by the house and most common among its ranks. All direct descendants of the house and all characters from its vassal houses receive a free rank in this Trait.

Base Honor: Each of the houses has different levels of commitment to the ideals of bushido. This is reflected in the typical starting Honor Rank. This value provides a base Honor for Samurai of this house and is combined with a bonus from their School to determine starting Honor Rank. Each House also favors one of the eight virtues outlined in Akodo-no-Kami's work 'Leadership' (Compassion, Courage, Courtesy, Duty, Excellence, Family, Loyalty, and Wisdom). The house's favored virtue will be given after the Base Honor.

Skills: Characters growing up in this house face particular challenges and are forced by circumstance to acquire certain skills. All characters from this house begin with 1 rank in the five skills listed here.

Advantages/Disadvantage: Further emphasizing the uniqueness of each house, certain





Advantages commonly associated with the house cost half the normal number of XP (round up). Certain failings may also be common among the members of a house and any Disadvantages listed give the character an extra XP when taken.

School Patronage: This house has long sent students to the one or more schools listed here, and it has become a matter of pride and politics that children of this house seek enrollment there. Because of the long-standing ties between house and school, charters from this house have an easier time seeking admittance, and receive 3 XP to spend on the Sensei Advantage if they follow in the footsteps of their ancestors.

individuals. Many ronin adopt the name of the province of their birth as a surname.

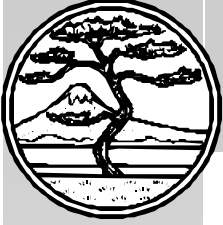
VASSAL HOUSES

Each of the Great Houses sits atop a collection of other smaller houses that are bound to their service. These vassal houses possess their own names and histories, though they are rarely as glorious and well known as those of their lieges. In most cases these houses share the Benefit, Skills, and A/D of their liege house. If a vassal house does differ significantly from their lord the differences will follow. Characters automatically are considered to have come from one of the vassal houses unless they purchased the Scion Advantage.

RONIN HOUSES

Ronin who have left their lord's service may or may not choose to retain their family name. Those who have left in disgrace are advised to drop their family name to avoid reprisals from other members of their family or former clan who might seek to eliminate any lingering shame suffered by their house. Those ronin whose families have been separated from a daimyo for more than a generation are likely to come from minor families not otherwise recorded. A brief list of family names is included on the ronin page to provide inspiration. Such "ronin houses" are extremely small and are likely to include no more than a dozen living





The Crab Clan

Since almost the first days of the empire the Crab Clan has stood guard against the powers of He-who-must-not-be-named: the Dark Kami Fu Leng. While they have had setbacks and occasional wars with their brothers within the empire, the need to guard the southwestern expanses of Rokugan from the occasional black tide of oni, goblins, and undead has shaped the clan into an enormous war machine. Honed by constant drills and expeditions into the poisoned wastes of the Shadowlands, Crab warriors are amongst the deadliest fighters in Rokugan. Though many say the families of the Crab lack couth, those who have made allies of these determined people find that they need rarely fear the treachery and misdirection so common amongst Rokugan's more 'civilized' clans...

"There are no lies on the battlefield" - Hida-no-Kami, The First Crab

THE HIDA

The children of the first Crab have been ever resolute in upholding the task their founder assumed on behalf of the Hamtei. For them failure spells the death of the empire and so they have taken victory as their highest accomplishment and nearly any means that leads to victory is to be considered. Their founding kami also taught his descendants that strength is the greatest virtue. What many outside the family fail to realize is that the Hida do recognize many forms of strength: physical, spiritual, knowledge, and dedication. Those who underestimate a samurai of the Hida rarely have the opportunity to do so again.

Daimyo: Hida Kisada "The Great Bear", Champion of the Crab Clan (IM Bushi 5+, H-2, P-9)

Home Province: Oga

Benefit: +1 Strength

Base Honor: 1, and 0 boxes ~ Duty

Skills: Bushi Lore, Clan (Crab) Lore, Dodge, Shadowlands Lore, and Pick 1 Bugei Skill

Advantages/Disadvantages: Large, Uncul-

tured

School Patronage:

"Dead Eyes" Berserker School

"Iron Mountain" Bushi School

HIDA VASSALS ~

Kanamaru.

Mizuno.

Watanabe.

THE HIRUMA

The modern Hiruma are defined by a single event: "The March of the Maw". This tremendous campaign led by an oni known as The Maw, believed to be the overlord of the Kamu no Oni, was the greatest defeat the Crab Clan has ever suffered in their millennia of conflict. When the war ended the southern border of Rokugan had receded by over a hundred ri, and the land of the Hiruma were now firmly in the grip of the Shadowlands. Since that time the Hiruma have been driven by a fierce need for vengeance. Many have taken the route of the berserker, bent on destroying as many of the foul spawn of the Dark Kami as possible before going down to death themselves. Until the citadel of the Hiruma is retaken, this dark mood is unlikely to lift...

Daimyo: Hiruma Kage

Home Province: The Hiruma claim the lost province of Gihazo as their homeland, but they currently are centered in Ayo.

Benefit: +1 Stamina

Base Honor: 1, and 5 boxes ~ Loyalty

Skills: Athletics, Clan Lore (Crab), Shadowlands Lore, Survival (Shadowlands), and Pick 1 Social Skill

Advantages/Disadvantages: Driven, Higher Purpose (Retake the Hiruma Citadel), Swift

School Patronage:

Hiruma Scout School

Hiruma Yojimbo School

HIRUMA VASSALS ~

Aibara.

Toda.





THE KAIU

The Kaiu family has long been the sturdy base of the Crab war effort. While they produce few warriors, the Kaiu excel in the arts of the warlord and are masters of defense. The Kaiu samurai oversee the construction and repair of the Crab Clan's overlapping layers of fortifications. The Kaiu Wall is undoubtedly the largest structure in Rokugan, and its maintenance is a full time operation.

Daimyo: Kaiu Utsu

Home Province: Jime

Benefit: +1 Perception

Base Honor: 1, and 0 boxes ~ Duty

Skills: Clan Lore (Crab), Gaming, Intimidation, Shadowlands Lore, and Pick 1 Trade Skill

Advantages/Disadvantages: Kaiu Blade

School Patronage:

Kaiu Builder School

KAIU VASSALS ~

Akechi.

Hijikata.

THE KUNI

Seeing to the spiritual needs of the Crab Clan, the Kuni are the inheritors of an ancient tradition of magic. The Kuni are the foremost experts on the foul creatures that lurk beyond the Kaiu Wall, and this knowledge has made them ideally suited to hunt down and destroy those few minions of the Dark Kami who slip into the lands of the Shining Prince by guile instead of force. The Kuni also hide a darker legacy, as study of dark powers can lead to corruption for even the most cautious soul, and many Kuni have been touched by the power they seek to destroy.

Daimyo: Kuni Yori

Home Province: Kiwase

Benefit: +1 Willpower

Base Honor: 1, and 0 boxes ~ Courage

Skills: Clan Lore (Crab), Shadowlands Lore, Shugenja Lore, Theology, and Pick 1 Scholarly Skill

Advantages/Disadvantages: Called by the Kami, Tainted

School Patronage:

Kuni Witch-Hunter School

"Jade Mountain" Shugenja School

KUNI VASSALS ~

Saigô.

Sugita.

THE YASUKI

Called the "Black Cranes", the Yasuki house was born when the witch Yasuki provided the lord Kakita with the secrets of Lady Doji's heart. For a time her descendants served under the banner of the Crane. Since then the Yasuki have changed allegiance, bringing their ranks to bolster the Crab Clan in the defense of the empire. The move, seen as ultimate treachery by some among the Crane (particularly the Daidoji) has led to centuries of covert war between the Crab and Crane Clans.

Daimyo: Yasuki Taka (Merchant 5+, H1, P-8)

Home Province: Nodai

Benefit: +1 Awareness

Base Honor: 1, and 0 boxes ~ Duty

Skills: Appraisal, Clan Lore (Crab), Etiquette, Shadowlands Lore, and Pick 1 Social Skill

Advantages/Disadvantages: Crafty, Dai-koku's Blessing, Greed

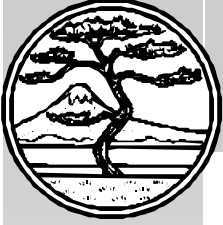
School Patronage:

YASUKI VASSALS ~

Tomioka.

Wadano.





The Crane Clan

The Cranes are the empire's masters of grace. Their arts are honed to make every motion seem effortless. Their commitment to personal excellence makes their finest representatives truly awesome to behold. This combines with their dominant position in Rokugan's courtly circles to insure the schools and teachings of the Crane Clan are amongst the most prestigious in the empire. But prestige is not an impartial observer. While the majority of the empire perceives Crane sword-smiths as master craftsmen, the forges of the Crab and Dragon continue to produce weapons every bit as serviceable. The Kakita Kenjutsu Academy is the most prestigious sword school in Rokugan, but the rigors of duty on the Kaiu Wall or standing side by side with twenty of your clansmen on a battlefield are often better served by sword styles that have grown to meet those challenges.

Welcome then to the resplendent halls of the Crane, but do not let the glitter fool you for the Crane have both weakness and strengths they hide behind the trappings of wealth and a courtier's raised fan...

"Never underestimate a Crane's last Secret." - Isawa Hochiu, Novice of Fire

THE ASAHINA

The descendants of a crazed fire tensai, the Asahina are extremists even by the standards of the Isawa. Devout pacifists, they refuse to kill even in self-defense. The newest of the Crane Clan's major families, they have still managed to carve a niche for themselves with their powerful Air magics and unique ability to produce magical charms. These limited use *namurani* are based on a combination of the Phoenix Clan's kami-based magics and the arts of astrology. It is a secret they guard jealously even from their former kin in the Phoenix Clan.

Daimyo: Asahina
Home Province: Chiji
Benefit: +1 Awareness
Base Honor: 2, and 5 boxes ~ Compassion
Skills: Clan Lore (Crane), Etiquette,

Shugenja Lore, Theology, and Pick 1 Artistic Skill

Advantages/Disadvantages: Called by the Kami, Inheritance (charm), Soft Hearted

School Patronage:

"Watching Stars" Shugenja School

ASAHINA VASSALS ~

Musô. Attendants and aides in the Asahina's researches.

Sakurai. A warrior family, the Sakurai guard the Asahina lands.

THE DAIDOJI

The Daidoji are descended of a later child of the Lady Doji and Master Kakita. They have taken on many duties relating to the physical safety of the Crane Clan. This has led them into a protracted struggle with those arch-traitors, the vile and cunning Yasuki. The Daidoji are perhaps more grounded in the realities of life and the struggles that take place in the shadows than the other houses of the Crane Clan. As a result Daidoji honor tends to be a bit more 'flexible' than that of their fellow Cranes.

Daimyo: Daidoji Uji (IC Yojimbo 4, H3, P-8)

Home Province: Umi

Benefit: +1 Perception

Base Honor: 1, and 5 boxes ~ Family

Skills: Ancestor Lore, Bushi Lore, Clan Lore (Crane), Etiquette, and Pick 1 Martial Skill

Advantages/Disadvantages: A Heart of Vengeance (Yasuki), Daredevil

School Patronage:

Daidoji Saboteur School

"Iron Crane" Yojimbo School

DAIDOJI VASSALS ~

Akizuki.

Iwase.

Utsunomiya.

THE DOJII

The Descendants of Lady Doji continue to guide their clan with a combination of artistic grace and martial prowess.

Daimyo: Doji Hoturi, Champion of the





Crane (3S/BoP Bushi 1/4, H-5, P-9)

Home Province: Ukyo

Benefit: +1 Reflexes

Base Honor: 2, and 5 boxes ~ Courtesy

Skills: Bushido Lore, Clan Lore (Crane), Etiquette, Literature, and Pick 1 Artistic Skill

Advantages/Disadvantages: Benten's Blessing, Colorblind

School Patronage:

"Lady Doji's Graces" Artisan School

"Three Shouts" Bushi School

DOJI VASSALS ~

Amari.

Makaino.

Tsume.

THE KAKITA

Most samurai who think of the Kakita immediately consider images of their lightning fast swordsmen or fearfully suave courtiers. While the Doji lead the Crane Clan, it has been the Kakita family that has held sway in the imperial court for the majority of the last millennia through a combination of honeyed words and fierce dueling prowess.

Daimyo: Kakita Yoshi, Imperial Advisor (OLG Courtier 5+, H-3, P-9)

Home Province: Sumiga

Benefit: +1 Awareness

Base Honor: 2, and 5 boxes ~ Excellence

Skills: Clan Lore (Crane), Etiquette, Heraldry, Pick 1 Courtly Skill, and Pick 1 Scholarly Skill

Advantages/Disadvantages: Gifted, Vanity

School Patronage:

"Purity of Breath" Kenshi School

"Our Lady's Gifts" Courtier School

KAKITA VASSALS ~

Ashidaka. Merchant-minded caretakers of the Crane's wealth.

Saigusa.

Alphabetical List of Family Names

Agasha (Phoenix)

Aibara

Akechi

Akizuki

Akodo (Lion)

Amakasa

Amako

Amari

Asahina (Crane)

Asai

Asako (Phoenix)

Asakura

Ashan

Ashidaka

Bayushi (Scorpion)

Daidoji (Crane)

Doji (Crane)

Fukushima

Goseki

HANTEI

Hatano

Hayato

Hida (Crab)

Hijikata

Hineno

Hiruma (Crab)

Hitomi (Dragon)

Hosokawa

Ichijō

Ide (Unicorn)

Iioka

Ikoma (Lion)

Inamura

Inoue

Isawa (Phoenix)

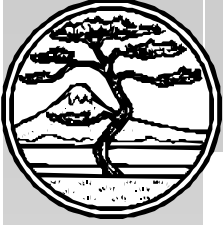
Itou

Iuchi (Unicorn)

Iwase

(Continued on page 39)





The Dragon Clan

The mysterious Dragons.

This clan has largely removed itself from the affairs of Rokugan. Lurking in their mountains, they have become the object of speculation for some and scorn for others. They have taken the middle road, balancing magic and steel, wisdom and mystery. The Mirumoto warrior is the most unpredictable, and the Agasha shugenja the most confusing. And that is exactly the way they want it.

Please come inside. The nights are cold and bitter in the north, but the company is friendly and hearts once revealed are warm. The way will not unfold before you in a single night, but walk amongst them and you are sure to be changed by the experience.

And that may be enough.

*"All journeys begin with but a single step." -
Mirumoto Hojatsu, Founder of the "Two Heavens" School of Swordsmanship*

THE AGASHA

The children of Agasha continue to thrive in the mountains of the Dragon Clan. Closest of all the Dragon families to the spirit world, they often see the great wheel of history as turning in tiny circles, filling the world with strange resonance and repetitions. Their studies of the natural order have lead them to incredible breakthroughs in the realms of alchemy and their swordsmiths were the first to develop the secrets of folding steel. While the secret of metal folding was stolen and spread to the other clans, the secrets of alchemy remain safely theirs alone...

Daimyo: Agasha Tamori

Home Province: Shisame

Benefit: +1 Intelligence

Base Honor: 1, and 5 boxes ~ Wisdom

Skills: Clan Lore (Dragon), Herbalism, Shugenja Lore, Survival (Mountains) and Theology

Advantages/Disadvantages: Called by the Kami, Contrary, Kharmic Tie

School Patronage:

"Unsolved Puzzle" Shugenja School
AGASHA VASSALS ~

Itou.

Naitô.

Suda.

THE KITSUKI

The smallest and most recently formed of all the major families, the Kitsuki see the world through new eyes. They practice the arts of observation and deductive analysis in a world where superstitions and the magical leaps out at you every day.

Daimyo: Kitsuki Yasu

Home Province: Tosei

Benefit: +1

Base Honor: 2, and 0 boxes ~ Wisdom

Skills: Alertness, Clan Lore (Dragon), Etiquette, Survival (Mountains) And Pick 1 Scholarly Skill

Advantages/Disadvantages: Clear Thinker, Fascination

School Patronage:

"Kitsuki's Method" Magistrate School

KITSUKI VASSALS ~

Hatano.

Sakamoto.

THE MIRUMOTO

The most numerous of Dragon Families is also the best known outside the Dragon provinces. Mirumoto are by far the most likely to venture out into the world, seeking to refine their spirit through experience, or doing the bidding of the Dragon Champion.

Daimyo: Mirumoto Hitomi

Home Province: Kokozen

Benefit: +1 to Any Trait

Base Honor: 2, and 0 boxes ~ Excellence

Skills: Clan Lore (Dragon), Etiquette, Five-fold Path, Survival (Mountains), and Pick Any 1 Skill

Advantages/Disadvantages: Ambidextrous, Overconfident

School Patronage:

"Fire from Heaven" Archer School





"Two Heavens" Bushi School

MIRUMOTO VASSALS ~

Hayato.
Katagiri.
Usami.

THE TOGASHI

The family of samurai surrounding the Dragon Clan Champion is amongst the most reclusive in all of Rokugan. While samurai by birth, many choose to join the Ise Zumi, a monastic order rarely seen outside the northern mountains. Those that remain samurai often attend the Agasha schools, as there is a long streak of magic in this tiny bloodline.

Daimyo: Togashi Yokuni, Champion of the Dragon (Bushi / Shugenja 5/5, H-2, P-9)

Home Province: Yamatsuke

Benefit: +1 Agility

Base Honor: 1, and 5 boxes ~ Wisdom

Skills: Clan Lore (Dragon), Five-fold Path, Survival (Mountains), Theology, and Pick 1 Scholarly Skill

Advantages/Disadvantages: Antisocial, Ascetic, Called by the Kami

School Patronage:

Monk- Ise Zumi

TOGASHI VASSALS ~

Amako.

Alphabetical List of Family Names

(Continued from page 37)

- Kakita (Crane)**
- Kaiu (Crab)**
- Kanamaru
- Katagiri
- Kitamura
- Kitsu (Lion)**
- Kitsuki (Dragon)**
- Kocha
- Koteda
- Kuni (Crab)**
- Kurushima
- Makaino
- Maki
- Matsu (Lion)**
- Minagawa
- Mirumoto (Dragon)**
- Mishio
- Miya (Imperial)**
- Miyoshi
- Mizuno
- Moto (Unicorn)**
- Musô
- Naitô
- Nagai
- Nishio
- Nitta
- Okawa
- Otomo (Imperial)**
- Ozawa
- Ryuzoji
- Saigo
- Saigusa
- Sakamoto
- Satomi
- Seppun (Imperial)**
- Shiba (Phoenix)**
- Shimada

(Continued on page 41)





The Lion Clan

THE AKODO

Daimyo: The Akodo are in disgrace at the beginning of the Clan Wars with only Akodo Kage still allowed to use the name.

Home Province: Etsu

Benefit: +1 Perception

Base Honor: 2, and 5 boxes ~ Courage

Skills: Ancestor Lore, Bushido Lore, Clan Lore (Lion), Etiquette, and Pick 1 Scholarly Skill

Advantages/Disadvantages: Can't Lie, Natural Leader, Tactician

School Patronage:

"Sword of Courage" Bushi School

"Seven Stones" Tactician School

AKODO VASSALS ~

Inoue.

Miyoshi.

Nagai.

THE IKOMA

Daimyo:

Home Province: Mukano

Benefit: +1

Base Honor: 2, and 0 boxes ~ Duty

Skills: Ancestor Lore, Clan Lore (Lion), Etiquette, History, and Pick 1 Scholarly Skill

Advantages/Disadvantages: Precise Memory, Idealistic

School Patronage:

Master of Bushido School

"River's Hand" Bushi School

IKOMA VASSALS ~

Goseki.

Koteda.

Tenda.

THE KITSU

Daimyo:

Home Province: Hozemon

Benefit: +1 Perception

Base Honor: 2, and 0 boxes ~ Courtesy

Skills: Ancestor Lore, Clan Lore (Lion), Etiquette, Shugenja Lore, and Theology

Advantages/Disadvantages: Bloodlines, Called by the Kami, Haunted

School Patronage:

"Shining Bridge" Shugenja School

KITSU VASSALS ~

Suiko.

Uehara.

THE MATSU

Daimyo: Matsu Tsuko "Lady of Lions", Champion of the Lion (Bushi 5, H-4, P-9)

Home Province: Ibe

Benefit: +1 Strength

Base Honor: 2, and 0 boxes ~ Courage

Skills: Ancestor Lore, Athletics, Bushi Lore, Clan Lore (Lion), and Pick 1 Bugei Skill

Advantages/Disadvantages: Brash, Fearless, Judono's Blessing, Proud

School Patronage:

"Claws of the Emperor" Bushi School

MATSU VASSALS ~

Fukushima.

Hosokawa.

Shimada.





*Alphabetical List of Family
Names*

(Continued from page 39)

Shinjo (Unicorn)

Shosuro (Scorpion)

Soshi (Scorpion)

Suda

Sugita

Suiko

Takimi

Tamori (Dragon)

Tenda

Toda

Togashi (Dragon)

Tomioka

Tsume

Uehara

Usami

Otaku (Unicorn)

Utsunomiya

Wadano

Watanabe

Yagyû

Yasuki (Crab)

Yogo (Scorpion)

Yumeno





The Phoenix Clan

THE ASAKO

Daimyo:

Home Province: Giryu

Benefit: +1 Intelligence

Base Honor: 1, and 5 boxes ~ Wisdom

Skills: Clan Lore (Phoenix), Etiquette, Five-fold Path, Literature, and Pick 1 Scholarly Skill

Advantages/Disadvantages: Sage, Yogo Curse (3 XP)

School Patronage:

Asako Magistrate School

Asako Scholar School

ASAKO VASSALS ~

Amakasa.

Yumeno.

THE ISAWA

Daimyo: The Council of Elemental Masters

Home Province: Tenza

Benefit: +1

Base Honor: 1, and 5 boxes ~ Compassion

Skills: Clan Lore (Phoenix), Five-fold Path, Literature, Shugenja Lore and Pick 1 Social Skill

Advantages/Disadvantages: Called by the Kami, Chosen by the Oracles, Jealousy

School Patronage:

Isawa Shugenja,

Tensai

ISAWA VASSALS ~

Kitamura.

Ozawa.

Takimi.

THE SHIBA

Daimyo: Shiba Ujimitsu, Champion of the Phoenix (SWM Bushi 5+, H-3, P-9)

Home Province: Osu

Benefit: +1 Intelligence

Base Honor: 2, and 0 boxes ~ Compassion

Skills: Clan Lore (Phoenix), Etiquette, Literature, Shugenja Lore, and Pick 1 Scholarly Skill

Advantages/Disadvantages: Balance, Small

School Patronage:

“Motion within Stillness” Bushi School

Shiba Yojimbo School

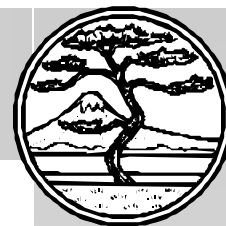
SHIBA VASSALS ~

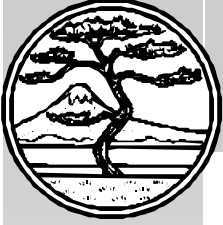
Inamura.

Koike.

Ryûzôji.







The Scorpion Clan

THE BAYUSHI

Daimyo: At the outset of the Clan Wars the Bayushi were declared destroyed and had no formal daimyo.

Home Province: Iha

Benefit: +1 Intelligence

Base Honor: 1, and 0 boxes ~ Loyalty

Skills: Bushi Lore, Clan Lore (Scorpion), Etiquette, Heraldry, and Pick Any 1 Skill

Advantages/Disadvantages: Blackmail, Crafty

School Patronage:

"Masks within Masks" Bushi School
Bayushi Diplomat School

BAYUSHI VASSALS ~

Iioka.

Nishio.

THE SHOSURO

Daimyo:

Home Province: Tochi

Benefit: +1 Awareness

Base Honor: 1, and 0 boxes ~ Loyalty

Skills: Clan Lore (Scorpion), Etiquette, Sincerity, Pick 1 Courtly Skill, and Pick 1 Criminal Skill

Advantages/Disadvantages: Dangerous
Beauty

School Patronage:

Shosuro Shinobi School
"The 10,000 masks" Actor School

SHOSURO VASSALS ~

Kocha.

Maki.

THE SOSHI

Daimyo:

Home Province: Mimano

Benefit: +1 Reflexes

Base Honor: 1, and 0 boxes ~ Excellence

Skills: Clan Lore (Scorpion), Etiquette, Theology, Pick 1 Criminal Skill, and Pick 1

Scholarly Skill

Advantages/Disadvantages: Bland, Called by the Kami, Shadowbrand

School Patronage:

"Falling Leaves" Bushi School

"Long Shadows" Shugenja School

SOSHI VASSALS ~

Asai.

THE YOGO

Daimyo:

Home Province: Ado

Benefit: +1 Strength

Base Honor: 1, and 5 boxes ~ Wisdom

Skills: Clan Lore (Scorpion), Etiquette, Survival (mountains), Theology, and Pick 1 Trade Skill

Advantages/Disadvantages: Called by the Kami, Yogo Curse (automatic)

School Patronage:

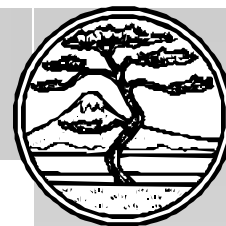
Yogo Assassin School

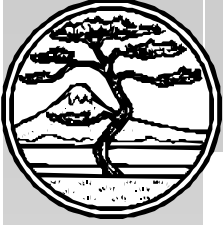
"Sealed Name" Shugenja School

YOGO VASSALS ~

Kurushima.







The Unicorn Clan

THE IDE

Daimyo: Ide Taro

Home Province: Temino

Benefit: +1 Willpower

Base Honor: 2, and 0 boxes ~ Courtesy

Skills: Clan Lore (Unicorn), Etiquette, Law, Riding, and Pick 1 Trade Skill

Advantages/Disadvantages: Greed, Way of the Land

School Patronage:

Ide Emissary School

Ide Magistrate School

IDE VASSALS ~

Mishio.

THE IUCHI

Daimyo: Iuchi Takaai

Home Province: Ito

Benefit: +1 Perception

Base Honor: 1, and 5 boxes ~ Compassion

Skills: Clan Lore (Unicorn), Riding, Shugenja Lore, Storytelling, and Pick 1 Artistic Skill

Advantages/Disadvantages: Called by the Kami

School Patronage:

"First Word" Shugenja School

IUCHI VASSALS ~

Ichijô.

Okawa.

THE MOTO

Daimyo: Moto Terumori

Home Province: Gamo

Benefit: +1 Void

Base Honor: 1, and 0 boxes ~ Courage

Skills: Clan Lore (Unicorn), Gaijin Lore, Riding, Shadowlands Lore, and Pick 1 Martial Skill

Advantages/Disadvantages: Gaijin Gear, Gaijin Name, Moto Curse (automatic), Never Sat on a Horse, Tainted

School Patronage:

"White Guard" Bushi School

Moto Desert Warrior School

MOTO VASSALS ~

Ashan.

THE OTAKU

Born from the survivors of a powerful tribe nearly destroyed by the armies of Lady Matsu, the remnants of the Otaku joined the banner of the Kami Shinjo, when she alone of the Kami chose to accept them as the were, and not as the Kami would make them. The Otaku are somewhat unusual in Rokugan, both for being matriarchal, and for the curious habit that while the Unicorn are a cavalry power, no Otaku man ever fights from horseback. The origins of both these customs date back to the fateful day when the Lady of Lions finally cornered the Otaku tribe, who had lived as raiders wandering all of Rokugan. With the scarcity of domesticated horses in the early empire, the Otaku had a free hand, eluding any who might pursue them afoot. This was to change when the Otaku moved into the lands claimed by Akodo. His most skilled vassal, the Lady Matsu used tactics rather than raw speed to place her army where the Otaku would have to pass. When she sprang her trap, encircling the whole of the tribe, it was evident that the Otaku were doomed. Unexpectedly every Otaku man dismounted to stood their ground against the Lady of Lions and her army, giving their steeds to their wives and children. They fought and died to the last man so that their kin might escape in a desperate push. The Matsu, seeing no glory in the slaughter of women and children let them escape. Not a single adult male survived, and in their honor no Otaku man would ever fight from horseback again.

Daimyo: Otaku Kamoko

Home Province: Kugoi

Benefit: +1 Agility

Base Honor: 2, and 5 boxes ~ Family

Skills: Animal Training, Bushido Lore, Clan Lore (Unicorn), Riding and Pick 1 Scholarly Skill

Advantages/Disadvantages: Blood of the





Otaku, Overconfident, and Voice

School Patronage:

"Shiko's Purity" Battlemaiden School

Otaku Bushi School

OTAKU VASSALS ~

Hineno.

Nitta.

THE SHINJO

Daimyo: Shinjo Yokatsu, Champion of the Unicorn

Home Province: Hanmida

Benefit: +1 Reflexes

Base Honor: 2, and 0 boxes ~ Family

Skills: Clan Lore (Unicorn), Riding, Survival, Tracking and Pick 1 Trade Skill

Advantages/Disadvantages: Gullible, Luck

School Patronage:

"Four Winds" Bushi School

SHINJO VASSALS ~

Minagawa. Skilled hunters and outdoorsmen.

Satomi.





The Imperial Families

THE HANTEI

The line of the Hantei Emperors is very narrow, including only the Emperor himself and his male heir. Male children of the Hantei are instead placed in either the Otomo or Seppun families to ensure there is no rivalry in the claim to the Emerald Throne. Hantei daughters retain the name until such time as a male heir has been chosen. Though it is not unheard of for a daughter to rise to become Empress if no male heir has been produced, it is very rare. Hantei Emperors have generally taken their instruction from Kakita tutors in matters of martial prowess, but have access to the very best instructors from any clan depending on what skills or hobbies take their fancy. As such there is no single schools favored by the Hantei.

THE OTOMO

Daimyo:

Home Province:

Benefit: +1 Awareness

Base Honor: 1, and 0 boxes ~ Courtesy

Skills: Etiquette, Heraldry, Imperial Lore, Law, Literature

Advantages/Disadvantages: Cruel, Ear of the Emperor, Standing Invitation

School Patronage:

Otomo Courtier School

OTOMO VASSALS ~

Yagyû

THE MIYA

Daimyo:

Home Province:

Benefit: +1 Stamina

Base Honor: 2, and 0 boxes ~ Compassion

Skills: Etiquette, Heraldry, Imperial Lore, Law, Riding

Advantages/Disadvantages: Meek, Stand-

ing Invitation

School Patronage:

Miya Herald School

MIYA VASSALS ~

THE SEPPUN

Daimyo:

Home Province:

Benefit: +1 Reflexes

Base Honor: 2, and 5 boxes ~ Courtesy

Skills: Etiquette, Five-fold Path, Imperial Lore, Literature, Theology

Advantages/Disadvantages: Standing Invitation

School Patronage:

Seppun Yojimbo School

SEPPUN VASSALS ~





The Ways of the Ronin

While ronin characters do not have Family Profiles, they do chose a Ronin Origin the serves much the same purpose mechanically.

Benefit: +1

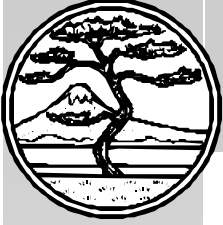
Base Honor: 1, and 0 boxes

Skills:

Advantages/Disadvantages:

RONIN FAMILIES ~





The Minor Clans

Alongside the great clans, a number of minor clans have risen to prominence.

BADGER CLAN

THE ICHIRO FAMILY

Daimyo: Ichiro Akira
Home Province: Tadago
Benefit: +1 Stamina
Base Honor: 2, and 0 boxes ~ Courage
Skills: Etiquette, Survival (Plains)
Advantages/Disadvantages: Resist Magic
School Patronage:
"Unflinching Eyes" Bushi School

BOAR CLAN

THE HEICHI FAMILY

Daimyo: Heichi Takauji
Home Province: None
Benefit: +1 Willpower
Base Honor: 1, and 5 boxes ~ Duty
Skills:
Advantages/Disadvantages: Quick Healer
School Patronage:
"Wake of the Boulder" Bushi School

THE FOX CLAN

The Fox clan more than any other maintain their history as an oral tradition. The Libraries of Kyuden Kitsune contain the family lore but little history. While the Ikoma and Asako have compiled many of their tales and try to match events against their own detailed histories, the Fox simply shrug their shoulders and tell the next generation the stories that were handed down to them...

FORTUNES OF THE FOX

The Lady Shinjo was exploring the edge of a forest in the southern part of what is now Scorpion territory. The sounds of bellowing

ogres drew her and her band of retainers a short distance into the wood. There she saw a woman in a short robe dodging the blows of two ogres. Shinjo drew her sword and prepared to ride to the woman's aid, but Otaku laid her hand on Shinjo's and shook her head. Startled, Shinjo nodded, agreeing to watch.

The flicking snap of the woman's sword drew a few drops of blood with each twisting strike, but it was clear her blows only served to enrage the brutes further. Snarling, they smashed trees and splintered thick bamboo as the woman danced around them. Shinjo gasped as the lithe figure darted between the two monsters! With a bone twisting thud and a hideous snap the two ogres' blows landed... each killing the other. Shinjo's eyes went wide at the way the slip of a woman had slain two of her brother's most potent creations, but Otaku just smiled.

"Who are you?" she wondered aloud.

Lightly, the woman pivoted and dropped to the ground. "I am called Kitsune, most powerful Kami-sama!"

Shinjo dismounted and approached Kitsune. "You know me then?" she asked.

"No my lady."

"Then why do you name me Kami?"

Kitsune blinked. "Because you smell of the sky, my lady."

Otaku laughed out loud.

The Lady Shinjo had a new vassal, and a new friend, when she rode out of the wood.

THE KI'RIN MARCH

When Shinjo set out to explore the world for her brother Hantei, Kitsune went to her master with downcast eyes. Even worse, Otaku's daughter was there already.

"What troubles you my friend?"

"Oh my Lady! You know that some of us... Some of us must stay behind."

"I know that a few have chosen to. There is no dishonor in it."

Otaku only snorted.

"My lady. I am... am one of those who must stay."

"What? Kitsune, when did you decide this?"

"Before I was born I think. The emperor will need the Ki'rin before you find what you





seek. And the Ki'rin who stay will need me."

No matter how much her lady's frown hurt her, it was Otaku's glare that cut to the bone. "I see."

All of the Ki'rin who remained in Rokugan swore fealty to the house of Kitsune when Shinjo departed. Some say it was to give unity to those who would preserve the Ki'rin's lands while their Champion wandered. A few say it was because Otaku Shiko insisted that cowardice should have a single name.

IN THE LION'S DEN

The Ki'rin who stayed behind settled in to wait. Too few in number to expand upon the handful of holdings in Shinjo's lands, they contented themselves with maintaining a single small castle (one that is today, ironically occupied by the Otaku family) and the surrounding villages. The empire was much younger then, and many barbaric tribes of men who had not joined the Kami still roamed the western expanse. With the departure of Shinjo and the bulk of the Ki'rin's armies they became more bold. Their raids wore down the strength of Kitsune's followers until at last they were forced to seek the aid of the Lion Clan to the south. The Lion were eager to repel any invasion and thereby prove their loyalty to the emperor. In a series of glorious campaigns they drove the encroaching tribes back to the farthest mountains. With the lands secure behind their lines, their merchants and peasants began to filter into the spaces that had once been Shinjo's alone. The children of Shinjo could not deny that the sons and daughters of Akodo had earned a place in the northern plains. Feeling surrounded and overwhelmed, a cunning Kitsune lord brokered a deal with the daimyo of the Matsu. The Lions would strike deep into Scorpion territory and the Kitsune would fill in the gaps. With their superior woodland lore, the Kitsune would make the recapture of a certain southern forest too costly for even the mighty Scorpion Clan. Much to the Lion's surprise the entire Kitsune family followed in the tracks of their invasion, securing the forest that lady Kitsune once called home.

The Scorpions are still scratching their heads over what exactly happened...

THE BATTLE OF SLEEPY RIVER

When the terror of Iuchiban and his Bloodspeakers rose a second time, all the Clans gathered to put down this menace. The Isawa read portents in the stars that suggested that Iuchiban would only be defeated if the children of the eight Kami united against him. With the bulk of the Ki-rin gone, it fell to the Kitsune to carry the banner of Shinjo into battle against the blood s o r c e r e r s .

Iuchiban learned of the Phoenix scrying, and determined to use it to his advantage. The Kitsune were few. They could prove to be the weak link of the prophecy. As the battle raged, Iuchiban sent his trusted hatamoto Suru to crush the Kitsune.

Suru nearly succeeded.

With their daimyo slain and the ancestral sword of the Kitsune broken, the banner of the Ki-rin would have fallen without the timely arrival of the samurai of the Hare clan. In a fierce charge, the Usagi warriors scattered Suru's forces and killed the Bloodspeaker general. When the battle was finished the foul sorcerer and his legions were crushed, but the price had been high for Rokugan's defenders, particularly the Ki'rin. Barely a third of the Kitsune still lived.

FOREST SPIRITS

The Kitsune withdrew to their lands to heal and rest. Their real troubles were about to begin. The tales of Suru's demise were twisted and confused by the poets of the great Clans. The deeds of the Hare Clan were attributed to the Kitsune. The Usagi family, slighted and all but forgotten, turned their anger on the "ungrateful" Kitsune. Raids and pillaging met little resistance from the weakened family. In their most audacious plan, the Usagi persuaded the Scorpion that the lands of the Kitsune were virtually undefended and ripe for the picking. Some say that the cunning forest spirits inspired the young Kitsune daimyo Fujita. Others say it was his wife. Whatever the source, he devised a sly plan to save his people from the Scorpion's greed. Journeying to Otosan Uchi, he petitioned the Emperor to form a new Clan. The Emperor, grateful for the Kitsune's sacrifices in the recent battle granted the petition





and the Fox Clan was born. Further, he persuaded Hantei to recognize their borders and granted them freedom from incursion for the lifetime of kitsune's newborn daughter. Scorpion and Hare alike gnashed their teeth as the Lady Kitsune Uona was (despite an adventurous life and several attempts on it) to live to the age of 71. From this was born the phrase 'A Fox's Bargain', or any deal with unexpected consequences. The Scorpion Clan eventually turned their interests elsewhere, but the Hares and Foxes would continue to skirmish to the present day. The Scorpion may have had the last laugh however. In the final battle before the Emperor's proclamation, the Scorpion managed to seize the remnants of the Kitsune family sword. While the Fox received a new blade from the emperor's hand, the Fox have long sought the weapon of their founder...

THE KITSUNE FAMILY

The portion of the Ki-rin clan that chose to remain in Rokugan banded together into a single family under the leadership of Lady Kitsune (whom some speculate was a prophet or a fox-wife...). Centuries later the family would give up their claims as the Ki-rin Clan and would become the Fox Clan.

Daimyo: Kitsune Sakai

Home Province: Namide

Benefit: +1 Intelligence

Base Honor: 1, and 5 boxes ~ Family

Skills:

Advantages/Disadvantages: Way of the Land (Southern Minor Clans), Taboo

School Patronage:

“Dance of the Seasons” Bushi School

“School of the Fox” Shugenja School

THE MAINTS CLAN

After Osano-wo declared his second son to be his heir, Kaimetsu-uo and his mother left the Crab clan. They traveled east, eventually reaching the great Earthquake Bay (remember that in these early years the Crab Clan was much smaller, and situated more to the south). Here

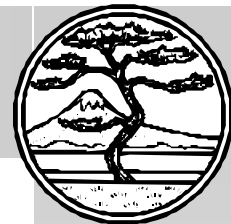
Kaimetsu-uo and his mother's followers settled on the shore, becoming the protectors of several fishing villages that dotted the coast. The young samurai stewed in his anger. He respected his father's decision, but could not console his mother who insisted her honor had been blemished. As a young man he spent most of his days angry and confused. He was a storm without a shore to break against.

Two years passed. The small band became more adept at survival along the coastline. Kaimetsu-uo continued to hone his bushi skills, his anger still without focus. He often went to sea with the peasant fishermen, seeing in it a mirror for his own restlessness. His life changed entirely one week as he sailed across the bay. From the small craft he spotted several larger ships making for the mouth of the inlet. He commanded the small ship to meet them, curious why they were there. When his ship came alongside, a mass of wako swarmed on to his ship. He easily killed every man that came within reach, but the combined efforts of the pirates from the other two ships overwhelmed his fishermen crew, and the small boat was rapidly breached and began sinking. Rather than face capture, the lone samurai leaped into the waters with a curse. Several hours later he managed to swim to the shore.

Exhausted and nearly naked, Kaimetsu-Uo reached the village he called home. The carnage was overwhelming. Three more ships, as large as those he had seen earlier lay burning on the beach. Pirates, samurai and peasant bodies lay scattered around the village. One of his retainers found him there, staring from the edge of the village. That day he learned that his mother had died, leading the charge that finally drove the pirates back to their ships.

From that day on Kaimetsu-uo had a purpose. Samurai and peasant worked side by side clearing the rubble and rebuilding the village. Then they started to make ships. They weren't terribly good at it at first, but as months became years, the peasants became more skilled shipwrights and Kaimetsu-uo's samurai became more deadly marines. They sailed up and down the coast, killing pirates wherever they found





them. Crab and Crane lord alike welcomed Kaimtsu-uo into their homes when his ship paused in its search. Fueled by their goodwill, his people prospered. .

When Osano-wo was murdered, it was Kaimtsu-uo who pursued his killer into the lands of the north, and with over half his followers he stormed the gates of the Phoenix. When he returned to the south with the head of his father's murderer and a boatload of Isawa tribute, there was rejoicing throughout the Crab provinces exceeded only by the festivals of their tiny neighbors. Those who survived the siege swore undying fealty to Kaimtsu-uo, and the Kamae family was born. .

Generations would pass before any further great changes would seek out the people who would one day become the Mantis Clan. The Kamae peasants continued to refine their shipworking skills, and the Kamae family's dojo flourished, learning to transmit the methods of their ferocious founder. It was the sixth Hantei (on the advice of the Crane) who commanded the Kamae to search the eastern seas for other lands much as the first Hantei had sent the Unicorns into the northern wastes to discover what surrounded his lands. The Kamae set about the task with great vigor but found nothing within the limited reach of their vessels. The Emperor was pleased to learn that no enemies could come from that quarter and turned his attention elsewhere. A small misunderstanding had occurred. The Kamae had told the Emperor's liaison that they had not found land yet- not that they had finished looking. Their search continued. The son of that daimyo built the improved ship that his son finally found the Islands of Spice and Silk with. .

The eighth Hantei Emperor was quite startled to find an exuberant pack of peasant sailors and clanless samurai had come to Otosan Uchi seek audience with him in his grandfather's name. Startled but fascinated, he listened to their tale. At first he could not believe such a strange story could be anything more than a ruse, and a flimsy one at that! When an old advisor of his grandfather was summoned he learned the truth of it. Moved by the samurai's dedication, he

granted the family leave to form a clan and told them to take the Mantis as the symbol of their family, recognizing the patience that had kept them searching for new lands for two generations without a word of encouragement from the emperor. Having learned of the island chain, the Emperor declared the islands would be the new Mantis fiefdom, in exchange for exploring it, paying taxes on any colonies there, and keeping in touch this time. .

The Mantis clan took up residence in the archipelago and continued their shipbuilding. Armed with their secret shipbuilding knowledge, their more central location made them major players in the coastal trade routes that were forming. The Mantis' star was on the rise when four consecutive years of terrible storms wrecked their ports and shipyards. No one else's ships or captains had the skills to reach the Mantis islands. Largely cut off from the main land for several years, they suffered terribly. Humbled by their plight the Mantis shared many of their naval secrets when contact was re-established. It was at this time that every able-bodied Mantis bushi was sent to the mainland to work as mercenaries and ronin. The impoverished Mantises were desperate, not for gold coins, but for the food it represented. Within a generation the Mantis clan had recovered, but it had become tradition that young bushi, following their genpuku ceremony, should go to the mainland to try their hands as ronin. .

The Mantis Clan's darkest hour came when their Clan Champion, one Kamae Rioshida launched an ill-conceived coup attempt against the Son of Heaven. The Hantei withdrew his favor from the Mantis Clan, and it was only the isolation of their lands that kept the Lion from exterminating the clan over the next three years. The bulk of the family were pushed to the limit containing the handfuls of Lion warriors who managed to fight their way past Mantis ships in Doji and Yasuki vessels hired only at great cost. Meanwhile, several dozen Mantis bushi and diplomats worked feverishly on the mainland, trying to restore the Mantis' reputation and parading the head of Rioshida before the five great Clan Champions (Lion excepted). Then, in a





bloody ritual of mass seppuku, thirty-one of the best and bravest of the Mantis clan spilled out their lives before the gates of Otsan Uchi. Mollified by their deed, and mindful of the encouragement of four of the Clan Champions (including the enigmatic Dragon Champion), the Emperor relented, and the Lion were recalled. These thirty-one samurai are considered the greatest heroes of the clan since the days of the founder. In their memory, the Mantis maintain an elite guard, numbering exactly thirty-one members. .

THE KAMAE FAMILY

Descendants of Kaimetsu-uo, the Kamae have gone on to become some of Rokugan's most renowned sailors and traders. To supplement the silk trade and support their tradition of humility, many hire out to other clans as mercenaries. To show their humility they do not use their family name while living the traditional two years as a ronin.

Daimyo: Kamae Yoritomo

Home Province: Semato

Benefit: +1 Strength

Base Honor: 1, and 0 boxes ~ Courage

Skills:

Advantages/Disadvantages: Blood of Osano-wo

School Patronage:

“Path of the Storm” Bushi School

“School of Thunder” Shugenja School

THE WASP CLAN

In the earliest days of the empire, more than any other Kami, Bayushi surrounded himself with followers. Two families not often associated with the Scorpion of today were the Goju and the Hachiya. It was Goju that accepted Soshi's gifts after the first Day of Thunder, and at both Bayushi and Hantei's request formed the original ninja. A good friend to both Bayushi and Goju, Nogoten was one of the first Rokugani to take up the yumi as a weapon of the samurai class. He taught his followers of the purity and discipline needed to master this powerful weapon. Nogoten is less well remembered (indeed, it is almost never spoken of outside the family shrines of the Scorpion) as the man who introduced Lord Bayushi to the concept of 'poison'. He and Shosuro experimented endlessly with various substances that could kill man or goblin with a single scratch. The two of them turned these discoveries into powerful weapons against the armies of the Dark Kami. Shosuro favored the short blade, getting as close as possible to the opponent before a brush of her knife silenced them forever. Nogoten crafted a mighty bow with which he could kill man or ogre at 500 paces. Nogoten begged to serve as Bayushi's Thunder, but in the end Shosuro went into the darkness armed with her knife dipped in the finest of their efforts.

The Hachiya family might have remained a part of the Scorpion to the present day if not for a quarrel between the Scorpion Clan Champion and the Daimyo of the Otomo family. The Otomo had a long-standing rivalry with the Scorpion, as the Scorpion obstinately refused to be used and manipulated by the Otomo. While the Otomo daimyo knew the Bayushi were utterly loyal to the Hantei, their cunning defense of the throne seemed to overshadow his own efforts. He tried several schemes to discredit the Scorpion clan, but the Imperial Court was well aware of the Scorpion Clan's, and the Champion in particular's loyalty to the Emperor. The





Otomo daimyo succeeded only in weakening his own position. He licked his wounds and over the course of several years conspired to discredit the ninja, the Bayushi family's secret spies. He eventually was able to convince the Hantei that the ninja were no longer under the full control of the Bayushi Daimyo. His own staged incidents lead credibility to his claims, and no ranking ninja could come forward to defend their performance. In the end the emperor (at Otomo's urging) commanded that the ninja be disbanded, their functions turned over to imperial hands. Outraged and outmaneuvered, the Scorpion Champion order all heads and senior members of the ninja to come forward publicly, and declare their true loyalty to the emperor, erasing the shame of the emperor's mistrust. Over four thousand ninja simultaneously revealed themselves and committed seppuku in a single blood-soaked afternoon. Three of them were highly placed staff in the imperial palace. The emperor was so shocked at the enormity of the ninja and the depth to which they had penetrated every clan, that while he publicly apologized to the Scorpion daimyo, he privately decreed that there were to be no more ninja employed on his behalf.

Despite the seemingly ignoble manner of their founder, Nogoten's descendants had long had a streak of junshin that sometimes put them at odds with their kin. When the Bayushi daimyo quietly accepted the Hantei's edicts, sacrificing the Goju to the foolish games between him and the Otomo daimyo things came to a head. The Nogoten publicly repudiated the Scorpion Clan. Their family daimyo took a new name, Hachiya to further demonstrate the finality of his decision. Hachiya Aihara, the head of the family renounced his oaths to the Scorpion Champion and recalled his family to their eastern provinces. The Champion tried to mollify Aihara, but his words fell on deaf ears. He threatened Aihara, but the newly christened Hachiya were adamant. He even started to march on Aihara, when shuriken from the shadows, arrows from the sky, and more than a few harsh words from the heads of the other Scorpion families convinced him to let the Hachiya go

with good grace. Between the lose of two families, he is still considered the most disastrous Champion the Scorpion has ever seen. Whether the newly formed "Wasp" clan (taking their name from another animal with a dangerous sting) owed its swift recognition to the subtle influence of the Otomo family is a matter of bitter speculation for the Bayushi.

The history of the Wasp Clan has been a checkered one. Many important ties with the Scorpion remained even after the split. Nogoten and Shosuro were good friends, and their families have long felt kinship. Similarly Nogoten was amongst the first to see past Yogo's curse and welcome him into the clan like a true brother. The Bayushi on the other hand will always feel the sting of Aihara's treachery (as they see it) and the Soshi tend to agree. The Wasp then have been at the heart of many of the Scorpion's internal struggles, and the brunt of more than a few Bayushi diplomats' schemes. Similarly, the Lion have never seen beyond the Hachiya family's earlier reputation as assassin who kill the unwary with poisoned arrows shot though the highest castle window. The Wasp's continued mastery of the yumi is simply proof to them that they may have changed mon, but they have not changed their ways. Few of the other major clans pay them much heed. In the last few years Hachiya Arimune, Champion of the Wasp has joined in an alliance with his southern neighbors. The Three Man Alliance with the daimyo of the Fox and Sparrow clans has strengthened the Wasp position measurably. Whether the other daimyo will find the increased attention of the Bayushi to be worth Wasp forces bolstering their borders has yet to be determined.

THE HACHIYA FAMILY

These former Scorpions still show signs of their early heritage. By the standards of the Lion there is hardly a difference between them and their former masters the Bayushi. More moderate observers note that while the Hachiya sometimes place expedience before honor, on the whole they are more reliable and more honest





than the average Scorpion. One thing everyone acknowledges is that the Wasps have produced some of the finest archers in the empire for generations. Trading in political favors related to admission to their dojo has been a key part of the Wasp's continuing success.

Daimyo: Hachiya Takauji

Home Province: Semato

Benefit: +1 Strength

Base Honor: 1, and 0 boxes ~ Courage

Skills:

Advantages/Disadvantages: Blood of Osano-wo

School Patronage:

“Path of the Storm” Bushi School

“School of Thunder” Shugenja School

Members of the Hachiya family receive one extra CP if they take the Bad Reputation Disadvantage, as the Bayushi never overlook an opportunity to discredit the children of Aihara. Also, due to their blood ties, Hachiya may take the Yogo Curse disadvantage, gaining 2 CP.

Benefit: +1 Perception



Chapter 4

THE 1000 DOJO OF ROKUGAN





TRADITIONS OF THE SAMURAI

Many samurai children are placed into dojos at a young age to be trained in the traditional arts. These schools range from formal dojos where martial arts are practiced in a group to small circles of courtiers and tutors instructing the young in the social graces and manners necessary to gain entry into Rokugan's elaborate courtly life. While the precise format varies greatly between the many roles a character may fulfill, a single School Template mechanically describes all schools.

The Schools of the shugenja are intricately woven into the very fabric of magic, and as such, their schools are listed in chapter 8.

ANATOMY OF A SCHOOL

Each school is mechanically described by its School Template followed by a list of the techniques taught to students of the school. Shugenja Schools continue with a list of the spell scrolls held within that school's libraries.

Patron House. If this school has long-standing ties to a particular house it will be listed here. Characters from other houses are welcome to join the school, but characters from the patron House receive 3 XP to spend on the Sensei Advantage due to the intricate ties of family and favor that already exist between the school and that house.

Head Sensei. This is the name of the current master of the school, who holds ultimate authority over the teaching of the school's techniques. Only the head sensei of a school can authorize the honorable instruction of a student in the final technique of the school. A capsule version of the head sensei's stats follows.

Home Dojo. This indicates the location of the leading dojo of the school. Other lesser dojos may exist in other locations, but they are unlikely to be able to instruct students in the highest-level techniques of the school.

Entry Requirements. If this school has special requirements that must be met before

a student may begin instruction that will be outlined here. Schools may require all students to have specific Advantages, minimum standards for Position, or other specialized demands. If there are no special demands on beginning student there will be no Entry Requirements heading in the school template.

Favored Trait. This is the Trait most prized in the teachings of the school. Students must advance their rank in this Trait in order to be deemed worthy to receive instruction in new techniques. If during character creation the character's childhood has been spent training at this school, the character receives one free rank in the Favored Trait.

Honor Bonus. Some schools emphasize the importance of bushido and honorable behavior by their students. If that is the case, the Honor Bonus will indicate the number of boxes to be added to the student's Base Honor from his Family Profile to determine his Starting Honor. Schools also tend to favor one element of bushido over the others. This gives characters who spent their childhood in the school a second virtue in addition to the virtue favored by their Family (or possibly doubling up on a single virtue).

Penalty. Some Schools have penalties, describing a limitation or negative consequence of the school's methods. If the School is not subject to any special limitation or drawback there will be no Penalty heading in the school's template.

Style. If a school teaches a Style specialization, it will be described here.

School Skills. This portion of the template lists the seven skills that make up the school's course of instruction. Characters schooled since youth in this dojo receive 2 free ranks in each of these skills. As they reflect the interests and objectives of the dojo, students will have to show increasing mastery of the school skills if they hope to learn additional techniques. Some skills will indicate a specific specialization that must be taken for that particular skill.

Techniques. At the heart of each school are its secret practices and methods, collectively known as techniques. These abilities





make up the secret lore of the school and the penalties for teaching them to outsiders are severe in the extreme. Each technique is more than a simple way of holding a sword or intoning prayers to the kami, they are whole philosophies and integrate numerous minute elements into a functional whole. As a result, characters may never learn techniques out of order or skip over one to acquire a later one. Due to their complexity, characters also cannot acquire them without instruction from a higher ranked member of their school. As a result, from time to time, characters will find themselves having to return to their dojos to face the judgment of their instructors as to their readiness in both body and spirit to receive more of the school's secrets.

Outfit. This describes the basic equipment all students of this school can expect to have at the time of their genpukku.

TECHNIQUE TRAITS

To make it easier to tell when a technique is applicable, techniques are identified by 'traits' to indicate when their benefit applies.

Open. This technique is always available for the character's use.

Martial. This technique is applicable to all forms of skirmishing including melee, hand-to-hand, and missile attacks.

Melee. This technique's benefits only apply to melee and hand-to-hand combat.

Missile. This technique's benefits only apply to missile fire attacks.

Cavalry. This technique only applies while the character is on horseback.

Footwork. The technique only works while the character is not mounted.

Duel. This technique provides benefits during a Single Strike duel.

Battle. This technique provides benefit during mass battles.

Kiho. This technique calls upon the character's ki. Most kiho require the expenditure of a Void Point.

AGENT SCHOOLS

Daidoji Saboteur School

As the

Yogo Assassin School

The Yogo train spies in a very different fashion than their Shosuro cousins. The Yogo assassins seeks to hide in plain sight, posing as an innocuous dignitary, a minor retainer, or as just one of the countless obsequious hanger-ons at court functions. Behind this pleasant façade lurks a sharp-witted killer versed in a variety of deadly skills.

Patron House: Yogo

Head Sensei:

Home Dojo: Ado Province

Favored Trait: +1 Perception

Honor Bonus: +5 boxes ~ Loyalty

Skills: Acting, Conversation or Seduction, Investigation, Knife, Poison, Sleight of Hand, Stealth

Techniques

Rank 1: The Underhand

The assassin's first task is to be the eyes and ears of the Emperor, to see and deal with those threats others will not. Only once they have proven themselves discrete and reliable with they be entrusted with more aggressive tasks. The Scorpion adds twice his Honor Rank to the total of any roll using a Low Skill.

Rank 2: Sting not the Scorpion

At this rank the assassin has worked diligently to build up a tolerance for the tools of his craft. He gets to pick one specific poison that he is immune to. If the poison is particularly strong it may (at the GM's discretion) make him dizzy or nauseous, but nothing like what it should do. At each rank hereafter the character may pick another poison to which he becomes immune.

Rank 3: Suffer thy Lord's Demand

The loyalty of the Scorpion is a thing few can fathom. Even fewer recognize its inten-





sity. While performing a task for his lord (or on behalf of those on his loyalty list) the assassin may spend an action to make a Test of Honor with a TN of 5 x his current Wound Penalty (treat Down as -5). If the test succeeds he may ignore all Wound Penalties (except Death) for a number of turns equal to twice his Honor Rank. This may be done only once per day.

Rank 4: I Can Swim

The assassin is the master of unseen skills and hidden advantages. Once per adventure the assassin may "reveal" a skill he possesses. He may spend un-spent experience points to purchase a new skill at rank 1 or 2, or to increase a skill he already possess by one rank. Use of this technique does not require an action and may be done at any time.

Rank 5: "Simplify, Simplify, Simplify"

At this rank the assassin has achieved the greatest mastery in the usage and craft of poisons. He no longer needs to roll to succeed when using the Sleight of Hand or Poison Skill. The character is entitled to any free raises, but may not make raises while using this technique. If the assassin wishes to raise he must roll normally.

Outfit: *

(All items are considered to be of average quality unless otherwise noted) Daisho w/

AGENT STYLES CONVERSION CHART (AND ABBREVIATIONS)

L5R School-	Source-	Style-	Abbreviation-
Hiruma Scout	WotCb		
Bayushi Saboteur	L5r2		
Shosuro Infiltrator	WotS		
Shiba Scout	AP		
Shinjo Scout	L5R2		

stand, Tanto, 2 fine Kimono, Sandals, Courtier's Fan, Traveling Pack, 6 koku

ARTISAN SCHOOLS

Kaiu Builder School

Benefit: +1 Intelligence

Beginning Honor: 2, plus 0 boxes

Skills: Armorer, Battle, Engineering, Siege, Traps, Weaponsmith, and Pick one Craft Skill.

Techniques

Rank 1: Foot of the Mountain

The young student begins at the mountain's base, learning the intricacies of the skills. However, this study is only the understanding of technique, the beginning of understanding of Do, or The Way. At this rank and each rank hereafter the samurai may study one of the school's seven skills, keeping an extra die when using that skill. The same skill may be chosen up to three times (keeping multiple dice).

Rank 2: Climbing the Cliffs

At this rank the student begins to show the simplicity of effort that comes with mastery of the forms. He receives a free raise when using any skill studied with the rank one technique. Only one free raise is granted by this technique even if the character has studied the skill more than once.

Rank 3: The Shrouded Heights

At this rank the student begins to see the freedom of the Way and not the limits of forms. When using any skill the character has studied with the rank one technique, the character is not limited to his Void Ring when deciding how many raises to make.

Rank 4: Above the Clouds

At this rank the Way fills the student's every effort. When using any skill studied twice with the rank one technique, the character may spend any number of his void points.

Rank 5: There are Many Mountains

While others may see the student as a master, at this rank he has learned that he will never know more than the smallest part of the Way. Even so, the builder may automatically succeed at the use of any skill he has studied three times with the rank one tech-





nique. This does not apply to Opposed Rolls. He is entitled to any free raises, but must roll if he wishes to make any other raises.

Your Outfit: *

Same as Kaiu Engineer (WotCb pg. 51)

BUSHI SCHOOLS

This section gives complete information on dozens of the most popular and enduring warrior dojos scattered throughout Rokugan.

“Arrow’s Way” Archery School

Fletchery is largely considered a peasant skill in Rokugan. However, the Hachiya have raised it to an art form where their clan is concerned. Hachiya samurai craft new arrowheads with much the same care and ritual as lavished on swords by the rest of Rokugan. They also create arrowheads as works of art and spiritual offerings. Many such points decorate shrines throughout southern Rokugan. When you go through arrows at the furious pace a Wasp archer can, it is only common sense that you know how to prepare your own or repair strays gathered from the battlefield.

Patron House: Hachiya

Head Sensei:

Home Dojo: Yoka Province

Favored Trait: Reflexes

Honor Bonus: +5 boxes ~ Duty

Skills: Dodge, Fletchery, Kenjutsu, Kyujutsu (Arrow’s Way), Survival (mountains), Stealth, and Tracking

Techniques

Rank 1: The Way of the Wasp

The young Hachiya practices art of kyu-do relentlessly, learning to use the slightest details to guide his arrow to its mark. He may keep a number of additional dice on all Kyujutsu rolls equal to his School Rank and uses his Perception Trait when computing arrow damage (rather than the fixed Strength:2 that other archers face).

Rank 2: Fury of the Swarm

With experience and instruction, the bushi's grace and speed with the bow continue to grow. At this rank the bushi may make an extra attack each turn if all of his attacks are with Kyujutsu.

Rank 3: Sting of the Wasp

The bushi learn to take full advantage of an enemy's inattention or distance, unleashing a flurry of strikes or a torrent of arrows on his enemies. The bushi gains an extra attack on





any turn that he himself is not targeted with an attack. If he is attacking with a bow (and no one is shooting back), this results in him making three attacks per turn.

Rank 4: The Arrow Knows the Way

The Wasp's mastery of the Rokugani snap-shooting Style is complete. He may spend a void point and forego all other attacks this turn to make one single, perfect shot with his bow. This shot automatically goes first (with the exception of characters employing Dai-doji-2) and automatically hits without an attack roll. As there is no Target Number for this attack, he cannot make any raises in the traditional manner, but he is entitled to any free raises he may have and for each additional void point spent on this attack he gains two free raises. Use of this technique is only limited by the archer's available void points.

Your Outfit: *

(All items are of average quality) Daisho w/ stand, Daikyu or Yumi, 50 arrows (any combination of types), Light Armor w/ helm, Armor Chest, Traveling pack, Kimono, 2 Koku

“Claws of the Emperor” Bushi School

Patron House: Matsu

Head Sensei: Matsu (IM Bushi 5, P-6, H-4)

Home Dojo: Province

Favored Trait: Reflexes

Honor Bonus: +10 boxes ~ Duty

Style: Kenjutsu (Claws of the Emperor) ~

“Dead Eyes” Berserker School

Patron House: Hida

Head Sensei: Hiruma Daigo (DE Berserker 5, P-6, H-1)

Home Dojo: Oga Province

Favored Trait: Stamina

Honor Bonus: +0 boxes ~ Excellence

Style: Kenjutsu (Dead Eyes) ~ Killing Blow, Nodachi & Threaten

Penalty: Berserkers must purchase Death Trance out of their initial CPs. No other school's techniques may ever be used while in a

berserk trance.

Skills: Athletics, Battle, Intimidation, Jujutsu, Kenjutsu (Dead Eyes), Meditation, and Shadowlands Lore or Bushido Lore

Techniques

Rank 1: The Blood Tide

The berserker learns to enter the berserker's trance, often called "the Hida Frenzy" or "the Tide". It is an expression of the berserker's inner rage. It takes one turn (at normal TNtbH but no other actions) to enter the trance. The trance lasts for a number of turns equal to his Earth Ring x2. While in the trance, the berserker reduces Wound Penalties by his School Rank (cumulative with Strength of the Earth if the character has it) and keeps additional dice on all Damage Rolls equal to his School Rank. The drawback being that the berserker may not declare Full Defense and gains no benefit from his armor while in this state. The berserker may end the rage at any time. When the rage ends, the berserker is "Spent" for an equal period. While Spent, all his Skills are reduced to 0 (unskilled), and all his Traits are at -1. The character's Wound Ranks are not reduced by this effect.

Rank 2: The Crest of the Wave

By meditating before entering battle, focusing and honing his anger, the berserker can greatly extend the time he may remain in the trance. After meditating for an hour he may roll Void + Meditation, TN 20. Success adds his Earth Ring to the number of turns his next berserk may last. Each raise adds another Earth Ring in turns. Once the meditation is complete, he must enter the trance within an hour or lose the benefit.

Rank 3: Wearing at the Cliffs

The berserker's detachment from the frailties of his own body let him withstand terrible wounds in the throws of the trance. While in trance, the berserker replaces his Down and Out wound categories with -5 and -6 respectively. When the berserk ends, these Wound Ranks return to their normal effects, possibly dropping the berserker where he stands.





Rank 4: Depths of the Sea

The berserker's speed and rage have reached new heights. While in trance, each time the berserker kills an opponent, he gains an additional attack on the following turn. The additional attack only applies to the following turn. He must kill again to gain this benefit in subsequent turns. Thus he could make two attacks on the turn following him killing an opponent (one plus one bonus attack). If he killed two opponents with those attacks he would make three attacks (2 bonus attacks plus his usual one attack per turn) on the following turn and so on.

Rank 5: The Drowned Man

The Tide has seized the berserker's soul. The berserker may choose to remain in his trance beyond the normal duration. Once he 'gives in to the Tide', he may not stop until no one opposing him remains. While in this state, he can not distinguish between friend and foe. He attacks the nearest target available, preferring those who have attacked him in the last turn to those who have not. If no one attacks him for 5 consecutive turns he comes out of the rage. While out of control, he must keep the highest dice rolled to Attack and for Damage.

Outfit: *

(All items are of Average Quality): Katana & Wakizashi w/ stand, Traveling Pack, Kimono, any 2 weapons, 5 Koku

“Falling Leaves” Kenshi School

Patron House: Soshi

Head Sensei:

Home Dojo: Mimano Province

Favored Trait: Agility

Honor Bonus: +0 boxes ~ Excellence

Skills: Athletics, Dodge, Kenjutsu (Falling Leaves), Stealth, Tanto, Pick one Bugei Skill, and Pick one Craft or Low Skill

Techniques

Rank 1: Way of the Falling Leaves

The Scorpion learns to control her blade's motion with subtlety instead of muscle through constant training. This intensity in training extends to all arts of the warrior.

When rolling Damage with a weapon, she may roll Damage Rating + Agility instead of DR + Strength, and the bushi pays XP to increase Bugei Skills as if her Skills were 1 rank lower than they actually are (to a minimum of 1 XP).

Rank 2: Divide the Heavens

The bushi has learned to bat aside arrows, thrown knives and shuriken almost reflexively. When the bushi has a weapon in hand, her TN to be hit with missile weapons is increased by +10 unless she is making a Full Attack that turn.

Rank 3: Behind Night's Shadow

The bushi's speed and deceptive stances allows her to lure in the overzealous. On turns when the bushi has declared Full Defense, after actions are declared she may choose one opponent who has declared a melee attack on her this turn. If that opponent fails to hit her, she may automatically strike that opponent, inflicting a number of Wounds equal to her Weapon Skill.

Rank 4: Know Your Enemy

The bushi has learned to avoid the various multiple-attack techniques of other bushi schools. Human opponents of lower School Rank than the bushi must spend a void point to declare more than one attack per turn on the bushi. This in no way prevents multiple opponents from ganging up on the bushi.

Rank 5: Stand Against the Waves

Finally, the Soshi sword-master learns to let her enemies do the work of throwing themselves on her blade. Instead of her usual one attack each turn, the bushi may spend a void point to make a Normal Attack on each opponent who declares a melee attack upon her this turn.

Outfit: *

(All items are considered to be of average quality) Daisho w/ stand, Duty Armor w/ chest, Tanto, Bokken, Kimono, Sandals, Traveling Pack, Pick one weapon, 4 koku





“Fire from Heaven” Archer School

Patron House: Mirumoto

Head Sensei:

Home Dojo: Kokozen Province

Favored Trait: +1 Reflexes

Honor Bonus: +5 boxes ~ Excellence

Skills: Five-fold Way, Kenjutsu (nito-kenjutsu), Kyujutsu (Fire from Heaven), Meditation, Survival (Mountains) and Pick Any 1 Skill

Techniques

Rank 1: Breath of the Dragon

Not all of Mirumoto's children find enlightenment in the blades of the daisho. Some seek the perfection of their spirits through kyu-do, the way of the bow. The archer has extra void points equal to his Void Ring, which may only be used along with the Kyujutsu Skill. These extra points are only replenished by spending an hour practicing with the bow and making a Void + Kyujutsu roll, TN 20.

Rank 2: All Distances are One

The archer comes to realize that distance is an illusion of the mind. At this rank his focus can overcome the difficulties of shooting at distant targets. The character may ignore the penalties for shooting at Extended Range (-2 dice, -1k0 damage), and should he be mounted, is penalized at Extreme Range as if it were only Extended Range.

Rank 3: Fire from the Sky

Like the breath of a Dragon, the archer learns to rain death from the skies. The hunter may make two Kyujutsu Attacks per turn, and may shoot continuously for a number of hours equal to his School Rank x Stamina!

Rank 4: Piercing the Soul

The archer has mastered the secrets of "aiming for the center". By spending a void point before making an archery attack, he may roll (Void)k(Void) for Damage if he hits with the arrow. This technique may be used up to the character's Meditation skill times per day.

Rank 5: Look the Right Way

Togashi-no-Kami said, "I see nothing more than you do. You look the wrong way." At the final rank the archer begins to look the right way. The base Target Number to hit an opponent is now -always- 5 x target's Reflexes. Armor, movement, Full Defense bonuses, and cover have no effect on this TN. The archer must be aware of the target's existence and general location, but doesn't have to be able to actually see the opponent to attack. Raises still increase the TN in the normal fashion.

Your Outfit: *

(All considered to be of Average Quality):
Daisho w/stand, Daikyu or Yumi, 30 arrows (of any types), Light Armor w/ helm, Armor Chest, Traveling Pack, pick any 1 weapon, 2 Kimonos, and 2 Koku

“Four Winds” Bushi School

Patron House: Shinjo

Head Sensei: Shinjo (4W Bushi 5, P-6,

H-2)

Home Dojo: Province

Favored Trait: +1

Honor Bonus: +0 boxes ~ Family

“Hammer the Anvil” Yojimbo School

Since the days of the clan's founding members of the house of Hiruma have stepped forward to guard the Hida daimyo with their lives. This tradition has been refined by centuries of practice against the foulest minions of the night to the whispering death brought by ninja and other mortal assassins.

Patron House: Hiruma

Head Sensei:

Home Dojo: Doman Province

Favored Trait: Reflexes

Honor Bonus: +5 boxes ~ Loyalty

Skills: Alertness, Athletics, Dodge, History (Crab), Jujutsu or Tetsubo, Kenjutsu (Hammer the Anvil), Tea Ceremony

Techniques

Rank 1: The Breaking Blow

The enemies of the Hiruma are large, tough, and heavily armored. Only the most telling blows are likely to have any effect, so the





Hiruma yojimbo learns not to waste time with anything less. The Hiruma adds his School Rank + 1 to each die kept for Damage. This bonus is applied before damage dice are reduced by Monster Armor.

Rank 2: Dance of the Crab

The Hiruma fight a cunning, cautious battle filled with feints and dodges. When the Hiruma yojimbo declares Full Defense, he keeps a number of dice equal to his School Rank on his Defense Roll.

Rank 3: One Life, One Action

The Hiruma yojimbo is taught to focus completely on the task at hand, drawing forth his excellence. When the bushi spends a void point on any roll using the seven skills taught by the school, he keeps an additional die (ie. +1k2).

Rank 4: Hammer the Anvil

Swordsmen of the Hiruma school must be ready to face many foes and kill even the toughest creatures with speed and surety. The yojimbo is now able to make two Attacks per turn.

Rank 5: Stance of the Mountain

In the defense of his master, the Hiruma must learn to weather the harshest of blows. A master of the Hiruma School has been toughened to such an extent that he uses Earth x 3 to determine the number of Wounds he may take per Wound Level.

Outfit: *

Basic Bushi Outfit

“Iron Mountain” Bushi School

The best known of all southern swordsmanship **Style:s**, the Iron Mountain School traces its origins all the way back to the deeds of Lord Hida, the "First Crab". This school combines flexible offense with awesome resilience. Iron Mountain-trained bushi frequently shrug off blows that would have killed other men.

Patron House: Hida

Head Sensei: Hida Uemitsu (IM Bushi 5, P-6, H-2)

Home Dojo: Oga Province

Favored Trait: Stamina

Honor Bonus: +5 boxes ~ Duty

Skills: Athletics, Dodge, Hand to Hand (Tsuchi-do), Kenjutsu (Iron Mountain), Kyujutsu, Ono or Tesubo, Siege

Techniques

Rank 1: The Way of the Crab

Despite accusations of the coarseness this school engenders in its students, the first training the young bushi receives is how to center himself so that he may draw upon the power of his own Earth. Further, all Iron Mountain training is performed in full armor, gradually acclimating the student to its wear at all times.

Martial: The bushi adds his Earth Ring to the total of all Attack Rolls.

Martial & Duel: The bushi may add his Earth Ring to the total of any of his Damage Rolls.

Open: The bushi does not suffer from the +5 TN penalty to physical actions from wearing Full Armor.

Rank 2: The Mountain Does Not Move

At this rank the bushi begins to learn the secrets of true resilience. Through a combination of reflexively bracing at the last moment and turning so as to present the softest or hardest parts of the body to a threat combined with incredible innate toughness the bushi can reduce what would have been horrible injuries to mere scratches and bruises.

Open Kiho: When injured by any cause, the bushi may immediately spend a Void Point to make an (Earth)k(Earth) roll with a TN equal to the number of Wounds he is receiving from a single source. If the roll is successful the number of Wounds he takes is reduced to exactly 1. This technique does not require an action, being reflexive on the part of the bushi and it can be used more than once per turn. This ability may only be used a maximum number of times per day equal to the bushi's School Rank.

Rank 3: Two Pincers, One Mind

The warriors of the Iron Mountain **Style:** learn to appreciate the tenacious ways of the little crab who, confident in his protection, attacks fearlessly with either claw.

Martial: The bushi may make two attacks





per turn.

Rank 4: The Earth's Rage

There are times when the mountains of Rokugan seem to shake with anger, trembling like great beasts filled with barely contained fury. The bushi has learned to tap into this awesome power, letting it fill him with inhuman might. Unfortunately no human was meant to contain such power and the consequences for calling upon the earth's rage can prove very harsh.

Martial Kiho: The bushi may draw upon the earth's rage to gain a Void Point, which must be spent that turn on a Combat Action or it is lost. Doing so causes the bushi to immediately take 3 Wounds that cannot be reduced or canceled in any way. This technique may be used a number of times per turn equal to the bushi's Earth Ring.

Duel Kiho: The bushi may draw upon the Earth's rage to gain a Void point, which must be spent on his current Focus Roll. Doing so causes the bushi to immediately take 3 Wounds that cannot be reduced or canceled in any way. Only one Void Point may be gained per Focus, but the bushi may call upon this technique a number of times equal his Earth Ring during a single duel.

Rank 5: The Mountain Does Not Fall

A Master of the Iron Mountain Style is capable of incredible feats though he be mortally injured. Even if the warrior's head is struck from his body, he can often find the resolve to perform service for his master a moment longer.

Open Kiho: By spending a Void Point, the bushi is capable of acting for one turn, ignoring all Wound Penalties including Down, Out, and even Dead. Doing so requires ultimate focus, and the bushi may not benefit from any of his other techniques that turn, including seemingly passive ones. This technique may be used even if injures reduced the bushi to Out or Dead the previous turn (though an Out character cannot suddenly leap up again turns later a Down one can).

Outfit

“Masks within Masks” Bushi School

Patron House: Bayushi

Head Sensei: Bayushi (IM Bushi 5, P-6, H-2)

Home Dojo: Iha Province

Favored Trait: +1 Intelligence

Honor Bonus: +0 boxes ~ Family

“Motion within Stillness” Bushi School

A subtle **Style:** favored by the reclusive warriors of the Phoenix Clan, this school harnesses the power of the Void in ways no other bushi school can match. The journals of the school record that the techniques of "Motion Within Stillness" were first devised by the Kami Shiba, though they grudgingly admit it was several generations later before any mortal could truly be said to have mastered them.

Patron House: Shiba

Head Sensei: Shiba Katsude (MWS Bushi 5, P-6, H-3)

Home Dojo: Tenza Province

Favored Trait: +1 Void

Honor Bonus: +5 boxes ~ Wisdom

Skills: Dodge, Five-fold Path, Kenjutsu (Motion within Stillness), Kyujutsu, Meditation, Naginata, Tea Ceremony

Techniques

Rank 1: The Way of Emptiness

The students of this school train to enter a state of "no-thought", allowing them to tap the power of the Void far more deeply than most samurai.

Martial: The bushi adds his Void Ring to the total of all Attack Rolls.

Martial & Duel: The bushi may add his Void Ring to the total of any of his Damage Rolls.

Open Kiho: The bushi may spend additional Void Points up to his Insight Rank on any roll.

Rank 2: Dancing with the Elements

As the bushi becomes more adept in his meditation, he learns to sense the ebb and flow of the elements around him. By harmonizing with them, he can cause spells to be





far more likely to affect him or pass him by as he chooses.

Open Kiho: The bushi may spend one or more Void Points (up to the bushi's Insight Rank) upon the completion of a spell being cast with him as the target or if he will be in its area of effect. For each Void Point spent he may increase or decrease the TN of the spell by his (School Rank + Shintao Skill). He does not need to be previously aware of the spell being cast in order to use this ability, but neither does this ability point out to him the spell's caster. This technique does not require an action, being reflexive on the part of the bushi and it can be used more than once per turn.

Rank 3: Stillness within Motion

From the vantage point of "no-thought", the bushi is sometimes able to momentarily transcend the illusion that is time. By focusing his ki he is able to act "outside of time", stretching out the instants so that he may perform multiple actions in the space of a single breath.

Open Kiho: The bushi may spend a Void Point to take an additional Non-combat Action this turn. His TNtBH for the turn is still based on his Combat Action that turn (if any). Use of this technique is declared as the character acts, not during the Declare Actions step of combat turns. This ability may be used multiple times in a single turn, but no more times per turn than the bushi's Insight Rank. The additional actions may come before or after his regular action for the turn, but all of them resolve on his initiative.

Rank 4: Everywhere and Nowhere at Once

The bushi's focus in combat approaches true purity, allowing him to strike down foes with relentless dispassion.

Martial: The bushi may make two attacks per turn.

Rank 5: The Closed Circle

A master of the Motion within Stillness **Style:** is able in small measure to sense the underlying interconnection between all things, to perceive the universe as a singular whole. Drawing on the profound nature of

this insight he can occasionally call upon other parts of the whole, realizing they are but parts of himself.

Open Kiho: By spending a Void Point the bushi may draw upon this final insight, allowing him to substitute his Void Ring for any of his Rings, Traits, or Skills for a single roll. If substituting his Void Ring for a skill he must possess that skill at at least rank 1. This ability may be used multiple times per turn but not multiple times per roll.

Outfit

“Pain’s Lesson” Bushii School

Unlike many warrior schools, the Yogo teach that pain is not an illusion; pain is the great teacher, the great tool. Yogo bushi seek to bear injuries with aplomb and deliver pain with the same precision as the master scribe wields his brush.

Patron House: Yogo

Head Sensei:

Home Dojo: Ado Province

Favored Trait: +1 Reflexes

Honor Bonus: +1 boxes ~ Courage

Skills: Calligraphy, Dodoge, Kenjutsu (Pain’s Lesson), Knife, Kyujutsu, Poison, Stealth

Techniques:

Rank 1: The Great Tool

Yogo bushi learn to inflict vicious wounds almost by reflex. Any human opponent struck by the bushi has his Wound Penalty increased by 1 for his next two actions (the Strength of the Earth Advantage may counteract or offset this). The bushi may make his blows even more incapacitating, increase this momentary Wound Penalty by making raises to "hurt" on a one-for-one basis (one raise: an additional -1, two raises: -2, and so on), or raising to increase the duration of the penalty, adding one action per raise. The penalties from multiple attacks of this sort are not cumulative; the target of such attacks is subject only to the single highest penalty. If using a missile weapon the bushi does not automatically cause an extra temporary level of Wound Penalty, but can still make raises to hurt so long as the target is at close range.





Rank 2: Stinging Steel

The bushi is adept in secreting small throwing knives about his person. The TN to spot them on him (simple Perception roll) is 50. Even a thorough search (Perception + Investigation) is at TN 40. Further the bushi may draw and throw one of his blades as a single action using Reflexes + Knife. The knives have a DR of 1k1 + Reflexes (not Strength). Characters not specifically trained in this technique find them to be a flat DR 2k1. Close range is 10', extended range is 30' for the knives. The character may conceal up to SR + 1 knives on his person. Each blade beyond this limit decreases the difficulty of the TN to find them by 10. (The character may of course carry many more displayed openly).

Rank 3: Weaving the Hurts

The bushi becomes more adept at following up on successful hits. If the bushi hits an opponent, he gains an additional attack at the end of the turn. If he attacks the same opponent with his second attack, he gains a Free Raise on his attack.

Rank 4: The Great Teacher

The Yogo has learned to channel his own pains, taking from them the will to triumph. If the bushi takes wounds from a melee attack he gains a number of Free Raises on his next attack (either that turn or on the following turn). He gains 1 Free Raise if he was struck while having declared a Full Attack, 2 Free Raises if injured in a turn where he declared a Normal Attack, and 3 Free Raises if he is hit after having declared Full Defense. These raises are lost if not used as part of an attack on his next action. Additional hits on the bushi before his next attack do not provide any additional Free Raises.

Rank 5: Agony's Hand

The Yogo's raking blows are so cruel that they often stop his opponents in their tracks. If the bushi successfully strikes a human opponent with a melee attack as his first attack of the turn, that opponent automatically loses his next attack or action that turn (the lost action still counts as one of the two penal-

ized actions for purposes of the Yogo bushi's 1st rank technique however). Opponents who had declared Full Defense lose their benefit from having done so until the end of the turn.

Outfit (Bushi):

(All items are considered to be of average quality) Daisho w/ stand, Duty Armor w/ chest, 4 throwing knives, Yumi w/ 20 arrows, kimono, sandals, traveling pack, writing set, 4 koku

“Path of the Storm” Bushi Kenshi School

In addition to their cunning swordsmanship, the Mantis have adopted the kama as one of the preferred weapons of their clan for its resemblance to a mantis claw. When fighting with kama they have an abrupt striking Style that resembles the attack of the mantis. Indeed, the whole Mantis fighting **Style:** tends to alternate without warning from periods of near-immobile defensive postures to furious attacks. For this reason Mantis characters (bushi or otherwise) use their Reflexes in place of their Agility when attacking with kama.

Patron House: Kamae

Head Sensei:

Home Dojo: Semato Province

Favored Trait: +1 Reflexes

Honor Bonus: +5 boxes ~ Courage

Penalty: Must take the Bad Reputation

(Ronin) Disadvantage until reaching second rank.

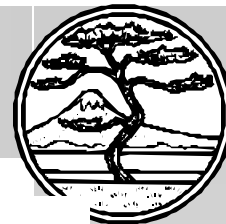
Skills: Athletics, Battle, Commerce, Dodge, Kama-jutsu, Kenjutsu (Path of the Storm), and Sailing

Techniques

Rank 1: The Way of the Mantis

The fighting **Style:** of the Mantis reflects the patient ferocity of the insect from which they take their name. For each previous turn the bushi has declared Full Defense, he may roll and keep an extra die on either an Attack roll or Damage roll. He must decide how to distribute these extra dice as part of his declaration of actions for the turn (attack or damage,





possibly splitting them between the first attack or second if he has multiple attacks per turn). The maximum number of extra dice gained from this technique is equal to the bushi's School Rank, and dice not used on the first turn attacking after having declared Full Defense are lost. The bushi also reduces any penalties from unstable footing (such as the swaying of a ship's deck or earthquake spell) by a number of dice equal to his School Rank.

Rank 2: Voice of the Storm

Same as in WotMC.

Rank 3: Victory's Price

All his life Kaimetsu-ou walked a delicate balance between his mother's bushido, his father's iron pragmatism, and his own inner rage. His descendants sometimes find themselves throwing honor to the wind in the pursuit of victory. The bushi may sacrifice a point of honor (one box) to gain a void point that must be spent on the same turn. Only one point may be sacrificed for any action, technique, or roll, but more than one point can be sacrificed per turn if the bushi chooses. This extra void point(s) may not be used on any rolls involving Honor. This honor point may only be regained by honorable behavior, which often leaves the bushi struggling to be better than he is.

Rank 4: The Praying Stance

The bushi has learned the dreaded praying stance. Mantis bushi train vigorously to master the use of a weapon in their off-hand. If the bushi has a one-handed weapon in each hand he rolls initiative separately for each and gets an attack with each weapon every turn. Both attacks must be the same sort (either Full Attack or Normal Attack), and the order in which the bushi declares his action is based on the higher of the two rolls. The weapon in the off hand only suffers a -1 die penalty (instead of the usual -2 dice) unless the bushi is ambidextrous.

Your Outfit: *

(All items are of average quality unless otherwise noted): Daisho, Kama, Light Armor, Armor Chest, Traveling Pack, Fine Kimono,

Pick any one weapon, 3 Koku

“Purity of Breath” Kenshi School

Patron House: Kakita

Head Sensei: Kakita Toshimoko (PoB kenshi 5+, P-7, H-3)

Home Dojo: Sumiga Province

Favored Trait: +1 Agility

Honor Bonus: +5 boxes ~ Excellence

Skills: Dodge, Etiquette, Kenjutsu (Purity of Breath), Meditation, Sincerity, Pick any Artistic Skill, and Pick any Social Skill

Techniques

Rank 1: Way of the Crane

Open: The bushi add his Kenjutsu to the total of his Initiative Rolls at all times.

Rank 2: The Sudden Strike

The bushi begins mastering the intense focus required by the art of iaido.

Duel: If the Kakita bushi openly declares the value of his Focus in a duel and succeed in his roll, his opponent must attempt an equal or higher value Focus (or Strike) on his next opportunity to Focus.

Rank 3: Strike from the Void

The bushi continues to hone his spirit and his art to perfection.

Duel: Each time the bushi successfully focuses in a duel, he gains an additional point of Chi.

Rank 4: One Strike, Two Cuts

The bushi's sword strokes show an elegance and economy of motion few can match.

Melee: The bushi inflicts damage twice for each successful attack roll.

Duel: The bushi may roll damage twice, keeping the result he prefers.

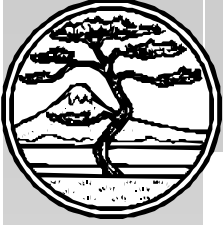
Rank 5: Strike with no Thought

As L5R RPG. The technique may also be used before the first focus in a duel. If it fails the duel continues as normal.

Your Outfit: *

As L5R RPG





“Shiko’s Purity” Battle Maiden School

Patron House: Otaku

Head Sensei: Otaku (SP maiden 5, P-6, H-2)

Entry Requirements: Must have the Blood of Otaku Advantage

Home Dojo: Sugoi Province

Favored Trait: +1

Honor Bonus: +10 boxes ~ Family

“Striking Crane” Yojimbo School

The Daidoji yojimbo is trained to serve as a guardsman for the important samurai of the Crane Clan. Many lower ranking members of the school form the rock solid infantry forces when the Crane engages in war. Daidoji forces fighting alongside the Crab Clan against the horrors of the Shadowlands have earned the grudging respect of the Hida-ryu, who were the first to use the appellation "Iron Cranes". Much honored by the nickname, the Daidoji have taken it as their own, and now the veteran warriors of the Daidoji-ryu are often referred to as "Iron Cranes". Yojimbo are considered bushi.

Patron House: Daidoji

Head Sensei: Daidoji

Home Dojo: Umi Province

Favored Trait: As Way of the Crane

Honor Bonus: +5 boxes ~ Duty

Skills: Athletics, Battle, Dodge, Etiquette, Kenjutsu (Striking Crane), Yarijutsu (Striking Crane), Pick any Bugei Skill

Techniques

Rank 1: The Iron Cranes

The first tenet of the Daidoji is tenacity. The young yojimbo draws upon the spirit of Bushido to force himself to fight on, even when faced with grievous injuries. Daidoji yojimbo adds his Honor Rank (not including any boxes) to the number of Wounds he can take at each Wound Level.

Rank 2: Wielding the Inner Fire

As in WotCn

Rank 3: Moving the Shadow

As in WotCn

Rank 4: Strike Beneath the Veil

As in WotCn

Rank 5: Tread upon the Sword

A master of the Daidoji way of fighting learns to focus his inner energies and deliver on the promise of Kakita's famous passages in "The Sword". His own weapon constantly reaches out to foul his opponents' motions, deflecting and misguiding their attacks. He may spend a void point to completely cancel one of his opponent's techniques of his choice in combat for a full turn. This technique may be used multiple times per turn, canceling out several techniques of one opponent, one technique of several opponents or any combination of the two (up to the yojimbo's available void points). Use of this technique is declared along with the yojimbo's action(s) for the turn.

Your Outfit: *

(three items are high quality, the rest are of average quality) Matched Daisho w/ stand, Yari, Light or Heavy armor w/kabuto, Armor Chest, Traveling Pack, 2 kimonos, any 2 weapons, and 8 koku

“Sword of Courage” Bushi School

An ancient **Style:** claiming to be based on the philosophies and methods of the great Kami Akodo One-eye, this school has become one of the benchmarks of the ruthless efficiency a trained bushi can achieve.

Patron House: Akodo

Head Sensei: Inoue Akimoto (SoC Bushi 5, P-6, H-4)

Home Dojo: Etsu Province

Favored Trait: +1 Strength

Honor Bonus: +10 boxes ~ Courage

Skills: Battle, Dodge, History (Lion Clan), Kenjutsu (Sword of Courage), Kyujutsu, Storytelling (War stories), Pick any 1 Courtly Skill

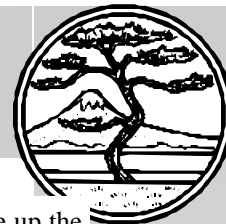
Techniques

Rank 1: The Way of the Lion

Sword of Courage swordsmanship is based on precision. The young bushi trains relentlessly until every strike demonstrates control and accuracy.

Martial: The bushi receives 2 Free Raises





on all of his Attack Rolls.

Duel: If the bushi has the higher Ki when Strike is declared, he gains an additional +2 Ki.

Rank 2: Sword of the Courageous

At this rank the bushi learns another truth: a righteous heart guides a righteous strike.

Martial: The bushi adds his Honor Rank to the total of all his Attack Rolls.

Martial & Duel: The Bushi may add his Honor Rank to the total of any of his Damage Rolls. These extra Wounds cannot be reduced or canceled in any way.

Rank 3: The Strength of My Ancestors

The Sword of Courage bushi knows that his ancestors stand with him, guiding his every blow.

Martial: The bushi may make two attacks per turn.

Rank 4: Hands of Destiny

By this time the courageous bushi knows that there is no such thing as luck, and that all actions are preordained.

Martial: The bushi's TN is not increased for Called Shots.

Duel: If the bushi has the higher Ki when Strike is declared, he may choose to make any Called Shot while striking his opponent regardless of his Ki.

Rank 5: One-eye's Final Lesson

Only the masters of the Sword of Courage **Style:** learn its greatest secret: there are no failures.

Open: If the bushi calls for raises and fails to roll the increased TN, but still manages to roll at least equal to the original TN, the roll succeeds, but without the benefit of any of the called raises he was attempting.

Duel: If the bushi attempts a Focus of 1 or greater and fails his roll but still manages to roll at least a 5 he does not lose a point of Ki for having failed a Focus Roll.

“Three Lashes” Bushi School

The Yasuki's sole bushi school faces a diverse array of duties. The Yasuki Guard, while often scorned by the warriors of other houses, has the unenviable task of providing armed es-

corts to the countless caravans that make up the true power of the Yasuki. In this role they have to crush disorganized brigands while keeping order amongst their own ranks- peasant merchants aren't known for being stout of heart. Other Yasuki samurai oversee the operations of the Crab mines, maintaining discipline amongst peasant miners and the more troublesome creatures the Crab have pressed into service. These skills find battlefield application when the Crab armies must employ masses of ashigaru and other 'questionable' troops to bolster their more elite forces. Yasuki bushi make excellent drill sergeants and low-level captains.

Patron House: Yasuki

Head Sensei:

Home Dojo: Nodai Province

Favored Trait: +1 Willpower

Honor Bonus: +1 box ~ Duty

Skills: Athletics, Dodge, Intimidation, Kenjutsu (Three Lashes), Leadership, Shadowlands Lore, and Pick one Bugei Skill

Techniques

Rank 1: The Way of the Carp

Since the founding of their family, the Yasuki have been fascinated with the minds of men and more importantly, their weaknesses. Yasuki merchant's prey upon pride and vanity, but their bushi learn to prey upon men's fears. Through a combination of stance and manner, the Yasuki bushi learns to ooze menace, making people do as he says simply through implied threat. The bushi gains the Natural Leader Advantage (though more by threat than example) and gains a Fear rating equal to 1/2 his School Rank (round up).

Rank 2: Who do You Fear... More?

The Yasuki bushi has a special way of making retreat look far worse than standing fast. All of the bushi's allies and followers within the sound of his voice may subtract the bushi's Fear rating from the rating of any Fear Checks they must make.

Rank 3: The Taste of Pain

The Yasuki has learned to add the physical to the psychological when inspiring fear. Each time he successfully wounds a character, his Fear Rating is increased by 1 for that





character until the end of the scene. The maximum Fear bonus he can gain from this technique is equal to his Intimidation skill. The struck character must immediately make a new Fear Check against the higher rating. Terrified allies and followers targeted with this technique also make a new Fear Check, subtracting the bushi's newly increased Fear Rating from the rating of whatever source had previously scared him. If the check succeeds the target is no longer under the effects of Fear.

Rank 4: How Dare you!

The bushi knows that violence must be met with violence, or the grip of fear will be broken. Any time the bushi is wounded by an attack he gains an extra Normal Attack at the end of the turn, which must target the character who injured him.

Rank 5: Master of the Lash

A master of Yasuki bushi school has honed his craft to the ultimate level, motivating his followers to give their utmost effort or die trying. Whenever the bushi kills a character, a number of his allies or followers up to his Intimidation + Leadership each gain one free raise that must be used some time during the current scene or it is lost.

Outfit: *

Normal Bushi Outfit

“Three Shouts” Bushi School

The Doji practice with a variety of weapons from the humble bo staff to the far reaching yumi to the swift and deadly katana. As the Doji learn to fight as much with his spirit as with his hands, opponents facing one of "the shouting warriors" should never underestimate a Doji in any circumstance. The bo staff is not considered a peasant weapon by students of this school.

Patron House: Doji

Head Sensei:

Home Dojo: Ukyo Province

Favored Trait: +1 Reflex

Honor Bonus: +10 boxes ~ Courage

Skills: Archery, Bo-jutsu, Courtier, Dodge, Kenjutsu, Meditation, and Pick one Artistic

Skill

Techniques

Rank 1: The Two Shouts

The bushi learns the great shouts of the Doji-ryu, war-cries to strengthen the heart and steady the hand. By spending a void point before rolling, the bushi may either automatically succeed on a Fear Check (the First Shout) or to make two rolls when using a Bugei Skill, keeping the higher roll (the Second Shout).

Rank 2: Let your Spirit Guide You

Doji archers are amongst the finest in the Great Clans. The bushi adds his Honor Rank to each die kept while attacking with his Archery skill, and can use the Extreme Range category (200-300 yards, -4 dice to hit, -1k1 to damage) without being mounted.

Rank 3: The Final Shout

At this rank the bushi masters the last of the Doji war-cries. After winning a battle, skirmish, or duel the Crane may give his victory yell. The Final Shout allows the bushi to recover all of his void points. The shout may be performed once per conflict and only after combat ends and the bushi is victorious. This may only be done a maximum number of times per day equal to the bushi's Honor Rank.

Rank 4: Unfurl the White Wings

The Doji's grace and fervor continue to grow, lending him speed in battle. The bushi may make two attacks per turn.

Rank 5: To Do What We Must

The final secret the Doji learns is the power of letting go of life and surrendering entirely to the demands of destiny. Before rolling initiative, the bushi may spend a void point "To Do What He Must". That turn he will make a number of melee Full Attacks equal to his Honor Rank. The bushi automatically loses initiative, declaring his attacks first and acting last. The bushi ignores the effects (including death) of any wounds taken that turn until after his attacks are resolved.

Your Outfit: *

(All items are of fine quality) Matched Daisho w/stand, Bo-staff, Yumi, 20 Arrows (any





types), Light Armor w/helm, Armor Chest, Traveling Pack, 2 Kimonos, any 1 weapon, and 8 Koku

“Two Heavens” Kenshi School

Unlike most warrior schools, the students of the Mirumoto dojos are encouraged to seek their own path and discover their own wisdom. Warriors facing such bushi are at a loss to explain how one school could be responsible for so many different **Style:s** of fighting. The only common thread is a lack of rigid forms and the uncanny fluidity of their strikes.

Patron House: Mirumoto

Head Sensei: Mirumoto Taki (2H bushi 5, P-6, H-3)

Home Dojo: Kokozen Province

Favored Trait: +1 to Any Trait

Honor Bonus: +5 boxes ~ Choose one virtue

Skills: Dodge, Kenjutsu (Two Heavens), Meditation, Shugenja Lore, Survival (Mountains), Pick any Bugei skill, and Pick Any 1 Skill

Techniques

Rank 1: Niten

The bushi learns to practice Mirumoto's methods of fighting, keeping a natural, ready stance in any situation. The bushi adds his Kenjutsu + School Rank to his TN to be hit by melee attacks at all times, and adds the same value to his opponent's TN to gauge his stance in single strike duels. Because this technique relies on stance and balance (taught through kenjutsu but not relying on it) than weapon, the bushi receives the benefit with any weapon(s) or even barehanded.

Rank 2: Strong and Swift

As in L5R RPG. Melee attacks only.

Rank 3: The Blood of my Brothers

As in L5R RPG. When spending a void point to increase a spell's TN, the TN to cast the spell is increased by the bushi's Shugenja Lore + School Rank. This technique may be used multiple times on a single spell.

Rank 4: The Unrighteous Will Fall

As in L5R RPG. This technique is restricted to melee attacks (but may be used with any weapon) and does not allow the bushi to hit

targets that were out of reach at the beginning of the turn.

Rank 5: The Heart of the Dragon

As in L5R RPG. Melee attacks only.

Your Outfit: *





BUSHI STYLES CONVERSION CHART (AND ABBREVIATIONS)

L5R School-	Source-	Style-	Abbreviation
Hida Berserker	AP	“Dead Eyes”	(DE berserker)
Hida Bushi	L5R	“Iron Mountain”	(IM bushi)
Hiruma Bushi	AP	“Hammer the Anvil”	(HtA bushi)
Kaiu Bushi	AP	“Mountain’s Root”	(MR kenshi)
Yasuki Bushi	AP	“Three Lashes”	(3L kenshi)
Daidoji Bushi	WotCn	“Striking Crane”	(IC yojimbo)
Doji Bushi	AP	“Three Shouts”	(3S bushi)
Kakita Bushi	L5R	“Purity of Breath”	(PoB kenshi)
Mirumoto Archer	AP	“Fire from Heaven”	(FfH archer)
Mirumoto Bushi	L5R	“Two Heavens”	(2H bushi)
Mirumoto Swordmaster	L5R2	“Dragon’s Heart”	(DH kenshi)
Akodo Bushi	L5R	“Sword of Courage”	(SoC bushi)
Akodo Tactical School	AP	“Seven Black Stones”	(7BS tactician)
Ikoma Bushi	AP	“Hands of the River”	(HotR bushi)
Matsu Bushi	WotL	“Claws of the Emperor	(CotE bushi)
Bayushi Bushi	L5R	“Masks within Masks”	(MwM bushi)
Soshi Bushi	AP	“Falling Leaves”	(FL kenshi)
Yogo Bushi	AP	“Pain’s Lesson”	(PL bushi)
Shiba Bushi	L5R	“Motion within Stillness”	(MwS bushi)
Shiba Yojimbo	L5R2	“Eternal Oath”	(EO yojimbo)
Otaku BattleMaiden	WotU	“Maiden’s Purity”	(Shiotome)
Moto Bushi	WotU	“Relentless”	(R bushi)
Shinjo Bushi	L5R	“Four Winds”	(4W bushi)

COURTIER SCHOOLS

“A Full Cup” Trader School

Patron House: Yasuki

Head Sensei:

Home Dojo: Nodai Province

Favored Trait: +1 Awareness

Honor Bonus: +0 boxes ~ Family

Skills: Appraisal, Commerce, Courtier or Sailing, Dodge, Etiquette, Govern, Manipulation

Techniques

Rank 1: Streams of the Carp

Through his growing web of contacts, the merchant is able to procure a wide variety of goods. The merchant may attempt to acquire items from the Yasuki Goods Tables up to his School Rank. To do so the merchant must make an Awareness + Commerce Roll with a TN of the Table Rank x10. The base time required to do so is the Table Rank squared in days, with the roll for success coming at the end. Two raises will reduce the item's rank by 1 for determining the time required. Each raise for quantity will double the number of items in the lot. The Yasuki may only be working on a number of orders equal to his Glory Rank at any one time.

Rank 2: Only Nothing is Free

With the security of the Empire riding on their profits and Scorpions for neighbors, Yasuki traders can ill afford mistakes in their business. They learn to mask any hints they might otherwise give away about their motives or feelings. Any Awareness or Perception roll to gain knowledge about the Trader (including if he is lying) has its TN increased by +15.

Rank 3: Always A Full Cup

The trader is exquisitely practiced in the art of obligation. Through the giving of gifts and exchange of favors, he may force a target into owing him a minor Obligation (as the 2 CP Disadvantage). To do so the trader must make an Awareness + Etiquette roll with a TN of the target's Glory x10 (this must be done in a social setting, much like the Bayushi Courtier techniques). Addition-





ally, the target's Honor Rank must be less than the trader's School Rank. The trader may only maintain a number of Obligations in this fashion equal to his Glory Rank.

Rank 4: No Empty Hands

The Trader's skill at his craft is unparalleled. He no longer needs to roll for non-contested Commerce and Appraisal rolls, succeeding automatically. If the trader wishes to make any raises, he must roll normally.

Rank 5: Wiles of the Carp

The Yasuki are masters of the human mind and human wants. At the beginning of any scene the Yasuki receives a number of extra void points equal to his Manipulation Skill which may only be spent on Awareness or Perception rolls. Any unused points are lost at the end of the scene.

Outfit: *

Same as the Yasuki Merchant in WotCb

“Gift of the Lady” Courtier School

[The Doji Courtier School featured in Way of the Crane has been placed under the auspices of the Kakita family in my vision of Rokugan, based on the huge number of courtier personalities in the Kakita family and their near absence among the Doji personalities.]

Benefit: As in WotCn

Starting Honor: 3, plus 0 boxes

Skills:As in WotCn

Techniques

Rank 1: The Perfect Gift

As in WotCn. However the courtier may only offer a gift School Rank + 1 times per adventure. The character's lord must specifically approve any additional gifts.

Rank 2: Whisper From the Soul

As in WotCn. The Contested Roll uses the courtier's Awareness + Manipulation vs. the targets Awareness or Intelligence (target's choice) + Manipulation. Raises by the courtier can produce a more extreme emotional reaction in the target. Clear Thinker does not provide any protection from this sort of emotional appeal.

Rank 3: Test of Honor

As in WotCn. Note the errata in later print-

ings. Characters and creatures with 0 Honor may ignore a Test of Honor.

Rank 4: The Gift of the Lady

As in WotCn

Rank 5: Your Life is Mine

As in WotCn. The target of this technique always gets to make the opposed Willpower roll.

Your Outfit: *

(all items are of high quality) Wakizashi, Tanto, Fan, Traveling Pack, 4 kimonos, Small Iron Box, Steed (or 12 extra koku), and 15 koku





MAGISTRATE SCHOOLS

“Kitsuki’s Method” Magistrate School

While several major families maintain schools for the instruction of magistrates, none have been so dramatic in their deeds as the students of Kitsuki's method. While any court will recognize evidence as being somewhat informative, the Kitsuki propose that physical evidence is more important than testimony. This heresy has yet to achieve broad acceptance, and Kitsuki outside of Dragon lands often have to use their investigative skills first to solve the crime, and then to find someone to testify to their discoveries.

Benefit: As in WotD

Beginning Honor: 3, plus 0 boxes

Skills: Heraldry, Ichi Miru, Jitte, Kenjutsu, Nazodo, Law, and Pick one Lore Skill

Techniques

Rank 1: Kitsuki's Method

As in WotD. Further, the Kitsuki may choose to spend those void points after rolling, but may only do so once per roll (i.e. he cannot roll, spend one void point, check the result, then spend another).

Rank 2: Ripples and Traces

As in WotD. Only the name has been changed.

Rank 3: Pathways of Fact

As in WotD, however, the skills receiving this benefit are Heraldry, Ichi Miru, Nazodo, and Law.

Rank 4: Rhythms of the Heart

As in WotD. Only the name has been changed.

Rank 5: Unlocking the Riddle

As in WotD, However the comparison is based on Intelligence, not Awareness.

Your Outfit: *

(all items are of average quality) Daisho w/ stand, Jitte, Light Armor w/ helm, Armor chest, Iron box, Traveling Pack, 2 Kimono, and 3 koku





STYLE SPECIALIZATIONS

School	Style Name	Specializations
Hida Berserker	Kenjutsu (Dead Eyes)	Killing Blow, Nodachi, & Threaten
Hida Bushi	Kenjutsu (Iron Mountain)	Tactics, Threaten, & Thrust
Hiruma Yojimbo	Kenjutsu (Hammer the Anvil)	Parry, Threaten, & Ward
Kaiu Bushi	Kenjutsu (Mountain's Root)	Corps-a-Corps, Killing Blow, & Threaten
Yasuki Bushi	Kenjutsu (Three Lashes)	Menace, Subdue, & Threaten
Daidoji Yojimbo	Kenjutsu (Striking Crane)	Parry, Thrust, Ward
	Yarijutsu (Striking Crane)	Parry, Thrust, Ward
Doji Bushi	Kenjutsu (Three Shouts)	Focus, Lunge, & Parry
Kakita Duelist	Kenjutsu (Purity of Breath)	Focus, Iaijutsu, & Rush
Mirumoto Archer	Kyujutsu (Fire From Heaven)	Focus, Rush, & Tactics
Mirumoto Bushi	Kenjutsu (Two Heavens)	Nito-kenjutsu, X-Block, & X-Slash
Mirumoto Duelist	Kenjutsu (Dragon's Heart)	Focus, Nito-kenjutsu, & X-Block
Akodo Bushi	Kenjutsu (Sword of Courage)	Charge, Parry, & Tactics
Akodo Tactician	Kenjutsu (Sword of Courage)	Charge, Parry, & Tactics
Ikoma Bushi	Kenjutsu (Hands of the River)	Corps-a-Corps, Menace, & Parry
Matsu Bushi	Kenjutsu (Claws of the Emperor)	Arrow Cutting, Charge, & Threaten
Bayushi Bushi	Kenjutsu (Masks within Masks)	Disarm, Iaijutsu, & Tactics
Soshi Bushi	Kenjutsu (Falling Leaves)	Arrow Cutting, Parry, & Sweeping Blow
Yogo Bushi	Kenjutsu (Pain's Lesson)	Disarm, Parry, & Tactics
Shiba Bushi	Kenjutsu (Motion within Stillness)	Focus, Parry, & Subdue
	Naginatajutsu (Motion within Stillness)	Focus, Parry, & Subdue
Shiba Yojimbo	Kenjutsu (Eternal Oath)	Iaijutsu, Parry, & Ward
Otaku BattleMaiden	Kenjutsu (Maiden's Purity)	Cavalry, Charge, & Tactics
	Uma-yarijutsu (Maiden's Purity)	Cavalry, Charge, & Tactics
Moto Bushi	Kenjutsu (Relentless)	Cavalry, Sweeping Blow, & Threaten
Shinjo Bushi	Kenjutsu (Four Winds)	Cavalry, Parry, & Sweeping Blow
	Kyujutsu (Four Winds)	Aim, Cavalry, & Rush
Mantis Bushi	Kenjutsu (Path of the Storm) ~	
Wasp Archer	Kyujutsu (Arrow's Way) ~	
Magistrates -	Source-	
Kuni Witch-hunter	WotCb	
Doji Magistrate	L5R2	
Kitsuki Magistrate	WotD	
Ikoma Magistrate	AP	
Asako Magistrate	AP	
Ide Magistrate	IH	





Chapter 5

Skills and Specializations





SKILL CATEGORIES

Each Skill falls into one or more categories. These categories give some indication as to how the skill is used and viewed in society. Categories are also used when a Family Profile or School Template indicates the player should pick a skill from a particular category.

SPECIALIZATIONS

COMMON SPECIALIZATIONS

Many skills have a common group of specializations. If this group appears in it's list of specializations, refer to the following list for the possible choices based on that group.

Specific Clan: Badger & Centipede Clans, Crab Clan, Crane Clan, Dragon & Dragonfly Clans, Falcon & Hare Clans, Imperial Families, Lion Clan, Mantis & Tortoise Clans, Phoenix Clan, Scorpion Clan, Three man Alliance (Fox, Sparrow & Wasp), or Unicorn Clan

Specific Terrain: Forests, Mountains, Ocean, Plains, Shadowlands, or Urban

SOCIAL SKILLS

These skills are used to interact with others. Rokugan has a rigidly structured culture in which each individual is expected to interact with other in a particular way based on their place in the Celestial Order and perhaps more importantly with respect to difference in rank between individuals.

Conversation. The skill of maintaining idle chatter and social acceptable banter to keeps a meeting light and pleasant.

Found among: courtiers, geisha, refined guests
Specializations: Elicit. The character is skilled at getting others to drop clues and information inadvertently in the course of a conversation.

Critique ~. The skill of making insightful analysis and comparison between a piece of art and the ideal of its sort.

Commonly known by:

~ Specializations (required): Specific Artisan Skill.

Diplomacy

Divination ~ (Omens, Tea leaves, Tops)

Etiquette (can specialize in different social groups)

Gaming ~ (Children's games, Court games, Gambling, Strategy games)

Govern

Instruction (Awareness). Imparting one's own knowledge to others.

Found among: all classes

Specialties: Social Skills, Martial Skills, Bugei, Magic Skills, Trades, Criminal Skills

Intrigue (Intelligence or Awareness). Knowing who's nominally in charge, who's really in charge, and who's angling for what in a given group.

Found among: any member of a social unit

Specialties: court, clan, family, other social group

Investigation

Leadership

Meditation

Oration (Intelligence or Awareness). Persuasive speech and argumentation

Found Among: aristocrats, scholars

Specializations ~ Composition (for written works), debates, incitation

Persuasion

Savvy (Perception or Awareness). The knowledge and insight to take a person's measure just by looking at them or speaking with them briefly. Also used to tell if an individual is lying.

Specialties: reading people, predicting actions

Found among: mystics, monks, some scholars

Seduction (Awareness). Bringing another to one's point of view by making oneself, or one's ideas, irresistibly attractive to the other.

Found among: all classes, but mostly women

Specialties: bribery, flattery, gestures, innuendo

Style (Awareness, Intelligence or Agility).

Knowing how to best present oneself though manner and dress.

Found among: aristocrats

Specialties: cosmetics, fashion, grace, dignity





MARTIAL SKILLS

These represent skills common to Rokugan's warrior class other than actual weapons practice.

Alertness (Perception).

Athletics (Strength or Stamina).

~ Specializations: climbing, jumping, marching, running, swimming

Battle.

~ Specializations: cavalry tactics, siege warfare

Dodge (Agility).

Intimidation.

Riding.

Stealth.

Survival (Perception or Intelligence).

~ Specializations: Specific Terrain.

Tracking (Perception).

~ Specializations: Specific Terrain.

BUGEI SKILLS

These skills are the actual practice of particular weapons. Specializations often make advanced combat actions available to the skilled warrior. Many bushi schools have advanced a particular methodology to the use of a favored weapon to the point that there are 'style specializations' which incorporate several individual specializations. Only bushi characters may benefit from a style specialization.

BUGEI SPECIALIZATIONS

The following specializations allow the character to perform the matching Advanced Action in combat (see **Chapter 7**): Arrow Cutting, Bind, Charge, Cross Block, Cross Slash, Killing Blow, Lunge, Menace, Parry, Rush, Sweeping Blow, Threaten, Thrust, Ward

Other specializations include:

~ Cavalry. This skill may exceed the Character's Riding Skill while mounted on horseback.

~ Disarm. Attempting a disarm with this weapon requires one less raise.

~ Focus. Add this skill to the total of Meditation Rolls when using kata from this skill as a form of meditation.

~ Subdue. Subduing with this weapon requires one less raise.

~ Outmaneuver. Add this skill to the total of all

rolls while declaring a maneuver action.

Hand-to-Hand Attacks: Hammer Fist, Joint Lock, Sweep, Throw

Bojutsu (Agility).

Dart (this is also a Criminal Skill)

Gusarijutsu (Agility).

Hand-to-hand (Agility).

Jittejutsu (Agility).

Kamajutsu (Agility).

Kenjutsu (Agility).

~ Specializations: melee bugei specializations and style specializations.

~ **Iaijutsu.** This character may draw and strike with the weapon in a single action.

~ Nodachi (Kenjutsu ONLY). This character does not suffer the -1k0 penalty to Attack Rolls that this weapon normally causes.

Kyujutsu (Reflexes).

~ Specializations: Cavalry, Rush

~ Aim.

Man-catcher (Agility).

Naginatajutsu (Agility).

Onojutsu (Agility).

Tantojutsu (Agility).

Tessen (Agility).

Tetsubojujutsu (Agility).

Yarijutsu (Agility).

-MAGIC SKILLS-

(all Magic Skills are Shugenja ONLY)

Commune

Counterspell

Maho (this is also a Criminal Skill)

Sense

Spellcraft

Summon

Awaken (Asahina School Only)

Channel (Sodan-senzo Only)

Invoke (Iuchi School Only)

Shadow (Soshi School Only)

Transmute (Agasha Schools Only)

SCHOLARLY SKILLS

Anatomy (this is also a Criminal Skill)

Ancestor Lore

Astrology

Bloodspeaker Lore (Intelligence). Recognising





the tell-tales signs of blood magic

- Found among: witch-hunters, blood magic users

Bushi Lore (can specialize in a particular school)

Bushido Lore

Ceremony (Intelligence). Knowledge of dates and traditions surrounding festivals and regular ceremonies.

- Found among: anyone

~ Specialties: Specific Clan, local events, formalities, etc.

Cipher

Clan Lore ~ (Intelligence). Knowing the minor details about a clan.

- Found among: aristocrats

Folklore (Intelligence). Superstitions, beliefs and myths (usually inaccurate)

- Found among: commoners

~ Specialties: monsters, ghosts, un/lucky acts, un/lucky days, etc.

History (Intelligence). Who did what in what year.

- Found among: aristocrats, scholars

Literature (Intelligence). Knowing the major written works of Rokugan.

- Found among: aristocrats, scholars

~ Specialties: specific author, quoting, works in a specific field

Shadowlands Lore (Intelligence). knowing more about living nightmares than you'd like.

- Found among: Crab clan, other samurai on the wall, witch-hunters

~ Specialties: specific critter, plants, areas, Taint, etc.

Five-Fold Way

Folklore

Foreign Tongue ~ (Intelligence). The character has acquired some skill in speaking a language other than his native tongue.

- Found among: Crab Clan (Goblin, Nezumi), Dragon Clan (Naga), Unicorn Clan and merchants (Burning Sands)

~ Specializations (required). Burning Sands, Goblin, Naga, Nezumi

Heraldry (Intelligence). Knowing which crest identifies which clan, family or individual.

- Found among: mostly aristocrats and richer

commoners

Specialties: specific clan

History (Intelligence). A general knowledge of the events of Rokugan's History.

~ Specializations. Specific Clan.

Law

Literature

Maho-Tsukai Lore

Medicine

Naga Speech

Ratling Speech

Research

Shadowlands Lore

Shugenja Lore (can specialize in a particular school)

Spirit Lore

Theology

-ARTISTIC SKILLS-

Bonsai

Calligraphy

Carving

Dance ~ (Court, Folk, Religious)

Ikebana

Music ~ (One for each instrument, Singing)

Origami

Painting

Poetry

Storytelling

Tea Ceremony

-TRADE SKILLS-

Acrobatics

Acting

Animal Handling ~ (one for each type of trainable animal: Bears, Dogs, Falcons, Horses, Lions)

Appraisal

Armorer

Commerce

Cooking

Craft ~ (used to cover misc. tasks, Farming, Fletchery, Tattooing, etc.)

Engineering

Herbalsim

Instruction ~ (one for each Skill Category)



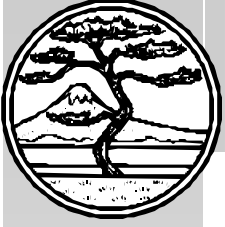


Massage
Sailing
Tricks
Weaponsmith

- CRIMINAL SKILLS -

Anatomy (this is also a Scholarly Skill)
Dart Skill (this is also a Bugei Skill)
Disguise
Explosives
Forgery
Gambling (Awareness or Perception). Knowing the odds and/or cheating.
- Found among: commoners, ronin
~ Specialties: cheating, specific game
Mimicry
Ninjutsu ~ (one for each of the common ninja tools)
Poison
Sorcery (this is also a Magic Skill)
Torture
Traps





Chapter 6

Followers and Possessions





SAMURAI ECONOMICS

An understanding of fealty in Rokugan requires and understanding of money.

PAYING FOR THINGS

It is important to remember that a samurai doesn't **have** to pay for anything possessed by a peasant. Traditions, based on the celestial order and common sense when unarmed in the presence of a katana, encourage the peasants to hand over anything the samurai wants. However, that peasant is really only holding the item for his lord, so the samurai may have to answer to the local daimyo. While the samurai is in his lord's domain, this means he really has no need for coinage. Everything that he needs will be freely given. His own better judgment prevents him from abusing this privilege. Those that do abuse their lord's generosity will eventually come to the attention of their betters, and then have to answer to their lord.

Most Rokugani conduct their business with direct trades: this chicken for that teapot and a handful

of tea leaves. Coinage is only involved in several specific cases. The first is between members of the merchant class. Merchants tend to deal in large quantities when dealing with one another, so they utilize money to make the exchanges and perform bookkeeping. Merchants also use money to offer and track loans, both to other merchants and to samurai. These "banking" functions are an important part of keeping a rice based economy moving. Samurai use money to facilitate travel outside the domain of their own lord, for the purchase of very valuable items, and to attract retainers.

While traveling the need for money becomes more apparent. Peasants of other areas may suggest a price once goods or service are rendered. The peasantry has a remarkably good eye for spotting samurai not sworn to the local lord. In most instances it is best to simply pay without comment. Haggling with a peasant is beneath a samurai's dignity, as is asking the price in advance. The vast majority of peasants

are honest folk who have no desire to anger anyone with the right to kill them, and ask a fair price. The samurai can of course refuse or even assault the peasant, but such things have consequences. Should the samurai feel that he is being cheated, he may summarily punish the offender. Again, the local authority may take a dim view of such behavior. The local magistrate has considerable power over samurai passing through his district, and has the authority to arbitrarily decide whether the samurai has acted appropriately. Not a person to irritate!

The purchase of expensive items is another tricky subject. Items like swords and armor are generally the product of craftsmen who also belong to the samurai class. This means they may desire money for their labors or may be highly offended by it. It is best to simply wait for them to offer terms, then agree without hesitation. Craftsmen sworn to the service of the same lord as the samurai may make a gift of the item to one who displays great fealty. Craftsmen who belong to a different lord will probably have to be paid. Extravagantly so. Unless the samurai is very wealthy, very famous, or very well connected in the courts, he should stick with his own lord's craftsmen. War-horses also fall into this category. Unless received as a gift or provided by one's lord, they will prove terribly expensive. Even simple riding horses may be out of the samurai's reach.

PAYING SAMURAI

There are three ways in which a samurai typically receives his pay. Junior samurai and the followers of other low ranking samurai sometimes take their income as actual rice. Samurai who receive less than five koku annually may go to the granaries of their lord and receive a twelfth part of their income each month. The samurai will generally trade part of this rice for coin or other goods and eat the rest. These allotments of rice are distributed on the last days of the month. Mid-ranking samurai receive their income as a stipend of coin. This is made possible by the *daimyo's* merchants, who trade the rice harvest on behalf of the lord and provide the coin to pay the vassals. The stipend

Things That Cost Zeni

- A pot of tea.
- A bowl of rice and pickles.
- A plate or bowl.
- A night in the stable loft.
- Getting carried across a river.
- One arrowhead.





is generally granted in three uneven payments. Two fifths are paid at the start of the summer, the beginning of the season of war. Another fifth is given at the end of the summer to prepare for the winter court season. The remaining two fifths are given at the beginning of the Setsuban festival (New Year's Eve), when all debts come due. The final method by which samurai are rewarded with income is the granting of a fief. The samurai receives a parcel of land from his daimyo. What remains after the *daimyo's* and imperial taxes becomes the samurai's income. The effective management of the farms, villages, mines, fishing, crafts, and trade that a fief may include is covered by the Govern skill (see below). A samurai receiving a fief is being granted the most sacred task of administering the Emperor's lands. It is a mark of high favor from one's lord. A samurai in charge of a small fief may also receive a stipend.

The real value of money to the samurai class is for attracting retainers. Officially, samurai are never paid to serve. That sort of thing is for lord-less ronin. A real samurai would never consider mere money to be inducement to serve; he is offering his very life! Instead he humbly receive rewards for his loyalty. This has some strange effects when viewed from western society. For example, when a daimyo wishes to fill a 50 koku position (captain of the Honor Guard or emissary to the Lion Clan perhaps) he does not select a samurai with the appropriate skills and begin paying him 50 koku. Instead he searches amongst his retainers for one who's previous loyalty and devotion have earned him a 50 koku stipend and puts that samurai in the position. A more skilled samurai who currently receives 10 koku will be passed over for a poorly suited candidate who has proven loyalty or is from a better family (thus already receiving 50 koku). Yes, glory ranks mean a lot more than school ranks! Some recognition of skill can be made however. A highly suitable samurai receiving 35 koku might be given an additional allowance of 15 koku to fit him to the post, until his service there merits a permanent increase. Individual daimyo vary in their willingness to do this.

The same principle applies at a smaller

scale for individual samurai who desire retainers. There is a certain expectation that a samurai of significant loyalty (and income) will attract followers and troops, thereby increasing his value to his lord. The keeping of retainers adds to the samurai's prestige, but requires a skill with finances that few samurai possess. The samurai must perform a balancing act between the number and quality of his retainers, counterbalanced against his wealth. A retainer who has served for years deserves greater reward than any three new *bushi* put together. And like a daimyo, if he cannot afford to properly reward his retainers, he loses face. Further, well equipped and skillful retainers reflect credit on their leader, while scraggly followers are worse than none at all. The upkeep of followers is in fact one of the most common uses of a samurai's funds.

There is of course one other way that money changes hands: gambling. Gambling is a common pastime in Rokugan, from the lowest heimin to the highest courtier. Games are played with dice, tiles, or cards. The most commonly played dice game is known as "Fortunes and Winds", and the rules of this game are presented in the Way of the Scorpion. Members of the court and respectable samurai turn up their noses at such "common" pursuits. They prefer to wager on the outcome of hunts or other contests. Those who suffer a string of losses may amass considerable debt. While merchants are content to wait until the new year to be paid, gamblers are far less forgiving. Should the gambler even be allowed to leave the table (which he may not be) all debts are due by sunset the following day. If the samurai cannot secure a respectable loan, he will be faced with a shameful obligation or worse. Those who cannot meet courtly wagers are subject to a great loss of face in addition to being obligated to the winner. The winner may choose to be gracious, preventing the glory loss, but making the loser doubly obligated. Such favors and obligations are as much a part of Rokugani economics as the exchange of money. The simplest advice is true: "If you gamble, be prepared to pay."

Things That Cost Strings

- A jug of sake or shochu.
- A whole fish or special dish.
- A nice mask or fan.
- A room at an inn.
- A palanquin around town.
- Most peasant weapons.





COINAGE

Three types of coins are commonly used in Rokugan. The most valuable is the *ryo*, an oval shaped plate of gold about two inches by one inch. This is the basic unit of exchange for expensive items and large transactions. Each *ryo* is worth about five *bu*, a smaller silver coin. *Bu* is actually short for *ichi bu no [silver]*, literally “one bu of silver”. A typical *bu* is a rectangle about one inch by three-quarters of an inch. *Bu* are used for the purchase of moderately expensive items such as furniture. Each *bu* is in turn worth four to five “strings” of *zeni*. These are small (3/4” diameter) round coins made of copper. They have a round or square hole through the middle and are commonly strung on cords to make cash strings. A standard “string” is 100 coins. *Zeni* are used for all manner of minor items, like tea and food. Whole strings are used for items like clothing or liquor.

For very large transactions either stacks of *ryo* or a forth coin, the *oban*, are used. *Ryo* are stacked in lots of twenty-five or fifty and wrapped in heavy paper. The stack is then stamped by the local magistrate's office and ready for use. The rarely seen *oban* is a heavy disc of gold. In weight and value they are equivalent to forty *ryo*. *Oban* are often specifically cast for a particular transaction, and have pictures or text commemorating the event. They may become far more valuable as historical items than for their weight of gold.

The reason that descriptions and exchange rates are given only in general terms is that each Clan mints their own coinage. The symbols stamped on the coins vary from place to place, as does the exact size and quality of the metal. Identifying the source of coinage and its relative value is just another part of the Commerce skill, a skill most samurai disdain.

Paper money is not in use in Rokugan, at least by samurai. Merchants sometimes use a system of paper IOUs amongst themselves. Samurai who hear of it consider the idea ridiculous.

You may have noticed that samurai are paid in *koku*, but the coins are *ryo*, *bu*, and *zeni*. A *koku* is literally five bushels of rice, or enough to feed one person for a year. Samurai who receive a stipend are receiving *ryo* for their rice at the current exchange rate. Given an average rice harvest brokered by an average merchant, the samurai receives one *ryo* for each *koku*. The GM is free to modify that exchange rate to reflect current conditions. When the rice harvest is poor, the value of rice increases and the samurai's allotment of rice fetches more coin. When the harvest is good the reverse is true. The skill of the lord's merchant is also a major factor. An incompetent merchant may end up selling low and buying high, while a crafty Yasuki manages to squeeze every last *zeni* out of the harvest.

Poor samurai who take their pay in rice must barter the excess themselves. The quality of the harvest only affects that small part of their income. Those who receive a stipend (the vast majority) are entirely at the mercy of the kami (and the GM). Those who have been fortunate enough to have been granted a fief will find that the income from their farms is fairly stable in terms of *ryo*. When the harvest is bad they have less rice, but it is worth more and visa-versa. These forces tends to cancel out, giving a consistent value in *ryo*.

RONIN & MONKS

While ronin are part of the samurai class, their relationship to the economics of Rokugan is quite different from other samurai. Because they have no lord to shelter them, they have to pay for things everywhere they go. Because of this, unlike most samurai they have an appreciation for the value of their coin. Ronin may learn and use the Commerce skill without penalty. While it is in poor taste, they can even haggle.

Ronin lack the steady income of their Clan counterparts. Some few are wealthy while others must scrape from meal to meal. Many resort to gambling to make ends meet. This lack of fixed income means that merchants are more reluctant to give them loans, and the ronin may find himself paying with his service. Ronin will often seek employment with a merchant if they cannot

Things That Cost Bu

- A bottle of fine sake.
- A full gourmet meal with desert.
- A pet bird or good table.
- A suite at a good inn.
- A palanquin from one town to the next.
- A pack horse.
- Getting a weapon sharpened.
- A bundle of arrows.
- A small piece of art.





find it with a traditional lord. Merchants regularly need guards or shugenja advisors and aides, and have the money to support a few samurai. This is not a bad life really. They have the privileges of the samurai class without the obligations that come with fealty. If Clan samurai look down on them, well... They learn to live with it.

Some ronin have too much honor or pride to accept paid labor for a mere peasant. Those who cannot find their way into the graces of a daimyo may choose to become shugyosha, "student warriors" who follow the Way of the Sword. This is the beginning of a spiritual quest to achieve enlightenment through bushido. Many ronin claim to follow the Way of the Sword, but for most it is simply a lie to preserve *On* or face. Shugyosha meet with varying levels of respect from clan samurai and other ronin. Those who truly follow the path may come to gain great glory. The Way is a difficult path, but one of honor, akin to becoming a monk.

Monks are also without a steady source of income, but have other means to get by. Most monks stay within their temples. The temple is often self-sufficient or nearly so, with a small farm or elaborate gardens attached. Temples in accessible locations usually have worshipers who bring offerings that increase the temple's wealth. Those who travel have little difficulty finding food or shelter. It is a great honor for both peasants and samurai alike to have a monk stay in their home. When a monk has needs that cannot be met through simple hospitality, he may accept (beg for) offerings in exchange for prayers when next he visits a shrine. Such offering can be quite lavish, and are added to the monk's own belongings. The offering is then bartered for what the monk needs and the rest is turned over to a temple.

MERCHANTS

For one reason or another a samurai may find himself in need of money that he doesn't have. In such an instance he may choose to seek out a merchant for a loan. The terms of loans are fairly consistent: one percent interest per month, all debts payable in full before New Year's Day.

Merchants have found that such simple terms are best when dealing with samurai, so as not to confuse or anger them. Samurai who cannot meet their debts on time will be shunned by both merchants and samurai alike. Such a failing can rapidly blossom into an obligation or dark secret. Generally the samurai's word is the only collateral required. In fact, some unscrupulous merchants will cheerfully loan more to a samurai than he can repay. Bullying or killing the merchant will only make things worse, permanently staining the samurai's honor.

Merchants also act as money-changers. A samurai may need to convert *ryo* to strings, or *bu* to *ryo*. A traveler with the forethought to change his money to that minted in the lands he will be traveling in will also seek out a merchant. Again the rates on such transactions are consistent: five *zeni* for every *ryo* exchanged. This may seem like a laughably small amount (about one-quarter of one percent), but multiplied by the volume some merchants deal in and it amounts to a tidy sum for no effort at all.

The Emerald Empire has no equivalent to savings accounts. Those who have money simply hold on to it. Investment is also a very inexact science. Each deal must be negotiated separately.

Within each Clan there are often a few individuals chosen to serve the Clan's interests in matters of finance. These individuals retain their family names and carry the wakizashi, but deal in matters of money like common merchants. Normally they are considered courtiers, but some of the shame of acting as a merchant still lingers (Bad Reputation: Merchant). They may use merchant skills like Commerce without penalty to their honor. Those who excel in this service may come to command great trading empires, but never the full respect of their peers. Both the Ide and the Yasuki have schools that are of benefit to samurai merchants, while members of the Yogo family often perform this role for the Scorpion. The Crane Clan seems to prefer the use of peasant merchants, but honor them more highly than other clans do. Both the Lion and Phoenix Clans look upon the pursuit of

Things That Cost Ryo

- A multiple course feast for a small group.
- A sword stand or large inlaid cabinet.
- An evening at a geisha house.
- Palanquin and bearers from city to city.
- A riding horse.
- Getting a weapon polished.
- A good knife, bow, or pole arm.
- Ceremonial armor.
- A diamond or small jewelry.





money as shameful, and dread being called to serve in this fashion. No one knows the Dragon's policy on this.

PUTTING A VALUE ON THINGS

What follows is a rough outline of some common "prices" so that GMs and players will have some understanding of the relative value of coin and goods. Remember that many exchanges are **extremely** situational. Position Rank and Clan affiliation play important roles in every transaction between members of the samurai class. To illustrate this point let's look at a simple fan. Most players think of their own shopping experiences and envision a merchant proclaiming that the passing samurai "would be most wise to buy this fine fan for just one string of zeni!" And on some days that's exactly what happens. The fan is then worth 100 *zeni*. Another day a humble peasant offers the fan to a samurai, "that she may remain cool in this dreadful summer heat." Now the fan is worthless. It is something a peasant provided, to be discarded once out of the sun. On a very special day the Lady Shizue has nothing else handy, but wishes to show her favor to a clever ronin who has brought her a new story. She gives him the fan. Now it's priceless, the gift of the daughter of a Clan Champion. In every instance it is the **exact same fan**. Another illustration:

a crafty Yasuki trader has set up his wares along the Peddler Row. He has laid in a stock of mule's ears, dried and dyed dark purple. He intends to sell them as "oni ears" to passing samurai. To a foolish looking Crane he offers one for two *ryo*. "Proof of your valor sir." To a passing Lion he makes no sound, fearful of later vengeance. A fellow Crab walks by and he cries "a *bu* each, trophies fit for a Crab!" When a Scorpion appears he simply states, "those aren't for sale." Should a samurai of his own lord appear, "you don't want those. They're the ears off a mule."

Things That Cost a Whole Lot

- Entertaining a daimyo.
- Furnishing a manor.
- Courting a geisha.
- Traveling with a full entourage.
- A war-horse.
- A sword.
- A suit of heavy armor.
- A minor nemuranai.
- Failing your lord...

RETAINERS

TROOPS

Samurai are also likely (in many cases they are required) to attract, train, outfit, and maintain a force of soldiers. The most common types of troops conform to the costs given in the Clan War miniatures game. That cost is the price to attract, train and outfit each soldier. Their pay and upkeep is generally 1/5th that cost annually. A summary of general and Clan Specific troop types and their costs can be found in **Appendix 1**.

EQUIPMENT

QUALITY

"**Glorious History**" (1-4). The item is renowned for the many exploits of its previous owner(s). The current owner gains one glory point for the first quality point applied to this, two more for the second, another three for the third, and one full rank for four points (max). Like all the benefits of quality items, losing or breaking causes the loss of the benefit (at a minimum).

"**Honorable Heritage**" (1-5). The item has been an heirloom and important possession of your family, passed down from parent to child for generations. The current recipient of this important heirloom gains one point of honor per point of quality applied to heritage.

"**Comfortable**" (1). This item just naturally fits itself to your hand. You may make up to three extra raises (above your Void Ring) when using it.

"**Balanced**". (1) This weapon is superbly balanced, and seems to float through the air. Re-roll all '1's on initiative rolls.

"**Razor Sharp/Wickedly Studded**" (1) The edge of this weapon is remarkably sharp or has a reinforced striking surface that guarantees more serious wounds should the weapon connect. Re-roll '1's on damage rolls.

"**Trusty**" (1). The item gets a second roll any time it is at risk of being broken. Roll twice and





keep the higher roll.

"Elegant" (2). The user can't fail to look accomplished while using such an elegantly crafted item. The user gains one free raise while using the item for its proper purpose (no bonus to clobbering someone with an elegant writing set :)).

"Sturdy" (2 Armor only). This armor is fashioned to weather the minor slashes and pokes that crop up in massed conflict. The wearer keeps one less die (still rolling the usual number) of dice when rolling for damage on the battle table.

There are of course countless other things that a point or three might do for you :).

Some thoughts on the distribution of quality items:

As a rule I charge 1.5 x the quality points for a character to inherit an item at the outset (with GM approval of the item). To make a quality item I suggest the following:

After the base TN to make the item is determined, generally 15, the aspiring craftsman must make a number raises equal to the number of quality points + plus one raise for each rank of quality. In other words:

Fine: 2 raises

Excellent: 4-5 raises

Superior/Extraordinary: 7-9 raises

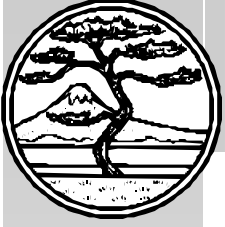
Legendary/Flawless: 11+

Sounds pretty tough huh? However there are a number of ways to get free raises (ancestors, spells, maya, and the like) including one for taking double the time to create the item. The basic time required to create the item should be multiplied by the same factor as the price, x5 for fine, 20x for superior. This multiplier applies to all phases of the item's creation: selecting suitable materials, preparing the design, readying tools, ritual blessings, etc. Each raise to reduce time drops the required time by one third. For example: 9 days -> 6 days -> 4 days -> 3 days, etc.

Suppose then that our sword smith intends to create a Kakita blade. The base TN is 15 (a task whose common cousin he's well acquainted with). He will need 4 raises for the quality points plus 3 for it being a superior item. Bang:

we're looking at a starting TN of 50! Reasonable I think. And it will take about 20 weeks (supposing a base time of one week, which maybe somewhat short for el-basic katana) if he's starting from scratch. He has a shop area/shrine dedicated to the task, so let's give him a free raise for the time required. Let's also suppose the rituals involved grant a free raise, and he has lots of assistants. We are now looking at a master smith with a Void ring of at least 6 (to make all the raises) shooting for a TN of 45 rolling 10k(Earth+1) (assuming he spends Void) and needing just short of 14 weeks to forge the sword.





CHAPTER 7

COMBAT





MORTAL STRUGGLE

Combat in L5R is dealt with in three distinct arenas. Traditional combat with two or more combatants taking multiple swings at one another are addressed as Skirmishes. One-on-one fights that begin with a fierce stare-down and are often resolved in a single blow are dealt with as Single Strike Duels. Finally, massive conflicts involving hundreds or even tens of thousands of soldiers (or horrible monsters) can be resolved through the use of the Battle Tables.

SKIRMISHES

Most role-playing combat takes the form of skirmishes, with several of the PC's battling against some sort of opposition. Skirmish progress in Turns, each of which lasts approximately 4 seconds. Turns are broken down into four steps:

1. **Determine Initiative.**
2. **Declare Actions (last to first).**
3. **Resolve Actions (first to last).**
4. **Resolve any End-of-Turn Actions (first to last again).**

Return to step one.

STEP 1: DETERMINING INITIATIVE

Probably the single most important aspect of skirmish combat in L5R is gaining (and keeping) the initiative. Initiative is more than just a measure of raw speed. It also reflects combat experience, awareness of their opponent's intentions, and the ability to act on opportunities as they arise. Reach is also an important factor in initiative, and different weapons can have different effects on the wielder's initiative. Determining initiative each turn begins with all combatants making an Initiative Roll:

1k1 + character's Air Ring + character's Arms Skill

Combat Experience. If a character commits to an action appropriate to his school before

actions are declared, he may add his Insight Rank to the total of his Initiative Roll for that Turn. Examples include Normal Attack and Full Attack for bushi, Speaking for courtiers, and Spell-casting for shugenja characters. This decision is made after all rolls are made and automatic modifiers applied (but before optional use of techniques are declared- see below).

Dodging. Characters that elected to perform a standard Full Defense last turn have the final result of their Initiative Roll (including all other modifiers) halved (rounding up).

Fast. Characters wielding weapons with the Fast Trait roll an additional +1k0 if any of their attacks hit last turn. This reflects the ability of characters using such weapons to move swiftly from one target to the next.

Fear. Characters that have failed a Fear Check subtract the highest Fear Rating affecting them from their Initiative Roll. Terrified characters are unlikely to seize the initiative in combat.

Injury (OPTIONAL). Characters subtract their Wound Penalty from the total of their Initiative Rolls.

Quick. Characters with the Quick Advantage add +1k0 to all of their Initiative Rolls.

Reach. Characters wielding weapons with the Reach Trait roll an additional +1k0 if they were not hit last turn. This reflects the ability of characters using longer weapons to keep opponents at bay while they may continue to strike.

Techniques. There are a number of techniques that can modify Initiative Rolls, either by modifying the number of dice or the total of the roll. Most techniques that involve a choice of whether or not to use them allow the choice to be made after the results of all other Initiative Rolls (including any automatic modifiers) are known. In the rare instance where two (or more) characters have variable bonuses, both of them declare their choices in secret after all other modifiers have taken effect.

EXAMPLE. Way of the Crane grants an automatic bonus equal to the character's Iaijutsu Skill to the bushi's Initiative Rolls. Because this bonus is always in effect, it is added to the character's Initiative Roll before any choices have to be made by any combatants.





EXAMPLE. Otaku-2 allows the battle- maiden the option to exchange her Initiative Roll and TNtbH for the turn after all other Initiative Rolls are Determined. The option to do so occurs after all other modifier (including the use of Combat Experience) have been applied.

Void. Characters may spend one Void Point before rolling to roll an additional +1k0 for initiative.

STEP 2: DECLARING ACTIONS

Once Initiative has been determined for each combatant, characters begin declaring their action(s) for the turn, going from lowest to highest. This allows players with higher Initiative Rolls to hear what their opponents are planning before deciding what to do. There are a few techniques, Advantages and Ancestors which allow players to declare their actions out of turn (usually later than normal) or change their action after others have been declared. Generally, declaring an action in combat means choosing one of several Combat Actions, though sometimes Non-combat Actions will be mixed in. The action chosen will determine the character's Target Number to be hit (TNtbH) for the entire turn.

COMBAT ACTIONS

Combat actions are the building blocks of most skirmishes. They allow characters to either actively attack or defend against their opponents. There are three standard Combat Actions in combat that are available to all characters. These are Normal Attack, Full Attack, and Full Defense. Shugenja, monks and ise zumi have an additional standard Combat Action available to them: Call Powers. Characters performing standard actions are able to move up to their (Agility + Athletics) in feet as part of their action for the turn. Character may also say or shout up to three words during a Combat Action.

Beyond the three Standard Actions there are also a variety of Advanced Actions that expand upon these three categories, giving a combatant additional choices. Each one is linked to a Standard Action, being a variation on that general category. Note that Advanced Actions are separate from using Raises to achieve special effects

(see **Raises** below), but can make certain raise-based effects much easier to accomplish. Advanced Actions are acquired as specializations of Bugei Skills. In most cases one specialization makes one Advanced Action available while using that skill (and thus the number of specializations available to a character is limited by the number of ranks the character has in that skill and their willingness to pay the increasing number of extra XP for multiple specializations). Bushi are the exception to this one-for-one rule, being able to learn "style" specializations. Style specializations represent the intense training of a bushi dojo and the unified combat philosophies of that style. These style specializations generally allow the character to make use of three Advanced Actions when learned (which three is given in the skills description for the school and all of them are summarized on the School Styles table in the **Appendix**. Most bushi schools make that school's style specialization a requirement for students, and are listed as such under Skills in the School Template. While dedicated non-bushi can mimic this to a degree by purchasing the individual Advanced Action specializations one at a time, they will never be able to keep up with the potential versatility of an actual bushi of the same skill ranks. Advanced Actions conform to the rules (movement, TNtbH, etc.) of their root standard action unless they specifically say otherwise.

NORMAL ATTACK

This is the standard sort of attack, balancing offense and defense. On his initiative the character makes one or more attacks (depending on techniques). The target(s) of the attack(s) must be declared when the Normal Attack is declared, not when the attacks are resolved. The character's TNtbH that turn is normally equal to his (Reflexes x5) + Dodge Skill. Normal Attack is a single action, even if it includes multiple attacks, so characters who can make multiple attacks in a single turn still resolve all of their attacks at once. The Attack Roll is typically:

(Weapon Skill +1)k(Agility)

Normal Attack – Bind. This attack at-





tempts to jam both the attacker's and the opponent's weapons together, allowing brute strength to become the dominant factor. If the attack succeeds, the attacker and opponent have momentarily locked weapons and are physically pushing against each other. The opponent may either choose to disengage or struggle with the attacker. To disengage the opponent rolls (Dodge + 1) k Agility with a TN equal to the attacker's roll to Bind. If the roll succeeds, the defender disengages successfully, receiving a Free Raise to strike the attacker on his next action. If the roll fails it becomes a struggle and no further actions may be taken by either character that turn. Each turn the characters are locked in a struggle (including the first turn if the opponent chose to struggle rather than disengage) they make an Opposed Roll using (Hand-to-Hand + 1) k Strength. The loser is thrown to the ground (prone), taking Wounds equal to the victor's Strength. If the contest is indecisive, the two remain locked together until the following turn.

Normal Attack – Rush. The Character moves quickly but with a degree of caution to engage an opponent or opponents that would normally be out of reach. The character may move up to his (Agility + Athletics) x 5 in feet and make any attacks he is entitled to; however, the attacks become end of turn actions (see Resolving **End of Turn Actions** below). Opponents may attack the character at either end of his movement (including opponents with lower initiative who were adjacent to the character before his move), but in practice opponents with lower initiative and located in the vicinity the character is moving to won't declare an attack on the character unless its obvious the character is about to rush over to them.

Normal Attack – Threaten. Some warriors are just plain scary. Character's able to threaten may use bluster instead of evasion during a normal attack, in which case their TNtbH is equal to their (Willpower x 5) + Intimidation Skill (instead of the more typical Dodge Skill).

Normal Attack – Thrust. The attacker uses the point of his weapon to try and pierce a weak point in his opponent's defenses. Unfortunately this makes it easier to miss the target en-

tirely. The character loses -1k0 on his Attack Roll, but if the roll succeeds, he gains one free raise that may only be used to overcome armor protection.

FULL ATTACK

The character throws caution to the wind and puts all of his efforts into striking the target. The character's TNtbH for the turn is computed as a Normal Attack, but then divided by 2 (rounding down). The character's Attack Roll(s) each receive a +2k0 bonus.

Full Attack – Charge. The character runs headlong at his opponent before making an attack. The bushi loses the +2k0 bonus to his Attack Roll but is able to move his full running distance of (Agility + Athletics) x 5 in feet before making his attack(s).

Full Attack – Cross-slash. If the character has two weapons draw at the beginning of the turn he may make a Full Attack, giving up the +2k0 bonus to strike with both weapons, gaining +1k1 on the Damage Roll (using the higher DR of the two weapons). There is an additional -1k0 penalty to the Attack Roll if the character has the Cross-Slash specialization for only one of the two weapons he is using.

Full Attack – Killing Blow. This action takes advantage of the aggressiveness of a Full Attack to do the maximum damage possible. The character forgoes the +2k0 on the Attack Roll to instead receive two Free Raises for damage/bypassing armor. The character must keep the highest dice rolled for damage when performing a Killing Blow.

Full Attack – Lunge. The character commits fully to striking an opponent with a sudden, precise, and hopefully crippling blow. The character forgoes the +2k0 Attack Roll bonus in favor of gaining two Free Raises for the purpose of hitting a specific body part, Marking, or Clipping his opponent (see **Called Shots** and **Special Attacks** below).

Full Attack – Sweeping Blow. This action represents a series of wild swings intended to strike several opponents who are swarming over the character with a single attack. This is extremely useful when trying to hold off several





aggressive opponents, or when fighting a large number of small creatures, such as goblins. After declaring the Sweeping Blow, select a number of opponents up to the number of kept dice in The character's weapon's DR (see **Weapons** below) and make a single Attack Roll (without the +2k0 bonus); any of the targeted opponents whose TNtbH for the turn is less than the result of the roll are hit. This does relatively little damage: divide the results of the Damage Roll evenly between all the selected targets, dropping any remainder and apply the Wounds only to those that were hit.

EXAMPLE. A character with Strength 2 and wielding a no-dachi (DR 3k3) for a total of Damage Roll of 5k3 could attack up to three targets. Each will take one third of the total damage, but only if they are hit.

FULL DEFENSE

The character gives up on attacking (at least briefly) in favor of avoiding harm as much as possible. The primary drawback is the character has essentially conceded control of the fight to the aggressor, and his Initiative Roll on the following turn is halved (rounding up). If the character does not receive any Wounds this turn, he gets a bonus non-combat action at end of the turn (see **Non-Combat Actions** below). The character's TNtbH for the entire turn is equal to his a Defense Roll of:

(Dodge +1)k(Reflexes + Agility) or (Reflexes x5), whichever is higher

Full Defense – Cross-block. If the character has two weapons drawn at the beginning of the turn he may bring both weapons together so that they form an X shape, trapping an attacker's weapon at the intersection. The character's TNtbH is the same as if he had declared a Normal Attack, except for one opponent who must be designated when actions are declared. That opponent's TN to strike the character is equal to a Defense Roll of:

(Weapon Skill + 1)k(Strength) + (Reflexes x 5)

Full Defense – Menace. Determined warriors are able to use the danger of their attacks to

intimidate opponents, possibly enough to prevent them from attacking at all. Like an ordinary Full Defense, the character's initiative on the following round is halved. Menacing can only be used if the character has this specialization for the weapon he is currently armed with. If the character does not receive any Wounds this turn, he gets a bonus non-combat action at end of the turn (see **Non-Combat Actions** below). The character's TNtbH for the entire turn is equal to a Defense Roll of:

(Intimidate + 1)k(Reflexes + Willpower) or (Reflexes x5), Whichever is higher

Full Defense – Parry. Possibly the single most commonly learned Advanced Action, Parry allows the character to become defensive but remain alert for opportunities to return to the attack (and avoiding the formidable Initiative penalty of the standard Full Defense action). Parrying can only be used if the character has this specialization for the weapon he is currently armed with and does not grant the character a non-combat action at the end of the turn. The character's TNtbH for the entire turn is equal to his (Reflexes x5) plus a Defense Roll of:

(Arms Skill +1)k(Reflexes + the character's # of Normal Attacks per turn) or (Reflexes x5), whichever is higher

Full Defense – Yadomejutsu. The Character is skilled in cutting arrows out of the air as they come at him. The character's TNtbH for melee attacks this turn is as if he had declared Normal Attack, but missile attacks face a TN equal to a Defense Roll of:

(Weapon Skill + 1)k(Agility) + (Reflexes x 5)

CALL POWERS

Shugenja often find themselves having to call upon the powers of the kami in the midst of battle, while monks or ise zumi tap the well of their ki to produce effects. While calling upon the powers of the spirit, the character's TNtbH is equivalent to having declared a Normal Attack.





NON-COMBAT ACTIONS

Non-combat actions can either take the form of a momentary pause in battle or interruption as objectives other than killing the enemy rise to the fore. Unless otherwise noted, the TNtbH for these actions is (Reflexes x5). Most non-combat actions can be linked to the end of a Full Defense action- at the risk that if you are hit during the main part of the turn you lose the non-combat action. Non-combat actions taken as a stand alone (declared without trying to perform a Full Defense that turn) always work unless you are reduced to Down, Out, or Dead before your action takes place.

Catch Breath. You may only declare this action if you have been wounded during the present skirmish. You take the opportunity to catch your breath. This allows you to recover 1 Wound. You may only do so a number of times per skirmish equal to you Stamina, and doing so may not reduce the number of wounds the character has taken to fewer than they had at the start of the fight. Once combat ends, characters may finish catching their breath, regaining a number of Wounds equal to the number of unused opportunities to do so during the skirmish itself, provided that they can actually rest. Engaging, or being forced to engage, in strenuous activity immediately after combat negates any opportunity for them to finish catching their breath.

Maneuver. Slight changes in position can offer dramatic advantage in combat. The character tries to seize an advantageous position over an opponent by shifting to the better ground relative to that opponent. Choose one other character involved in the combat, and make a Perception + Athletics with a TN of the target's Intelligence x 5. If the roll is successful, the character gains a Free Raise on his next attack against that opponent, OR +5 to his TNtbH the next time that opponent attacks. If the targeted opponent has one or more actions remaining to him this turn he may give up his next action to make the roll an Opposed Perception + Athletics Roll, in which case the winner gains to above advantage. Maneuver bonuses are lost when used or if either character moves more than his (Agility + Athletics) x 2 in feet in a single turn.

Run. The character moves his maximum distance this turn, equal to his (Agility + Athletics) x 5 in feet.

Speak. Sometimes it is necessary to talk in combat, either to persuade an opponent or to inform an ally. The character has the chance to blurt out about one long sentence.

Observe. By taking a moment to study an opponent's actions, the character tries to gain a small insight into their fighting style. Choose one other character involved in combat, and make a Perception + Bushi Lore Roll against 5 + target's School Rank x 5. If the roll fails the character may not attempt to study that opponent again this combat. If the roll is successful, the character gains a Free Raise on his next attack against that opponent, OR +5 to his TNtbH the next time that opponent attacks. Multiple opponents may be studied in this fashion, but the same opponent may not be Observed again until the bonus is used. Observation bonuses once earned can be held indefinitely, allowing the character to spring the advantage at a later time, and are only lost when used or if the target gains a School Rank.

STEP 3: RESOLVING ACTIONS

When a character's number comes up in the initiative sequence it is time for him to carry out the action he has declared for that turn.

RAISING FOR EFFECT

One of a character's most important tools is the ability to Call Raises. Raises allow the character to modify or improve the results of his action by willingly risking a higher Target Number for the roll. Raises are declared at the time the roll is made, immediately before rolling. Typical raises in combat are used to increase damage, bypass armor, make special attacks like sweeping or disarming, or to hit specific areas of an opponent's body in an attempt to injure or cripple that body part. Spell casting also tends to involve raises as spells in their most basic form (base TN) rarely have the impact or speed required in combat situation. Raises on spell casting are described in **Chapter 8**.





DAMAGE

Unquestionably the single most common result of a Combat Action is inflicting damage to an opponent. If an attack is successful the attacker makes a Damage Roll using his weapon's DR plus an number of unkept dice equal to his Strength Trait. This may be reduced by an opponent's armor (if any, see Armor below) and may be increased by techniques or by raises for damage. Each raise for damage adds an additional +1k0 to the Damage Roll. The target then records the number of wounds he has taken on his character sheet's Wound Track, possibly suffering from Wound Penalties or being rendered Down, Out, or Dead as indicated by any completely filled Wound Level on the track.

Wound Penalties. Characters may experience a loss of ability from their injuries, mechanically described by subtracting a number of dice equal to the wound penalty from all of the character's Skill Rolls. Normally Wound penalties range from -1 to -4, but some techniques may increase wound penalties to higher levels or change the character's Wound Track to include unusual Wound Penalty levels.

SCRATCH RULE (OPTIONAL)

One way of upping the stakes in combat is the use of the scratch rule to indicate how very close an attack came. If an Attack Roll fails to beat the TN by the attacker's weapon skill or less, the attack has instead "scratched" the target. This does no damage (and counts as a miss for techniques triggered by opponents missing the character), but is sufficient to trigger secondary effects from the attack such as poison or touch-based abilities.

SPECIAL ATTACKS

Special attacks are ways of using raises to alter the intent or results of an attack. As such, they are declared as the attack is made. Many special attacks do not (directly) result in Wounds. All special attacks require a successful Attack Roll before they take place.

Bind (3 Raises). By pinning the opponent's weapon against a hard surface or otherwise controlling the opponent's weapon or weapon arm, the danger of the weapon may be greatly re-

duced. A successful weapon bind attack causes the opponent to lose skill on attacks equal to the attacker's skill with the weapon used to bind him. This may result in the opponent being considered unskilled until he frees himself. The weapon is freed by either using an action and rolling Agility + Weapon Skill (at full value) with a TN of the Bind Roll, or by successfully hitting the attacker with the trapped weapon, despite the skill penalty. The weapon used to bind may not be used to attack while binding or during the turn the trapped weapon is freed.

Clipping (4 Raises). This is an advanced form of the marking attack, in which the opponent is not harmed at all. The opponent's hair, clothes, or other possessions are struck in such a way as to clearly state the attacker could have hurt him badly, but is so superior he does not have to. Some examples of the precision including lopping off an opponent's top knot rather than his head, or carving your name into a breastplate instead of running him through. This is VERY intimidating.

Disarm (3 Raises). A disarm attempts to knock a weapon (or item) from an opponent's grasp. The opponent must roll his weapon skill + Strength (keeping weapon skill) with a TN of the attacker's Disarm roll to retain control of his weapon. Failure results in the weapon being knocked (attacker's Strength plus one die) feet away.

Drive (1 Raise). Rather than trying to hit the opponent, this attack is intended to force the opponent back, either away from some objective or on to unfavorable ground (such as over a cliff or obstruction). If the attack succeeds, the opponent is forced back up to the attacker's (Strength + Weapon Skill) feet. The defender must make an Agility + Athletics Roll with a TN of half (round down) the attacker's roll to Drive to avoid tripping and becoming prone. If the opponent is aware of the dangerous nature of the area he is being driven into he may refuse to give way, in which case the attack damages him as if the raise to drive had been a raise for damage.

Foul (4 Raises). A foul is a modified driving attack in which the attacker strikes one opponent (doing normal damage) in such a way





that the opponent then obstructs another attacker. At least one opponent must come after the attack in the initiative order for this action to be effective. This attack is very effective against swarming opponents (such as goblins), allowing the attacker to hit one opponent (at great difficulty) and avoid a second.

Mark (2 Raises). A marking attack is a blow that does no real damage but bloodies the opponent. Suitable to contests to "first blood" or mocking an opponent. In duels and friendly contests, successful marking shows both discretion and skill.

Point-to-throat (4 Raises): This attack achieves the classic "point resting against something delicate" instead of doing damage. If the opponent attacks or makes any sudden movements, the attacker immediately gets a simultaneous attack with four Free Raises (both actions resolve together. If the threatened person declares Full Defense, determine the TN bonus before completing the attacker's extra action). Now would be a good time to talk. Point-to-throat may not be performed as part of a Full Attack.

Subdue (2 Raises): The damage roll from a subduing attack suffers -1k0, and will never reduce an opponent below the Out Wound Rank. Subdue may not be performed as part of a Full Attack.

CALLED SHOTS

Called Shots are a way of using raises to cause specific kinds of injury or unusual penalties to an opponent by aiming for a particular body part. To attack a specific portion of an opponent's body, the attacker must make two or more raises. Such attacks cause specific injuries to the opponent along with general Wounds. Depending on the amount of damage inflicted and the target's Earth the opponent will be injured, maimed, or killed. This system does not promote instant kills, but instead offers other penalties a character might experience after being struck in combat. In addition to the Wounds done, the attacker may choose one of the additional effects listed below. It is best if the player describes his attack in character, letting the GM use the inju-

ries to simulate the additional advantage the character has gained through their skill and daring. Multiple injuries are cumulative even if they duplicate other effects. If the called shot does a large amount of damage, the attacker may choose to maim instead of injure. The minimum damage required to maim is equal to a multiple of the victim's Earth. Maiming is quite serious as neither natural or magical healing will repair the secondary effects (only the Wounds can be recovered). Characters that have been maimed will take an additional Wound each time a number of turns equal to their Earth Ring passes unless medical aid is applied. There is no limit to the amount of damage received in a maiming attack, nor is it tracked separately from wounds from general hits. If the wounds are severe enough to fill the target's Dead Wound Rank, the cause of death will be particularly distinctive. Limbs are neatly severed near the trunk and the opponent dies instantly of shock, etc. Being cut in half or pierced through the heart for torso hits or decapitated on head hits are common images associated with such blows.

- **Torso (2 Raises; Earth x 8 Wounds to maim):**
 - **Maimed.** Grievously injured (disemboweled or punctured lung). Permanent Wound Disadvantage. Take 3 Wounds from bleeding instead of 1.
 - Painful injury. Lose one die on all Skill Rolls next two turns.
 - Stunned/winded. -3 to total of Initiative Roll next turn.
 - Losing blood. Lose an additional Wound at the end of each turn target declares an attack.
 - Vitals hit. Take additional wounds equal attacker's weapon skill.
- **Head (4 Raises; Earth x 4 Wounds to maim):**
 - **Maimed.** Lose an eye (Single Eye disadvantage) or horrible scarring (equivalent to Benten's Curse).
 - Blackout. Target loses next action. Normal TN to be hit (Target may not





- declare Full Defense).
- Blood in eyes. TN to be hit reduced by 5. Must spend one full turn (at reduced TN) to clear vision.
- Dazed. -6 on Initiative. Penalty decreases by one each turn until gone.
- Critical! Take additional Wounds equal to the next highest die of damage (Damage Roll now keeps an extra die).
- **Arm (3 Raises; Earth x 5 Wounds to maim):**
 - **Maimed.** Mauled or severed limb. Lose hand, forearm or arm. Missing Limb Disadvantage.
 - Deep gash. Roll -1k0 on Damage Rolls made with that arm.
 - Lose grip on weapon. Lose all skill dice on actions with that arm. Must spend one action to regain proper grip.
 - Lose all feeling from arm. Attack Rolls with that arm are capped (no re-rolling 10's).
- **Hand (4 Raises; Earth x 3 Wounds to maim):**
 - **Maimed.** Lose several fingers, thumb, or entire hand. Missing Limb Disadvantage.
 - Deep gash. Roll -1k0 on Attack and Damage Rolls made with that arm.
 - No grip. Drop anything held in that hand. May not use hand for any actions for 3 turns.
 - Lose all feeling from hand. Character is considered unskilled with that hand (loses all skill dice and cannot raise while using that hand).
- **Leg (3 Raises; Earth x 7 Wounds to maim):**
 - **Maimed.** Mauled or severed limb. Lose foot, calf, or leg. Lameness disadvantage.
 - Bloody gash. Character suffers an additional Wound at the beginning of each turn.
 - Can't support full weight. Roll -1k0 on Defense Rolls.
- Limping. Reduce movement speed by half.
- Stumble. Automatically lose initiative (declare first, act last) next turn.
- **Foot (4 Raises; Earth x 3 Wounds to maim):**
 - **Maimed.** Lose toes or foot. Lost Limb or Lameness disadvantage.
 - Can't support any weight. Roll -3k0 on any balance rolls.
 - Pinned. Cannot move until weapon is removed.
 - Fall. At the end of this turn the character becomes prone. (NOTE: Prone characters have a TNtBH of 5, and may spend one action to regain their footing.)

STEP 4: RESOLVING END OF TURN ACTIONS

A number of techniques and Combat Actions may result in characters having actions that are defined as happening “at the end of the turn.” This is handled by taking a second pass through the combatants in order from highest to lowest initiative again and resolving any actions they might be entitled to at the end of the turn. End of turn actions are resolved in exactly the same fashion as they would be during the main part of the turn, only they happen later. In most cases there are no end of turn actions or only a single character with something left over to do, and the end of turn step goes extremely quickly. However in larger combats or those involving several characters with techniques that provide extra attacks at the end of the turn, the end of turn step can be nearly as complicated as the main part of the turn.

Many end of turn actions are conditional, only coming into existence if something did or did not happen during the main part of the turn. If an end of turn action is conditional, it must be declared as soon as its conditions are met.

EXAMPLE: A character declares Full De-





fense. This entitles him to a non-combat action at the end of the turn IF he is not hit that turn. As soon as all non-end of turn attacks declared against him have been resolved and if he has not been hit yet, he must immediately declare what non-combat action he is doing (and any targets if necessary). When the end of turn arrives the GM then cycles through the initiative order again, checking to see if anyone has end of turn actions. On his initiative during the end of turn step he resolves his extra action.

EXAMPLE: A Character has a technique that allows him an additional attack at the end of the turn if he hits with his attack during the main part of the turn. He needs only declare the target of the first attack during the initial Declare Actions step. If (and when) his attack succeeds, he must then declare the target for his end of turn attack. When the GM goes through the initiative sequence a second time, he takes his extra attack at the appropriate point in the end of turn actions.

WEAPONS

WEAPON TRAITS

Blunt. Penetrating samurai armor to do full damage requires an additional raise when using this sort of weapon. Fine quality versions of this weapon do not suffer this penalty. Blunt weapons require no Raises to Subdue.

Concealed. Detecting this weapon when hidden requires a Perception + Investigation Roll with the TN listed for the weapon.

Chop. This weapon keeps an additional die of damage when used against larger than man-sized opponents, such as oni, ogres, and horses. They are also ideally suited to smashing through shoji, doors, posts, other weapons, and inanimate obstacles (again keeping the extra die of damage).

Crushing. This weapon requires a Strength of at least 3 to wield. This weapon provided a free raise for penetrating samurai armor, and reduces monster armor by -5.

Entangle. This weapon receives two Free Raises to Entangle an opponent. The TN to escape is listed with the weapon.

Fast. If any of your attacks hit last turn, you gain +1k0 to your Initiative on the following turn. This bonus cannot apply to the first turn of combat.

Guard. You may add your skill with this weapon to your TN to be hit when declaring Full Defense.

Lance. Instead of adding Strength to the damage roll, this weapon receives an additional die of damage for each turn spent charging before the attack (max bonus equal to your weapon skill). You may not be the target of a melee attack by the target(s) of the charge until after your attack has resolved.

Offhand. This weapon may be carried in the off hand without interfering with the weapon in the main hand, and used instead of the main weapon for one of the attacks this turn (at normal off-handed penalty).

Paired. Two of these weapons may be used together, one in each hand. When doing so, add your weapon skill to your Attack Roll.

Range. This weapon fires a projectile to the given range.

Reach. You gain +1k0 on the Initiative Roll for the first turn of combat, and if you are not hit by any melee attacks during a turn, you gain +1k0 on your Initiative Roll on the following turn.

Set against charge. This weapon cancels the Lance's defensive ability, and receives the same damage bonus when used against a charging attacker.

Throw. The weapon may be thrown up to the distance given.

Trap. This weapon gives two Free Raises to attempts to Bind or Disarm an opponent's weapon.





FIGURE 7-1: MASTER WEAPONS TABLE

Melee Weapons	Damage	Skill	Hands	Special
Bo Jo*	*2 0k2	2B Bo	o2 1 (or 2)	B l u n t , R e a c h Blunt, Fast or Paired
Manrikigusari Whip*	+1 0k1	1C h a i n Chain	n2 1	B l u n t , T r a p Blunt, Entangle (10), Trap
Dai Tsuchi	2k2	Dai Tsuchi	2	Crushing
Bare Hands Tekko "Lion Claw"	0 1k1	1H a n d - t o - H a n d Hand-to-Hand	d1 1	B l u n t , P a i r e d Offhand, Paired
Ji t t e Sai	1 1k1	1J i t t e Jitte	e1 1	O f f h a n d , T r a p Paired, Trap
Kama*	2k2	Kama	1	Paired
Bo ken Empty Saya	#0 0k	2K e n j u t s u 1K e n j u t s u	u2 (or 1) u1	B l u n t , F a s t B l u n t
Katana	3k2	Kenjutsu	2 (or 1)	Fast
No - d a c h i Sword in Saya	3 1k	3K e n j u t s u 1K e n j u t s u	- 12 u2	C h o p B l u n t
Wakizashi	2k2	Kenjutsu	1	Offhand, Throw (10')
Bo-naginata	#0 4k	2N a g i n a t a 2N a g i n a t a	a2 a2	B l u n t , R e a c h C h o p
Naginata	3k3	Naginata	2	Reach
Nunchaku*	2k2	Nunchaku	1	Blunt, Fast
Masa kari Ono	2 3k3	2O n o Ono	o1 2	C h o p Chop
Sasumata Sodegarami	0 0k1	2S o d e g a r a m i Sodegarami	i2 1	E n t a n g l e (1 0) , R e a c h Entangle (15), Reach
Aiguchi Tanto	1 1k2	2T a n t o (K n i f e) Tanto (Knife)	1 1	C o n c e a l e d (3 0) , P a i r e d , T h r o w (2 0 ') Concealed(35), Throw (20)
Tessen	0k2	Tessen	1	Guard, Offhand
Tetsubo	2k2	Tetsubo	2	Crushing
Tonfa*	1k2	Tonfa	1	Blunt, Guard, Paired
Uma-yari	3k2	Uma-yari	2	Lance
Nage-Yari	2 3k	2Y a r i Yari	i1 i2	T h r o w (5 0 ') S e t a g a i n s t C h a r g e
Piki Tanpo-Yari	#0 4k2	2Y a r i Yari	i2 (or 1) 2 (or 1)	B l u n t , R e a c h Reach
Missile Weapons	Damage	Skill	Hands	Special
Dai-kyu	A r r o w	Kyujutsu or Yomanri	2	R a n g e (2 0 0 y a r d s)
Hankyū	+A r r o w	Kyujutsu or Yomanri	2	R a n g e (5 0 Y a r d s)
Yumi	Arrow	Kyujutsu or Yomanri	2	Range (160 Yards)

* This weapon is associated with the peasant class, and is of questionable honor in the hands of a samurai, unless taught as part of his school skills.

+ This weapon is associated with the ninja legends, and is of highly questionable honor in the hands of a samurai.

This weapon is a wooden practice version of a more common weapon. It will rarely be seen or used outside of the dojo.





ETIQUETTE OF ARMS

In Rokugan this is great respect both for the deadliness of weapons and the demands of propriety. All weapons are to be properly sheathed unless about to be used or inspected. Swords have sheathes, and other weapons have cloth covers or a boot to both protect the weapon and to show peaceful intent. To remove the cover or loosen a weapon in its saya is a most serious threat, and likely to result in almost instant bloodshed. Drawn and readied weapons are only suitable for warriors on patrol or already in battle. A samurai drawing his sword or leveling a spear has eloquently stated that battle has begun. No further words are required. There is very specific ritual for presenting a weapon for inspection or as a gift.

Likewise, armor is only suitable to certain occasions. Light armor, known as 'duty armor' is acceptable for samurai actively going about the business of their lord. Warriors on patrol, serving as couriers, inspecting holdings, council or other 'on duty' tasks are entitled to wear duty armor. Heavy armor, called 'full armor' or sometimes 'war armor' is worn only in time of war or for certain ceremonial functions (one exception to this is the Hida family who, while in their own lands, treat full armor as duty armor). Even bodyguards will refrain from wearing full armor unless ordered to. Samurai going about their own business will forgo any sort of armor. In any basic Outfit, that includes armor add 'armor chest', a large box with carrying poles and pads for transporting 1-2 suits of armor.

Ritual is also specific for how a sword is carried and set down in the presence of a superior. The way a samurai thrusts his daisho through his obi is indicative of rank. The extension of the blade defines his personal space. A high ranking samurai will place his blades so they jut out to the front and rear, clearing a large space around himself. Lower ranked samurai will wear their blades more vertically, closer to the body. When entering a castle or the presence of a lord in his home, samurai may be asked to set aside their weapons. Characters who are within one

Position Rank of the owner of the home may keep their swords if they wish, but must put up all other arms beyond the daisho. Characters of lower position must yield all of their weapons. The etiquette of entering a home handles this surrender of arms smoothly and without disturbing the tranquility of guest or house. When setting down ones blades prior to sitting, they are placed on the right (where it is difficult to draw), indicating trust. Placing it on the left indicates suspicion. It gives a hostile tone to the entire encounter. To "bind" one's weapon is to place a small tie between the tsuba and saya. While the tie may not actually prevent the blade from being drawn, it is a statement that "on my honor, this blade is not here". To disarm a samurai whose blade is bonded is to show the most profound mistrust or disrespect. While samurai regularly carry the daisho, weapons of war (any weapon larger than a katana and not a peasant weapon) are subject to the same sort of restrictions as duty armor. Female samurai regularly carry the wakizashi and/or a small knife.

ARMOR

Rokugani armor is designed to be comparatively light weight and allow for a great deal of mobility. If properly fitted, it presents minimal impediment to initiative and only the heaviest armor reduces the character's ability to perform tasks. The full array of armor is composed of many pieces, and it is possible to gain protection in combat by wearing only part of the many possible items that make up a suit of Full Armor.

The major form of protection that armor provides is a reduction in the number of dice the opponent rolls for damage after successfully striking the wearer. This can be avoided on the attacker's part by making raises. Raises for damage and raises to bypass the armor both count towards the number of raises required to cancel the armor's defensive benefits.

No armor. The character is wearing no armor of any sort. (This is most common state of affairs for characters not actively expecting to be involved in combat.)





Partial armor. The character is wearing bits and pieces of protective gear, but nothing that could be construed as a full suit. This level is ideal for representing ill-equipped bandits or some of the ronin seen in "The Seven Samurai". Because the character is able to place some metal between himself and the source of harm, all melee Damage Rolls are reduced by -1k0. Attackers may strike the wearer in an unarmored spot by make a single Raise (Free, Called, or Earned). Because Partial Armor represents such a limited number of protective pieces, there is no penalty for wearing unfitted armor pieces at this level.

Duty armor. This is the complete set often seen in film used by well supplied ashigaru and rank and file foot-soldiers. A breastplate and skirt plus a helmet generally identify duty armor. The broad coverage makes it much more likely that armor is present to absorb part of the blow. Melee Damage Rolls are reduced by -3k0 unless the attacker makes two raises to strike an unarmored or weakly armored spot.

Full armor. This is the complete package, with full helmet, shin guards, armored sleeves, breastplate, skirt, and shoulder boards. A suit of Full Armor is somewhat cumbersome, adding a +5 to all of the character's TN for physical activities (any roll keeping dice equal to a physical Trait). However it also provides the best protection, reducing damage rolls by -3k0 and caps the attacker's damage dice (10s do not re-roll) unless the attacker is able to make 3 raises to bypass the protection.

UNFITTED ARMOR

If the character is using armor that has not been meticulously fitted to the character, the difficulties and discomforts presented may be of greater hindrance than the added protection is worth. While wearing unfitted Partial Armor (which is often the case if the parts have been scavenged rather than being only partially

dressed in your own armor) then the protection provided is only -2k0 and you suffer a -2 penalty to the total of your Initiative Rolls. Unfitted Full Armor is even more troublesome. While Damage Rolls are still capped, the roll is only reduced by -2k0 and the wearer suffers a -4 penalty to his Initiative Rolls.

ARMOR IN BATTLE

The protection provided by armor applies in battles exactly as it does in skirmishes, reducing the amount of damage taken each Battle Turn the character rolls on the Battle Table.

FIGURE 7-2: EFFECTS OF ARMOR

Type	Protection	Raises to beat	Penalty
None	--	--	--
Partial	-1k0	1	--
Duty	-3k0	2	--
Full	-3k0 capped	3	+5 to physical TNs
Unfitted Duty	-2k0	2	-2 to Initiative Rolls
Unfitted Full	-2k0 capped	3	+5 to physical TNs & -4 to Initiative Rolls

CAVALRY

Mounted riders have a number of advantages in combat, particularly mobility. It requires extensive training to fight effectively from horseback. Characters will find they must use their normal skill rank or their Riding Skill, which ever is lower when trying to take actions while mounted unless the character has been specifically trained in cavalry techniques. This training is considered a specialization, and must be acquired separately for each skill the character hopes to use while mounted.

Mounted characters gain an additional +1k0 on both Attack and Damage rolls against human opponents fighting on foot.





MISSILE FIRE

The use of archer often plays a large role on samurai combat, with showers of arrow preceding and accompanying the main assault.

RANGE CATEGORIES

All missile weapons have three range categories. Close range is considered up to half the distance listed for the weapon. Long range includes everything up to the distance listed for the weapon. Extreme range extends as far as one-and-a-half times the range given for the weapon, but is not available to all archers. Knives and other hand-propelled weapons may have a slightly different range break down. If so it will be listed in the item's description.

Close Range. The weapon is in optimum firing range, and suffers no to Initiative, Attack, or damage rolls.

Long Range. The target is still within a reasonable distance, but penalties begin to accrue. The results of the attacker's Initiative Roll are halved. The Attack Roll suffers a -2k0 penalty, and the Damage roll is at -1k0.

Extreme Range. The character may only make attacks at this range if mounted or has a technique or a specialization allowing him to shoot at such distant targets. The attacker's Initiative Roll is divided by three, his Attack Roll (s) are at -4k0, and the resulting Damage Roll is reduced by -1k1.

SPELLS

The prayers of shugenja allow them to bring magic into a fight fast enough to have an impact even with the speed of a bushi's flashing blade. Shugenja prayers require a certain number of actions to bring to completion, generally ranging from one to five (though raises may reduce this number). On the turn of the spell's final action, the shugenja acts on his initiative as normal, the results of the spell manifesting at that time.

SINGLE STRIKE DUELS

DUELING ETIQUETTE

Single strike duels are often used to resolve

important matters of honor between two samurai. A samurai who feels he has been wronged in some way, can challenged the source of his mistreatment to a duel, by loudly and publicly proclaiming the nature of the offense against him. Challenges may arise from anything as simple as inappropriate treatment of the samurai's sword (such as bumping into it in passage) to the culmination of a generations long blood feud. There is a certain protocol to be followed when issuing a challenge. First, unless a samurai is prepared to present supporting testimony from a superior, one does not challenge characters of higher Position than himself. Ever. This social courtesy protects ranking samurai from assassination attempts in the form of spurious challenges. Trying to do so anyway is considered a form of slander, and may provoke the offended superior into challenging the lower ranking claimant, but more likely the uncouth challenger will be ignored, left to face the scorn of his peers. Second, the nature of the challenge should give its object some means to withdraw, if not gracefully. A challenged samurai may either apologize for whatever slight he has offered (if the challenger indicates that a simple apology is acceptable) or may publicly admit that the challengers claims are true, facing whatever consequences are appropriate to this revelation and admission. Finally, the challenger must indicate that should the challenged party not yield, whether first blood will be sufficient to settle the complaint, or if a duel to the death is required to assuage his honor.

Refusing a duel is a very difficult proposition. Because samurai are expected to face any challenge bravely, and show no fear of death (or failure), a less than perfectly handled refusal can only result in shame for the samurai. To decline a duel, one needs to thoroughly ridicule the source of the challenge, making it clear that such a person (or group) has no right to make such a challenge. Strident claims that the origin of the challenge is false and groundless are one approach. Indeed, such a refusal may be based on the absolute truth. To make such an argument effectively, requires a contested roll of Awareness + Sincerity or Oration. Either the chal-





lenger or one of his supporting witnesses rolls in support of the challenge. Similarly, the challenged samurai might have a friend speak his case. If the challenged party wins the roll, the challenger (or witness) must desist in his claims for the time being. The challenger (and any witnesses who actively argues the point) loses one point of Glory for every five points his opponent's roll exceeded his own. He may only renew his challenge after finding at least one new person of equal or higher Position rank to support his claims. If the Challenger wins, the challenged samurai must either face the duel or commit a public act of cowardice (losing 3x his Honor Rank in honor points and 5x times his Position Rank in Glory). If a friend spoke up for the challenged samurai, he loses a Glory point for every five points he lost the roll by. This is essentially trial by public opinion, and a samurai must be very aware of the sort of reputation this public scene may give him. The character whom argues poorly may be seen as a coward for even putting up a protest if he always does so. The deft speaker may create the impression that he is simply beset by boorish louts, and is the victim of some failed campaign to ruin his good name.

Deferring a duel is a different matter. The two samurai must agree on the conditions. A one-day delay is almost always acceptable, and attempting to force an unwilling samurai into dueling sooner is in the poorest taste. Delays of ten days to a month are uncommon, but not unheard of. Delays of a season or more are almost unheard of, but not impossible. Such long delays are almost always the result of a duel being arranged through messengers or correspondence.

Tests of skill through dueling are similar, but carry a different social context. These challenges are sporting, rather than based on honor. Challenges based on skill are always to first blood only. A challenge to a test of skill can be made to a character of higher Position rank, but the challenged party may always refuse. Such challenges in a dojo setting will often require the challenger work his way up through the ranks of the school; a process which cannot be gracefully declined. Like duels, the challenged samurai (or school) is expected to meet any challenge with-

out fear. The process for talking your way out of a test of skill is almost identical to avoiding duels. Outright refusal cost 2x Honor Rank in honor and 3x Position Rank in Glory points. In this case the Glory loss is as likely to come from the challenger spreading tales of the character or school's cowardice as from public humiliation, as seeking a test of skill is commonly done in private.

"Single Strike" Duels are armed contests. Almost all formal duels are fought using katana, but encounters on the battlefield, or contests of skill may call for different weapons. Formal duels fought with a weapon other than a katana are considered rather suspicious, and locating a witness (see below) may prove much more difficult. For katana, there are variety of stances and forms used by the swordsmen of Rokugan. Dueling samurai may fight with a single sword, two swords, drawn blades or sheathed as their own practice of ken-do dictates.

Once the challenge is made and accepted, each participant locates a witness of higher Position Rank than either participant who will observe that the duel was fair and proper. Both parties may agree on a single witness, if one can be found that both parties trust. The magistrate in charge of the area is a suitable witness regardless of Position Ranks. The witnesses take responsibility for the duel if accusations are made afterwards, or the daimyo or family of the deceased questions the conduct of the duel. Unless participants agree to a delay, duels tend to be settled within 1 (Rokugani) hour of the challenge. Witnesses provide a "GM brake" to silly challenges: no responsible NPC of high enough Position Rank will be found who will stake his own reputation on a groundless challenge (noting that characters with high Awareness, Oration, Manipulation, and/or Sincerity can make the grounds seem more compelling than they are...). Dueling without witnesses is illegal, though it may be overlooked if the cause was sound and the winner reports himself to the authorities. A duel without witnesses may become murder in the eyes of the law if the deceased's lord or kin present a strong protest to the magistrate in charge of the region. Murder, naturally





can be answered by both police action, and legitimate killing of the offender by the deceased's kin or friends.

Some of Rokugan's samurai do not follow the way of the sword. Shugenja, courtiers, some magistrates, and other samurai who do not wear the daisho, are not required to fight in single strike duels personally. Instead they may send a champion in their place. The champion fights the duel, and the samurai whom they represent must face any consequences the duel would normally offer. Both the challenger and the challenged may use champions. If the champion loses a duel to the death, the championed samurai is expected to commit seppuku. Shugenja who challenge shugenja have other methods of settling their disputes.

THE STANCE

Characters take their dueling stances, paused in the moment before striking. Characters using katana must decide to use either their Kenjutsu or Iaijutsu skill. Characters using other weapons use the skill appropriate to that weapon. At this point the two duelists begin to study each other for weaknesses. When the moment comes the duelist must strike with such certainty and overwhelming presence that his opponent has no chance to do the same. Each duelist rolls to study their opponent, TN of 15, using Awareness + the character's skill in the weapon skill the opponent will be using in this duel (if you are using a drawn katana, and your opponent a yari, you will roll Awareness + Yari, and he will roll Awareness + Kenjutsu). Success tells the duelist either the opponent's school, Agility, weapon skill, or current void points. Each raise the duelist takes on this roll tells him an additional detail about the opponent. Two raises are required to determine the opponent's Void Ring. This roll to study a character can only be made with the subject displaying his best stance. An observer may also try to gauge the abilities of duelists who have taken their stances. The information learned must be the same thing for each of them, letting the observer "compare the two". This requires a Perception (+ School Rank if a bushi, keeping Perception)

roll, TN 30 (40 for Void Ring). An observer may not make raises on this roll.

The character that succeeds on this roll with the highest number of raises gains the advantage. If both characters succeed with the same number of raises then the character with the highest roll gains the advantage. If both characters have the same number of raises and roll the same number then they both roll again the following round (learning new things about their opponent). If both of the duelists fail this roll then repeat the roll next turn. At this point either character may withdraw by conceding. The winner of this roll's Ki is increased by one (for this duel), the loser chooses whether to strike or focus.

KI

Each character is gathering the very forces of his life into this one moment. This ki will determine who strikes with purpose and who strikes ineffectually. Base Ki is equal to the character's Void Ring. Characters who are wounded lose as many points from their Ki as they lose dice for rolls (to a minimum of 0). Characters who are using any weapon except a katana against a duelist who is using a katana face a -1 Ki penalty (again, minimum Ki of 0).

FOCUS

The character tries to purify his Ki for the coming moment. Outwardly a focus can take many forms: a slight correction in stance, shifting the grip on the blade, or remaining perfectly, unblinkingly still. Focusing may take several seconds and is based on both the character's Fire Ring, Meditation Skill, and skill with the weapon they are using. The samurai's Fire represents his control and balance of his most dynamic energies, which will be called upon in only moments to defeat his foe. Meditation helps the samurai focus and direct that power, refining it through spiritual discipline. Each character may Focus a number of times up to their weapon skill + 1 (the Balance Advantage adds +2 to this limit). Characters without skill in the weapon they are using may only Focus a single time (even with the Balance Advantage).





When the character with advantage chooses to Focus a turn has passed. All of a character's Focusing is considered to be one action, so only one void point may be spent during focusing unless the character has a technique that lets him spend more than one void point. Likewise, techniques or advantages that affect a roll may only be used once while focusing. After a duelist Focuses the opponent receives the choice of 'Strike!' or 'Focus' (if he is able).

The character declaring he wishes to Focus chooses a number between +0 and +5. The character then rolls Fire + Meditation versus the corresponding TN from the table below. If the samurai succeeds, his Ki is increased by the Focus chosen. If he fails, reduce his Ki by one. If two players are involved they may choose to Focus and roll secretly from each other. If the GM is agreeable a second player may observe a player's focus and roll so that the GM (and the NPC) is uncertain about a PC's focuses. Bushi from schools with an emphasis on dueling may possess techniques that allow them to perform specialized Focuses. Some of these are described below.

FIGURE 7-3: FOCUS TN

Focus:	+0	+1	+2	+3	+4	+5
TN:	5	10	15	20	30	40

STRIKE!

When a duelist declares Strike he is saying that he is prepared to meet with destiny. Both competitors leap into furious motion. If secret Focusing has been used, all Focuses are revealed and each combatant's Ki is calculated. The character with the higher Ki brushes aside his opponent's weapon and automatically hits him. If both duelists have the same Ki then both of them hit simultaneously, doing full damage. "Single strike" duels do not result in both characters missing unless some outside force intervenes. The hit that follows the declaration of strike may be considered to be a Normal Attack or a Full Attack at the character discretion (triggering secondary effects and techniques such as the

Matsu Fear Check). There is only one attack, and techniques that grant multiple attacks per turn have no effect on this.

DOING DAMAGE

Single strike duels are *very* deadly. Roll damage keeping one extra die and adding the character's Ki (including focuses) from this duel to the damage. Even if the loser is not killed, he does *not* get an attack this turn, having already struck and missed. If the duelist's Ki were tied both characters roll damage as described. A character may "pull" a blow if he intends to intimidate rather than kill, by keeping his low dice and dropping the Ki bonus. Fancier tricks like disarming the opponent or performing a 'sword to throat' require the samurai to have beaten his opponent by a number of Ki points equal to the number of raises required + 1, and is correspondingly rare. These tricks also do not end a duel to the death, and the opponent may continue to fight on to the best of his ability rather than surrendering. Called shots may also be attempted, but again require a Ki advantage one higher than the number of raises normally required, and the samurai's Ki is not added to the wounds when making a called shot. Regardless, for every point that the winner's Ki exceeded the loser's, the winner may roll an additional die on his next attempt to intimidate the loser (until the end of that day).

Practice duels or non-lethal challenges are often performed with either the bokken or shinai replacing the katana. Bokken are hardwood practice swords. They are normally 0k2-blunt weapons, but characters with a Kenjutsu or Iaijutsu of 2 or more may wield them so as to keep only one die of damage in practice bouts. Shinai are bamboo splints loosely bound together. They make a terrific clacking sound when they hit and can raise terrible welts. They have a DR of 0k1 (always dropping the highest die of damage) and are also blunt.

AFTER THE STRIKE

If both characters strike (tied Ki) and only one character is alive at the end of the duel the victor is clear. If both characters are still alive things can become complicated. In duels to first





TYPICAL ARMIES BY CLAN

(In descending order of frequency, w/ preference by family)

Crab: Pure Infantry (All), Infantry/Archery (Hiruma), Infantry/Cavalry (Hida)

Crane: Infantry/Archery (all), Pure Infantry (Daidoji), Pure Archery (Doji)

Dragon: Infantry/Archery, Infantry/Cavalry, Cavalry/Archery

Lion: Pure Infantry (Matsu), Infantry/Cavalry (Akodo), Infantry/Archery (Akodo)

Phoenix: Infantry/Archery (Shiba), Pure Archery (Isawa), Archery/Cavalry (Isawa)

Scorpion: Infantry/Archery (All), Pure Infantry (Bayushi)

Unicorn: Cavalry/Archery (Shinjo), Pure Cavalry (Otaku), Infantry/ Cavalry (Moto)

SAMPLE TERRAIN BONUSSES

Makeshift Fortifications (2): the battle becomes a siege with the defender having fortification rating of a rating 1 plus 1 for each additional terrain bonus (maximum rating of 3).

Night Battle: This battle will begin at night on the first day, and there will be 4 night time Battle Turns the first night. Each additional terrain bonus add another night Battle Turn.

Open Fields(2): Cavalry armies roll an additional die on all Battle rolls here

blood the winner is usually obvious, but if both competitor's Ki's were equal the duelists will have to decide who was the victor. If the duel was to the death the fight continues as a normal skirmish. The winner of the single strike receives a bonus to his attack rolls until the end of the duel equal to the difference between his Ki and his opponent's. The loser has an equal penalty to his attack rolls.

MASS COMBAT

Mass Combat is divided into two broad categories: Battles and Sieges. The two are handled very similarly, but enough differences exist to make them worthy of separate discussion. "General" is used in this text to refer to the overall commander of a side.

ASSESSING AN ARMY

Each army should have a total value measured in koku. A "per head" value can be taken from CWar figures, or there may be an assigned as a total. That total should then be divided into Scouts, Shugenja, Main, and Reserves. Note the size of the Reserve force as a percentage of the Main force. The main force should either be described as a Pure Infantry, Pure Cavalry, Pure Archery force, or as a mixed force including two of those categories. 'Pure' forces are not actually composed of only that troop type, but instead represent an army optimized to take advantage of the strategies associated with that troop type. Mixed forces are far more common, and represent a more balanced strategy of combined forces.

Each force will receive a number of Morale Points at the beginning of the battle. This is equal to the predominant (based on total number of figures) ML of the group if using CWar figures. Hordes of ashigaru can very quickly

reduce the ML of a force that is less than half samurai...

One PC or NPC may serve as the "commander" for each of the four categories of troops (seven for detailed armies, see below). That character will be responsible for the Battle rolls for that group. The general may lead a group, but if he does so, his Strategy skill is penalized by -2.

DETAILED ARMIES

When using the 'detailed armies' option, the Main force should be further broken down into in to Command, Archers, Cavalry, and Infantry. If using CWar/per head, the breakdown becomes fairly straightforward. In the abstract, the general simply divides koku into these categories. Do not count PCs or NPCs (or CWar Heroes) into these totals. Their influence will be felt more through rolls than as force values.

EXAMPLE 1: Daidoji Kenshiro is the general of a Crane fighting force. His command totals 3000 koku, broken into Scouts (300), Shugenja (100), Main (2000-mixed Infantry/Archery), and Reserves (600-30%). In a detailed army his main force is further divided into: Command (200), Archers (500), Cavalry (100), and Infantry (1200)

EXAMPLE 2: Shinjo Buntaro is the general of a Unicorn army, amounting to some 3500 koku. They are assigned as Scouts (100), Shugenja (100), Main (2400-mixed Infantry/Cavalry), and Reserves (900-37.5%). A detail of the Main gives: Command (150), Archers (250), Cavalry (1000), and Infantry (1000)

BATTLES

Battle are fought between two mobile armies that make contact in the field. Combat is broken up into days and Battle Turns. Typically there are 8 Battle Turns per day. Six of these are take place by daylight, and two are night battles. Forces that meet during the day may have fewer Battle Turns to fight that day. A day is considered complete after the last night battle turn.

Several steps are required for initial setup.





COMPARE FORCES

The first step is to compare the two forces. Form a ratio between the koku values of the two armies (not counting their reserves) in which the total is ten. For example: 8:2, 6:4, or 1:9. One method of doing this is to add together the koku values of both armies, divide the total by 10, take that result and divide each army's value by it, rounding to the nearest whole number. This ratio will determine the number of Battle Turns required to triumph over the opposing force. A contest of forces balanced 8:2 would mean the larger force would have to win only two turns while the lesser must win eight turns to achieve victory.

EXAMPLE 3: The two forces described above prepare to do battle. The Unicorn force is larger, but does not have the requisite 6:4 advantage to gain real numerical advantage. Each side will need 5 Battle Turn wins to triumph over their opponents.

MORALE BONUS

Charismatic Generals are able to inspire their forces to extreme acts of bravery and courage. To simulate this, before battle is joined each general has to option of addressing his troops. The general makes an open Awareness + Oration roll. For every 10 points on his result, he gains a Morale Point that may be distributed as he sees fit during the battle.

SCOUTS

When forces first come into contact and at the beginning of each battle day the effectiveness of scouts is determined. The two scout force commanders make an opposed Perception + either Hunting or Stealth roll. The commander with the larger scout force gains an extra unkept die on this roll. If his force is twice the size (in koku) of the opposing scouts he gets +1k1. Winning this roll allows the general to keep an extra die on all opposed Strategy Skill rolls for the day. Every two raises on the roll allows the general to keep an additional die.

DETERMINING TERRAIN

Terrain is very important to armies meeting away from fixed fortifications. To determine who is able to acquire the more favorable

ground, the two generals make an opposed Intelligence + Strategy roll. Having the Way of the Land advantage gives a general two free raises. Mixed cavalry armies roll +1k0. Pure cavalry armies roll +2k0. The winning general gains two terrain bonuses plus one for each raise. Different terrain bonuses can be mixed, but they cannot be chosen twice.

THE BATTLE DAY

Each day the generals roll for success of their overall strategy for the day. This is an opposed roll using Intelligence + Strategy. Winning this roll gives the general two Strategic Options to be used that day. Each raise gives the general and an additional option. The losing general receives one strategic option.

BATTLE TURNS

Each character who is involved in the battle either as a commander or hero should declare their level of commitment on the Battle Events table for the coming battle turn. The Commander's level of commitment influences his ability to direct his forces according to the following schedule: Reserves +1k0, Disengaged no modifier, Engaged -2k+1, Heavily Engaged -3k+2

Each battle turn the Main force commander will (secretly) declare a tactic and make an opposed Perception + Battle roll against his counterpart in the opposing army. The tactics chosen are revealed after rolling. To determine the effects of the tactic chosen, read down the left side of the Tactics table, then across to the opposing commander's tactic. Any modifiers (+5, -5) are to the total of the commander's roll. Both commander's rolls may have modifiers. The type of armies being lead may also modify this roll. Successful Heroic Actions on the previous Battle Turn can give a bonus of +2 to +5 on the battle.

Reserves can also be committed to the bat-

SAMPLE STRATEGIC OPTIONS

Conserving Strength (2): For each two options spent on this reduces the casualties to this army by 5% (to a maximum of 15% per day). These can be accumulated from day to day.

Decisive Battles: Each option spent on this add another daytime Battle Turn for that day.

Diversionsary Tactics (2): The general is able to negate the effects of terrain on the battle for that day.

Night Raids: Each option may add an additional night time Battle Turn.

Rally the Troops: By spending a strategic option, the general can attempt to gain more morale points mid-battle. This is done in the same fashion as the original morale roll, but gaining one point per 15 rolled, rather than per 10. This may be done only once per day.

Secure Encampment (2): Strategic options can be spent to reduce the number of night Battle Turns to 1.

Stall for Time: Each option decreases the number of Battle Turns for the day (to a minimum of 2).

Superior Tactics (3): The general is able to force a new terrain roll.





tle each turn. Add +1 for every percentage point worth of reserves sent in. Each time 10% or more of reserves are committed together, the army gains a morale point.

Battle turns that occur at night are often inconclusive (ties) for human armies. Human commanders roll and keep two less dice on their battle rolls unless they have predominantly Shadowlands (no penalty) or non-human (-1 die penalty) troops. Shugenja Actions can be spent to reduce this penalty, with two actions reducing it by one die, and three actions eliminating the penalty.

The result of this roll forms the basis of individuals' rolls on the Battle Events table. This is performed as described in the core rulebook. Heroic Opportunities and Duels may result in bonuses to the following battle turn's roll or may increase or decrease an army's Morale Point.

ARMY TYPE BONUSES:

Mixed Archery forces give a +5 to opponent's TN when performing a "Skirmish" or "Entrap" order

Mixed Cavalry forces give a +5 to opponent's TN when performing a "Charge" or "Outflank" order

Mixed Infantry forces give a +5 to opponent's TN when performing a "Wedge" or "Hold Fast" order

Pure Archery forces give a +5 to opponent's TN and receive a free raise when performing a "Skirmish" or "Entrap" order

Pure Cavalry forces give a +5 to opponent's TN and receive a free raise when performing a "Charge" or "Outflank" order

Pure Infantry forces give a +5 to opponent's TN and receive a free raise when performing a "Wedge" or "Hold Fast" order

SHUGENJA ACTIONS

Each Battle Turn the Armies Shugenja may attempt to assist. The Shugenja force Commander (who must be a shugenja himself) Rolls (School Rank)(School Rank) plus one unkept

die per 25 koku assigned to the Shugenja force. For every 10 points rolled the shugenja can produce one action.

SAMPLE SHUGENJA ACTIONS

Counterspell (variable): Cancel an opponent shugenja's action. This takes one more action than the opponent's action.

Speed (2): A pure or mixed infantry army may act as a mixed cavalry force next turn. A Mixed cavalry force can act as a Pure cavalry force next turn.

VICTORY AND SLAUGHTER

Gaining enough Battle Turn wins forces the opposing side from the field. If the winning general considers it a critical objective of the battle to destroy the enemy force entirely, he may force the opposing general to keep fighting. This requires the general to expend a number of Morale Points (see below) equal to the number of wins the defeated army has achieved (samurai are reluctant to slaughter valiant opponents). It is deliberate that reserve forces (who have not had the opportunity to gain glory in the main battle should excel in post battle hunts for stragglers. If the defeated general wins a Battle Turn roll, he may forgo any other benefit at that point to slip away with the remains of his army. If the defeated force manages to amass enough wins to defeat the victorious army during the slaughter, both armies are considered the victor for casualty purposes and both must withdraw from the field.

CASUALTIES

Casualties are determined when the battle is resolved. The winning army takes a base of 10% per Battle Turn that the defeated army won. The defeated army takes a base of 10% casualties for every Battle Turn win. Wins that counted double during the battle count double during this step also. If either side had fortifications, subtract 5% per (initial) level of fortification from that side's casualties. Each force within the army also reduces its casualties by a number of percentage points equal to its remaining Morale Points.

Shugenja and Command action during the battle

BATTLE RAISES

Cautious Advance: May reduce the number of damage dice a subordinate character receives this turn from the Battle Events table by -2 (or two characters at -1).

Crushing Attack (5): This victory counts as an additional Battle Turn win.

Demoralizing Blow: Opposing army loses two Morale Points.

Exploit Opportunities: May add +1 to a subordinate's Battle Events roll. Bonus(es) are assigned before rolls are made.

Secure Gains: +1 on next turn's Battle roll.

Special Mission (2): One subordinate character gets a Heroic Opportunity. If they rolled a Heroic Opportunity, the commander may choose the specific type of opportunity.





may reduce these totals.

SIEGES

There are several key differences in the conduct of sieges. In a siege there is a clear attacker (the guys out in the open) and defender (the army with walls around it). Perhaps the most important difference between a battle and a siege is that all instances of the Battle skill are replaced with the Siege skill unless the defender has chosen to sally forth from his fortress or the attacker has breached the fortifications (reduced their rating to 1 or less).

FORTIFICATIONS

All fortifications have a rating. This rating has several effects. It will reduce the number of casualties that army takes. Fortifications also increases the number of Battle Turn wins the opposing side must make to achieve victory.

SALLYING FORTH

The usual tactics are used during a siege, but they are revealed before the roll for that Bat-

tle turn (allowing commanders to see the interaction of tactics before deciding on how many raises they wish to attempt. Normally both commanders use their Siege skill to determine victory for the Battle Turn. If the defender has declared a Wedge, Charge or Outflank, he is considered to have sallied from the fortress and that turn will be determined using the Battle skill. The defender must win a Battle Turn (allowing his troops to return to the fortress) before he may revert to using the Siege skill, even if he selects a Skirmish, Entrap, or Hold Fast order.

BREACHING

Various forces and tactics may reduce the effectiveness of a fortification. If the fortification is reduced to a rank of 1 or 0 it has been breached, and any remaining fighting in resolved using the Battle skill.

FIGURE 7-4: TACTICS TABLE

	Wedge	Skirmish	Charge	Outflank	Entrap	Hold Fast
Wedge	Tie counts as+0 win for both sides, Win counts Double		+ 5, Win counts Double	-5		Tie counts as+0 win for both sides
Skirmish	+ 5, Win counts Double	Tie counts as+0 win for both sides		Tie counts as+0 win for both sides		-5
Charge	+0	+ 5, Win counts Double	Tie counts as+0 win for both sides		-5	Tie counts as win for both sides
Outflank	-5	Tie counts as+0 win for both sides		-5	+0	-5, Tie counts as enemy win
Entrap	Tie counts as+0 win for both sides		-5	-5, Tie counts as enemy win		+0
Hold Fast	+0	-5	Tie counts as+0 win for both sides		-5, Tie counts as enemy win	-10





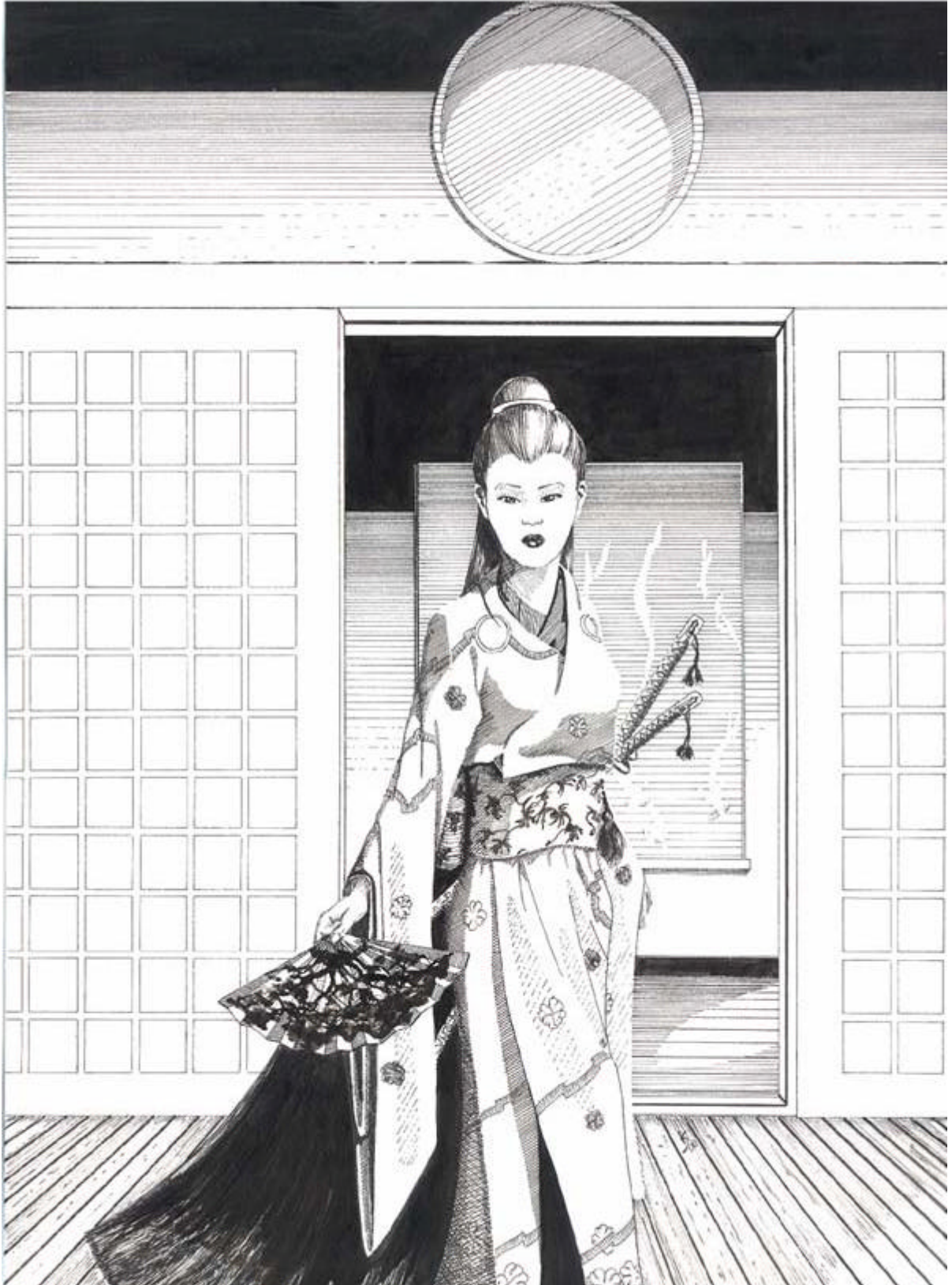
FIGURE 7-5: TROOP TYPE TABLE

Troop	Affiliation	Koku	Morale Points	Type/Max
Peasant	---	2-3	1	Infantry
Ashigaru	---	3-5	2	Infantry
Light Samurai	---	5-7	3	Infantry
Medium Samurai	---	8-10	3	Infantry
Heavy Samurai	---	11-14	4	Infantry
Ashigaru Archer	---	5	2	Archer
Light Archer	---	7-9	3	Archer
Medium Archer	---	10-12	3	Archer
Light Cavalry	---	9-12	3	Cavalry
Medium Cavalry	---	13-16	3	Cavalry
Heavy Cavalry	---	17-20	4	Cavalry
Crab Heavy Elite	Crab	27	5	Infantry/16
Hiruma Archers	Crab	15	4	Archer/20
Tsuru's Legion	Crab	24	5	Cavalry/12
Daidoji Iron Warriors	Crane	26	5	Infantry/16
Doji Elite Archers	Crane	16	4	Archer/20
Doji's Fan	Crane	20	5	Cavalry/12
Dragon's Talons	Dragon	28	4	Infantry/16
Dragon Flame	Dragon	15	4	Archer/20
Dragon Storm	Dragon	18	5	Archer-Cav/16
Akodo Death Seekers	Lion	30	9	Infantry/16
Matsu Lion's Pride	Lion	20	5	Infantry/20
Wardens	Lion	21	5	Cavalry/12
Avalanche Guard	Phoenix	24	5	Infantry/16
Hurricane Initiates	Phoenix	14	3	Archer/20
Tsunami Legion	Phoenix	16	5	Cavalry/20
Black Cabal	Scorpion	15	6	Infantry/2x24
Ninja Bowmen	Scorpion	15	5	Archer/2x8
Shosuro Actors	Scorpion	15	6	Infantry-Archer
Moto Fanatics	Unicorn	15	9	Infantry/20
Otaku Archers	Unicorn	15	4	Archer/30
Battle Maidens	Unicorn	38	5	Cavalry/14
Courtier	---	15	*	Command
Hatamoto	---	25	*	Command
Signal Corps	---	10	*	Command
Yojimbo	---	24	5	Command



CHAPTER 8

THE WAYS OF MAGIC





Rokugan is a land filled with both myth and magic. This chapter is devoted to explaining the two forms of supernatural powers practiced by the people of Rokugan, the spiritual magics of the shugenja and the inner powers of ki harnessed by the monks of Rokugan.

SHUGENJA

Each of the Great Clans is proud to include among their numbers at least one house devoted to the arts of the shugenja. These mystics are able to converse with the denizens of the spirit world, cajoling (or sometimes commanding) these spirits to perform various acts for them, known to the unenlightened as ‘spells’.

RANK TITLES

The titles for school ranks are uniform across the many schools of magic, each rank representing a single step towards the school’s deepest mysteries.

Child. All first rank students of shugenja schools are titled “Child of the...” based on their innate gift for magic. They are considered ‘touched’ by the forces of the universe to be able to manipulate them at all.

Student. At second rank the shugenja’s train has begun in earnest, and their natural gifts are now honed by intense study and practice.

Novice. The shugenja’s power continues to grow, and he begins to be entrusted with more powerful spells and deeper secrets of the school.

Initiate. At fourth Rank the shugenja is considered fully versed in the arts of the school and may even be permitted to take on students of his own.

Adept. At the final Rank the shugenja has mastered even the deepest secrets of the school, and is of a rank that he may have a voice in setting the policies of the school by sheer right of power.

Master. Each school names only a single individual “Master of the...” This is often the most powerful shugenja of the School, but it can sometimes reflect the political interests of the adepts. Such an individual holds the position for life or until he or she steps down.

PRAYERS & RITUALS

Most spells can be cast in two forms. A prayer is a rapid request to the spirits to accomplish some task, with a casting time measured in actions. Prayers tend to have very localized effects. Rituals appeal to the same spirits, but are performed over a long period of time and often involve elaborate preparations, with a casting time measured in minutes. Naturally, for the fighting shugenja, prayers are ideal for sudden outbreaks of violence, while rituals are best performed on the battlefield behind a screen of yojimbo. Rituals can have much more far reaching effects and can swing the tide of entire battlefields. Rituals also have the advantage of allowing other shugenja to aid in the creation of the effect. There are some spells that can only be cast as either rituals or prayers.

LIMITS ON SPELL CASTING

Shugenja may cast each ritual they know a number of times per day equal to their Ring to which that ritual is keyed. Prayers may be cast any number of times per day.

STUN

Casting spells is very draining, often leaving the shugenja dazed or exhausted. This is represented by the shugenja becoming “spent” for a certain amount of time following any spell casting. Prayers cause a shugenja to become spent for a number of turns equal to the spell’s Mastery Level – the shugenja’s Ring for that spell. This can be reduced on a one-for-one basis by making raises to reduce stun. Rituals cause the shugenja to become spent for a period equal to the spell’s casting time. (Spent characters are considered to have a Rank of 0 in all of their skills until the condition passes.)

MASTERING SPELLS

A shugenja whose Ring + Insight Rank are equal to the master level of a spell has the option of committing that spell to memory, becoming able to cast it without having to refer to his scrolls. This costs 3 XP and has the additional benefit of giving the shugenja a free raise when





casting that spell if he does have the scroll at hand.

SHUGENJA SCROLLS

The heart of a shugenja school's power rests in the quality and number of spells possessed by the school. The physical representations of this knowledge are the scrolls of the school. These formulas and rituals are jealously guarded secrets. For that reason there is a complex protocol surrounding the scrolls containing spells. The best known to the casual student of shugenja lore is the courtesy of not targeting spell scrolls with the inflame spell.

Physically, spell scrolls take two forms. The more common arrangement is to have the formula or ritual written on a paper or silk scroll. The scroll unrolls towards the left. Such a scroll is typically ten to fifteen inches high and two to five feet long (use one foot plus 6" per point of mastery as a guideline). Scrolls that are older or intended for use in less than favorable conditions may be recorded on a series of wooden slats. These slats are about an inch wide and ten to fifteen inches long. They are bound together along their long edge with cords. The types of paper or silk, colored edges, fabric of cord, and type of wood all help to identify individual scrolls. Once opened, the ink and sigils may help determine the creator or school that a scroll comes from.

The columns of characters on scrolls may be mixed with figures or diagrams. The text will frequently include mantras to focus the mind, names of spirits to be appealed to, and lists of (metaphysical) conditions that are favorable or detrimental to the spell. The diagrams may include a mandala for concentration, pictures of the effects, or illustrations of the spirits being petitioned.

These distinctive features make it possible to identify a scroll by careful observation. To do so a character must examine the scroll for several minutes and make a Perception + Shugenja Lore roll with a TN of 25 (40 if the scroll is unopened).

CIPHERS

Each School uses a unique code to protect the contents of their scrolls. Spells can be recorded in plain text, but such copies are very, very rare. The difficulty of breaking these codes varies from school to school. Even a student of the school may have difficulty converting a spell to plain text.

To break the cipher on a scroll from a different school requires an Intelligence + Cipher (or Nazodo) roll. If the character knows which school encoded the scroll he rolls (but not keeps) an extra die. The target number is based on the school. Read the base TN off the table below, and add the mastery level of the spell. Deciphering a spell takes a number of hours equal to its mastery level. Only one attempt may be made per character (until the character increases his rank in the skill used to decode the spell). Once the scroll's code is broken it must still be copied to produce a new scroll (either as a plain text scroll or in the code of the shugenja's own school).

Table 8-1: Cipher Difficulties by School

School	TN
Agasha, Isawa, & Soshi	40
Asahina, Iuchi, Kuni, Yogo & Bloodspeakers	35
Kitsu and Other Schools	30
Typical Maho	25
Ronin	25
Secret Spell of Scroll	+10

COPYING

The copying of a scroll is a time consuming process. Only a master of the school can authorize the copying of scrolls. The work is generally assigned to scribes at the school's main library or stronghold. Individual shugenja (including PCs) may be authorized to copy scrolls for their own use. This permission may specify the number of times the scroll may be copied.

To copy a scroll the character must make a Perception + Calligraphy roll with a TN of 5 x





the mastery level of the spell. The amount of time required depends on the scribe. If the character has the spell as an innate ability it will take only an hour per point of mastery. If the character's Ring plus school Rank would allow him to master the spell it will take three hours per point of mastery. If the copying character does not meet the mastery requirement, the copying will take a half day per point of mastery.

CREATING SCROLLS FROM MEMORY

Creating a scroll from memory is possible if the shugenja has made the spell an innate ability. To do so the shugenja must roll Intelligence + School Rank with a TN of 5 x the spell's mastery level. It takes two hours per mastery level. The resulting scroll can be in plain text or in code.

ERRORS

Sometimes minor errors creep into the copying process. If the copying roll fails by six or more the resulting scroll has been ruined. If the roll fails by one to five points a minor error has left the scroll workable but flawed. If the copier is able to master the spell he will realize the scroll is flawed, otherwise the flaw must be discovered in use. A flawed spell may have the TN to cast it increased by two, may reduce the maximum number of raises the caster can make by one, or may prohibit the caster from making one type of raise. Copies of the flawed scroll will include the flaw and each time a copy of a copy is made more flaws may be introduced. This degeneration of a spell is one of the reasons that most of the spells of the Blood Speakers have been lost to Rokugan. If a character makes a spell from a flawed scroll an innate ability he learns it with the flaw. If the character acquires a better copy of the scroll later he may make the new version of the spell an innate ability for only one experience point.

HIGH QUALITY SCROLLS

There are two ways for a scroll to be of high quality. The more common way is for the physical scroll to be of superior manufacture. The usual rules of high quality items apply. Sometimes a master will include his own notes and

clarifications while copying a scroll. The creation of such an improved scroll may only be attempted by a shugenja who is a master of the appropriate element (as defined in the main rule book) and has the spell as an innate ability. Such a scroll may allow the caster to perform an extra raise, may grant a specific free raise, increase the caster's effective school rank by one, or reduce the base TN by five. The new version of the spell has its mastery level increased by two. For a spell to be refined twice the same shugenja who refined the spell the first time must make the improved version an innate ability (for 3 exp and noting the increased mastery level). A spell can never be refined more than twice.

Scrolls of refined spells are very rare and are considered secret spells of that school. A beginning character may receive a single refined spell scroll as an inheritance (3 points for a single improvement, 10 for a double improved spell). Increased master level requirements usually prevent this. Note: unless the character created the improvement himself (or is capable of doing so on his own), he cannot take an improved spell as an innate ability.

SELF DESTRUCTION

A number of spells cause the destruction of the scroll during casting. Shugenja may get around this problem by copying the scroll and casting the spell with the copy or making the spell an innate ability. Characters who are part of a school will need permission of their sensei to copy scrolls for this purpose (to perform the copying honorably).

PCs and their Spells

Player characters may wish to swap spells to give both characters a wider range of spells. It must be made clear that shugenja are not at liberty to do so. Those spells represent the secrets of the school; held in trust be the shugenja. Spells are almost never revealed to the students of a different school. To do so would require the permission of a master of the school. Doing so without permission would be both dishonorable and get the shugenja expelled as a minimum. More often such a traitor will be required to commit sepuoku to protect the school's code (or





be hunted down should they flee). Phoenix may even use the Ritual of Forgetting to punish such indiscretions! Students of the same school are also limited in the exchange of spells. Remember that a shugenja receive only the spells his sensei feels he is ready for. Both characters' sensei should be petitioned to allow an exchange. Ronin shugenja are answerable to their sensei but have an easier time exchanging spells amongst themselves. It is unthinkable for a shugenja to sell a spell scroll. A merchant who found or acquired a scroll might consider it, but is better off approaching a school with the scroll and seeking favors rather than money.

BLOOM OF THE WHITE ORCHID

The elusive white orchid is a critical part of the lives of Rokugan's shugenja. The particular and very rare type called Amaterasu's Secret Joy (not to be confused with several other orchid's whose blossoms are white) blooms for only one day each year in early spring. On that day the shugenja schools hold somber celebration, with gatherings to see the beautiful flowers. Students are given a single scroll by their sensei. If the student has met with the sensei's approval in the past year, the scroll will be of a new spell for the shugenja. Otherwise it will be a copy of a spell they already possess or a letter of guidance from the sensei. Masters of different schools also circulate amongst themselves at gatherings to see the rare blooms. It is said that they exchange secret knowledge on that day, but only the masters themselves know the truth.

SCHOOLS OF MAGIC

Shugenja organize into schools to pass along their wisdom and traditions in much the same manner as bushi form dojos in which to train the young. Shugenja schools tend to be much smaller than warrior dojos, as there are far fewer candidates to learn the mystical practices of the shugenja. This means there are fewer students per sensei and a more direct relationship between master and student for even the most struggling child.

Patron House. If this school has longstand-

ing ties to a particular house it will be listed here. Characters from other houses are welcome to join the school, but characters from the patron House receive 3 XP to spend on the Sensei Advantage due to the intricate ties of family and favor that already exist between the school and that house.

Head Sensei. This is the name of the current master of the school, who holds ultimate authority over the teaching of the school's techniques. Only the head sensei of a school can authorize the honorable instruction of a student in the final technique of the school. A capsule version of the head sensei's stats follows.

Home Library. This indicates the location of the center of the school's teachings and the repository of their scrolls. A few teachers of the school are likely to reside elsewhere, and train would-be shugenja in their homes, but they will lack the resources of the school's central library and may not be versed in all of the school's techniques.

Entry Requirements. If this school has special requirements that must be met before a student may begin instruction that will be outlined here. Schools may require all students to have specific Advantages, minimum standards for Position, or other specialized demands. If there are no special demands on beginning student there will be no Entry Requirements heading in the school template.

Favored Trait. This is the Trait most prized in the teachings of the school. Students must advance their rank in this Trait in order to be deemed worthy to receive instruction in new techniques. If during character creation the character's childhood has been spent training at this school, the character receives one free rank in the Favored Trait.

Honor Bonus. Some schools emphasize the importance of bushido and honorable behavior by their students. If that is the case, the Honor Bonus will indicate the number of boxes to be added to the student's Base Honor from his Family Profile to determine his Starting Honor. Schools also tend to favor one element of bushido over the others. This gives characters who spent their childhood in the school a second





virtue in addition to the virtue favored by their Family (or possibly doubling up on a single virtue).

Penalty. Some Schools have penalties, describing a limitation or negative consequence of the school's methods. If the School is not subject to any special limitation or drawback there will be no Penalty heading in the school's template.

Style. If a school teaches a style specialization, it will be described here.

School Skills. This portion of the template lists the seven skills that make up the school's course of instruction. Characters schooled since youth in this dojo receive 2 free ranks in each of these skills. As they reflect the interests and objectives of the dojo, students will have to show increasing mastery of the school skills if they hope to learn additional techniques. Some skills will indicate a specific specialization that must be taken for that particular skill.

Library. Shugenja schools teach a variety of prayers and arcane formula that allow their students to cast spells. The school's library is then analogous to a dojo's techniques, and their secrets are guarded just as jealously.

Techniques. At the heart of each school are its secret practices and methods, collectively known as techniques. These abilities make up the secret lore of the school and the penalties for teaching them to outsiders are severe in the extreme. Each technique is more than a simple way of holding a sword or intoning prayers to the kami, they are whole philosophies and integrate numerous minute elements into a functional whole. As a result, characters may never learn techniques out of order or skip over one to acquire a later one. Due to their complexity, characters also cannot acquire them without instruction from a higher ranked member of their school. As a result, from time to time, characters will find themselves having to return to their dojos to face the judgment of their instructors as to their readiness in both body and spirit to receive more of the school's secrets.

Outfit. This describes the basic equipment all students of this school can expect to have at the time of their genpukku.

SCHOOL OF AIR

Patron House: Isawa (Phoenix)

Head Sensei: Isawa Uona, Master of Air (Air 5, H-2, P-8)

Head Library: Tenza province

Entry Requirement: Touched by the Kami

Favored Trait: +1 Awareness

Honor Bonus: +1 box ~ Knowledge

School Skills: Calligraphy, Meditation, Pick two Magic Skills

TECHNIQUES

Child of Air: The shugenja receives 1 Free Raise when casting any *Air* Spells.

Student of Air: The shugenja adds his Insight Rank to his Ring when determining how much stun he takes from casting *Air* Spells.

Novice of Air: The shugenja receives a 2nd Free Raise when casting any *Air* Spells.

Initiate of Air: The shugenja receives a 3rd Free Raise when casting any *Air* Spells.

Adept of Air: The shugenja receives a 4th Free Raise when casting any *Air* Spells.

LIBRARY:

Shared:

Secret:

OUTFIT:

SCHOOL OF THE DRAGON

The reclusive Togashi family has long supported a small tradition of shugenja who study the wisdom of the Five-fold Way with an eye towards the defense of their mountain homes.

Patron House: Togashi (Dragon)

Head Sensei: Togashi Akimoto, Master of the Dragon (Dragon shugenja 5, H-3, P-6)

Head Library: Yamatsuke province

Entry Requirement: Touched by the Kami

Favored Trait: +1 Intelligence

Honor Bonus: +1 box ~ Family

School Skills: Calligraphy, Five-fold Way, Meditation, Survival (mountains), Theology, Pick two Magic Skills

TECHNIQUES

Child of the Dragon: The shugenja receives 1





Free Raise when casting any *Earth* Spells.

Student of the Dragon: The shugenja receives a magical tattoo. His insight rank is always considered to be 2 when using this tattoo.

Novice of the Dragon: The shugenja receives 1 Free Raise when casting any *Fire* Spells.

Initiate of the Dragon: The shugenja receives a second magical tattoo. His insight rank is now always considered to be 4 when using either tattoo received from this school.

Adept of the Dragon: The shugenja may cast any *Earth* or *Fire* Ritual known to him as if his *Earth* and *Fire* Rings were one rank higher (increasing both the number of times the ritual can be cast and the number of dice kept on the casting roll).

LIBRARY:

Shared:

Secret:

OUTFIT:

SCHOOL OF EARTH

Patron House: Isawa (Phoenix)

Head Sensei: Isawa Tadaka, Master of Earth (Earth shugenja 5, H-2, P-8)

Head Library: Tenza province

Entry Requirement: Touched by the Kami

Favored Trait: +1 Willpower

Honor Bonus: +1 box ~ Knowledge

School Skills: Calligraphy, Meditation, Pick two Magic Skills

TECHNIQUES

Child of Earth: The shugenja receives 1 Free Raise when casting any *Earth* Spells.

Student of Earth: The shugenja adds his Insight Rank to his Ring when determining how much stun he takes from casting *Earth* Spells.

Novice of Earth: The shugenja receives a 2nd Free Raise when casting any *Earth* Spells.

Initiate of Earth: The shugenja receives a 3rd Free Raise when casting any *Earth* Spells.

Adept of Earth: The shugenja receives a 4th Free Raise when casting any *Earth* Spells.

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SCHOOL OF FIRE

Patron House: Isawa (Phoenix)

Head Sensei: Isawa Tsuke, Master of Fire (Fire shugenja 5, H-2, P-8)

Head Library: Tenza province

Entry Requirement: Touched by the Kami

Favored Trait: +1 Intelligence

Honor Bonus: +1 box ~ Knowledge

School Skills: Calligraphy, Meditation, Pick two Magic Skills

TECHNIQUES

Child of Fire: The shugenja receives 1 Free Raise when casting any *Fire* Spells.

Student of Fire: The shugenja adds his Insight Rank to his Ring when determining how much stun he takes from casting *Fire* Spells.

Novice of Fire: The shugenja receives a 2nd Free Raise when casting any *Fire* Spells.

Initiate of Fire: The shugenja receives a 3^d Free Raise when casting any *Fire* Spells.

Adept of Fire: The shugenja receives a 4th Free Raise when casting any *Fire* Spells.

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SCHOOL OF THE FIRST WORD

The wandering Unicorns brought back with them a curious form of magic practiced by the barbarians beyond the mountains. This magic is embodied in talismans.

Patron House: Iuchi (Unicorn)

Head Sensei: Iuchi Daiyu, Master of the First Word (Word shugenja 5, H-1, P-6)

Head Library: province

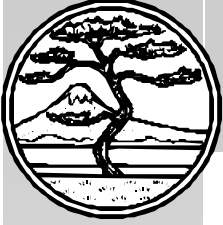
Entry Requirement: Touched by the Kami

Favored Trait: +1 Perception

Honor Bonus: +1 box ~ Knowledge

School Skills: Calligraphy, Dodge, Meditation,





Music (singing), Riding, Pick 1 Bugei Skill, Pick one Magic Skill

TECHNIQUES

Child of the First Word: The shugenja receives 1 Free Raise when casting any *Water* Spells.

Student of the First Word: The shugenja is able to declare one raise while invoking a talisman.

Novice of the First Word: The shugenja receives a 2nd Free Raise when casting any *Water* Spells.

Initiate of the First Word: The shugenja may invoke a talisman of any element three times per day above and beyond his normal spell casting limits.

Adept of the First Word: The Shugenja receives 1 Free Raise while invoking a talisman.

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SCHOOL OF THE FOX

Patron House: Kitsune (Fox)

Head Sensei: Kitsune Shigekore, Master of the Fox (Fox shugenja 5, H-1, P-5)

Head Library: Namide province

Entry Requirement: Touched by the Kami

Favored Trait: +1 Perception

Honor Bonus: +1 box ~ Family

School Skills: Calligraphy, Dodge, Leadership, Meditation, Survival (forests), Pick one Bugei Skill, Pick one Magic Skill

TECHNIQUES

Child of the Fox: The shugenja automatically receives 1 Free Raise to reduce the casting time of any prayer he attempts.

Student of the Fox:

Novice of the Fox:

Initiate of the Fox:

Adept of the Fox: The shugenja receives two actions per turn so long as both of them are spent spell casting.

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SCHOOL OF THE JADE MOUNTAIN

A particularly martial school, the shugenja of the Jade Mountain School are devoted to holding back the powers of the Shadowlands with all their might. This has shaped a school based on the defensive might of Earth, with an eye towards effects that endure. Children of the Mountain are taught many of the skills of the warrior, for they often find themselves side by side with the warriors of the Crab Clan atop the Kaiu Wall, and are expected to keep up in these practices even as their magical powers mature.

Patron House: Kuni (Crab)

Head Sensei: Kuni Utagu, Master of the Jade Mountain (Mountain Shugenja 5, H-2, P-6)

Head Library: Ishiyama-ji, Kiwase province

Entry Requirement: Touched by the Kami

Favored Trait: +1 Willpower

Honor Bonus: +1 box ~ Knowledge

School Skills: Calligraphy, Dodge, Investigation, Meditation, Shadowlands Lore, Pick 1 Bugei Skill, and Pick 1 Magic Skill

TECHNIQUES

Child of the Jade Mountain: The shugenja receives 1 Free Raise when casting any *Earth* Spells.

Student of the Jade Mountain: The shugenja gains 1 Free Raise on any spell targeting a creature with the Taint.

Novice of the Jade Mountain: The Shugenja automatically receives 1 Free Raise for the duration of any spell he casts.

Initiate of the Jade Mountain: The Shugenja receives a 2nd Free Raise when casting any *Earth* Spells.

Adept of the Jade Mountain: The Shugenja receives a 2nd automatic Free Raise for the duration of any spell he casts.

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OUTFIT:

SCHOOL OF LONG SHADOWS

Patron House: Soshi (Scorpion)
Head Sensei: Soshi Ijikawa, Master of Long Shadows (Shadow Shugenja 5, H-0, P-5)
Head Library: province
Entry Requirement: Touched by the Kami
Favored Trait: +1 Awareness
Honor Bonus: +0 boxes ~ Knowledge
School Skills: Calligraphy, Intrigue, Meditation, Persuasion, Savvy, Theology, Pick one Magic Skill

TECHNIQUES

Child of Long Shadows: The shugenja receives 1 Free Raise when casting any *Air* Spells.
Student of Long Shadows: The Shugenja automatically receives 1 Free Raise to conceal any spell he casts.
Novice of Long Shadows: The shugenja receives 1 Free Raise when casting any *Shadow* Spells.
Initiate of Long Shadows: The Shugenja automatically receives a 2nd Free Raise to conceal any spell he casts.
Adept of Long Shadows: The shugenja must choose either *Air* or *Shadow*, and receives a 2nd Free Raise when casting any spells of the chosen type.

LIBRARY:

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SCHOOL OF THE PHOENIX

Possibly the most famous of the shugenja schools, The School of the Phoenix is the benchmark by which other schools are judged.
Patron House: Isawa (Phoenix)
Head Sensei: Isawa Norikazu, Master of the Phoenix (Phoenix 5, H-2, P-6)
Head Library: Tenza province

Entry Requirement: Touched by the Kami
Favored Trait: +1 Void
Honor Bonus: +0 boxes ~ Knowledge

School Skills: Calligraphy, Five-Fold Path, Meditation, Pick two Magic Skills

TECHNIQUES

Child of the Phoenix: The shugenja may spend additional Void Points on any spell-casting attempt equal to his Insight Rank.
Student of the Phoenix: The shugenja receives 1 Free Raise when casting any spell as a Ritual.
Novice of the Phoenix: The shugenja receives 1 Free Raise when casting any *Void* Spells.
Initiate of the Phoenix: The shugenja receives a 2nd Free Raise when casting any spell as a Ritual.
Adept of the Phoenix: All of the shugenja's Rings are considered one Rank higher for purposes of determining how many Ritual spells he may cast.

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SCHOOL OF THE SHINING BRIDGE

Chiefly concerned with the afterlife, shugenja from the School of the Bridge are uniquely proficient in calling upon the spirits of mortal ancestors to aid their descendants directly.

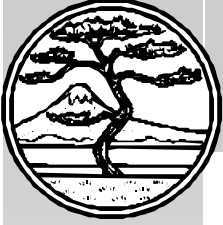
Patron House: Kitsu (Lion)
Head Sensei: Kitsu Toju, Master of the Shining Bridge (Bridge Shugenja 5, H-2, P-6)
Head Library: Hozemon province
Entry Requirement: Touched by the Kami
Favored Trait: +1 Intelligence
Honor Bonus: +10 boxes ~ Courtesy

School Skills: Ancestor Lore, Calligraphy, Etiquette, Kenjutsu, History, Meditation, and Pick 1 Magic Skill

TECHNIQUES

Child of the Shining Bridge: The shugenja receives 1 Free Raise when casting any *Ancestor*





Spells.

Student of the Shining Bridge: The shugenja receives 1 Free Raise when casting any *Water* Spells.

Novice of the Shining Bridge: The shugenja receives a 2nd Free Raise when casting any *Ancestor* Spells.

Initiate of the Shining Bridge: The shugenja receives 1 Free Raise when casting any *Air* Spells.

Adept of the Shining Bridge: The shugenja receives a 3rd Free Raise when casting any *Ancestor* Spells.

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OUTFIT:

SCHOOL OF THUNDER

Patron House: Kamae (Mantis)

Head Sensei: Kamae Nobuo, Master of Thunder (Thunder 5, H-1, P-6)

Head Library: province

Entry Requirement: Touched by the Kami

Favored Trait: +1 Intelligence

Honor Bonus: +1 box ~ Courage

School Skills: Calligraphy, Dodge, Meditation, Sailing, Theology, Pick one Bugei Skill, Pick one Magic Skill

TECHNIQUES

Child of Thunder: The Shugenja automatically receives 1 Free Raise to increase the Damage Rating of any spell he casts.

Student of Thunder: The shugenja receives 1 Free Raise when casting any *Water* Spells.

Novice of Thunder: The shugenja receives 1 Free Raise when casting any *Fire* Spells.

Initiate of Thunder: The shugenja receives two actions per turn so long as both of them are spent casting damage inflicting spells.

Adept of Thunder: The Shugenja automatically receives a 2nd Free Raise to increase the Damage Rating of any spell he casts.

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OUTFIT:

SCHOOL OF THE UNSOLVED PUZZLE

One of the two Dragon shugenja traditions, the School of the Unsolved Puzzle views the world created by the gods as a tremendous puzzle, and the quest to discover its secrets the greatest for of worship.

Patron House: Agasha (Dragon)

Head Sensei: Agasha, Master of the Unsolved Puzzle (Puzzle shugenja 5, H-2, P-8)

Head Library: Tosei province

Entry Requirement: Touched by the Kami

Favored Trait: +1 Intelligence

Honor Bonus: +5 boxes ~ Knowledge

School Skills: Calligraphy, Meditation, Mizugusuri, Theology, Pick one Magic Skill

TECHNIQUES

Child of the Puzzle: The shugenja receives 1 Free Raise when casting any spells that can be cast with more than one Ring.

Student of the Puzzle: The shugenja must choose either *Air*, *Earth*, *Fire*, or *Water*. He receives 1 Free Raise when casting any spells of the chosen Ring.

Novice of the Puzzle: The shugenja receives 1 Free Raise when creating a Mizugusuri elixir.

Initiate of the Puzzle: The shugenja receives a 2nd Free Raise when casting spells of the Ring chosen as a Student of the Puzzle.

Adept of the Puzzle: The shugenja receives a 2nd Free Raise when creating a Mizugusuri elixir.

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OUTFIT:

SCHOOL OF THE VOID

Patron House: Isawa (Phoenix)

Head Sensei: Isawa Kaede, Master of the Void (Void shugenja 5, H-2, P-8)

Head Library: Tenza province





Entry Requirement: Touched by the Kami

Favored Trait: +1 Void

Honor Bonus: +1 box ~ Knowledge

School Skills: Calligraphy, Meditation, Pick two Magic Skills

TECHNIQUES

Child of the Void: The shugenja receives 1 Free Raise when casting any *Void* Spells.

Student of the Void: The shugenja adds his Insight Rank to his Ring when determining how much stun he takes from casting *Void* Spells.

Novice of the Void: The shugenja receives a 2nd Free Raise when casting any *Void* Spells.

Initiate of the Void: The shugenja receives a 3rd Free Raise when casting any *Void* Spells.

Adept of the Void: The shugenja receives a 4th Free Raise when casting any *Void* Spells.

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OUTFIT:

SCHOOL OF THE WATCH- FUL STARS

Patron House: Asahina (Crane)

Head Sensei: Asahina Tomo, Master of the Watchful Stars (Stars 5, H-2, P-6)

Head Library: province

Entry Requirement: Touched by the Kami

Favored Trait: +1 Awareness

Honor Bonus: +1 box ~ Knowledge

School Skills: Astrology, Calligraphy, Meditation, Pick one Magic Skill

TECHNIQUES

Child of the Watchful Stars:

Student of the **Watchful** Stars:

Novice of the **Watchful** Stars:

Initiate of the **Watchful** Stars:

Adept of the **Watchful** Stars:

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OUTFIT:

SCHOOL OF WATER

Patron House: Isawa (Phoenix)

Head Sensei: Isawa Tomo, Master of Water (Water shugenja 5, H-2, P-8)

Head Library: Tenza province

Entry Requirement: Touched by the Kami

Favored Trait: +1 Perception

Honor Bonus: +1 box ~ Knowledge

School Skills: Calligraphy, Meditation, Pick two Magic Skills

TECHNIQUES

Child of Water: The shugenja receives 1 Free Raise when casting any *Water* Spells.

Student of Water: The shugenja adds his Insight Rank to his Ring when determining how much stun he takes from casting *Water* Spells.

Novice of Water: The shugenja receives a 2nd Free Raise when casting any *Water* Spells.

Initiate of Water: The shugenja receives a 3rd Free Raise when casting any *Water* Spells.

Adept of Water: The shugenja receives a 4th Free Raise when casting any *Water* Spells.

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Spells

THE SCROLL OF ALL ELEMENTS

The spells given in this scroll may be cast using any of the shugenja's Elemental Rings, depending on the result desired. These spells are in the same category as Sense, Commune, Summon, and Counterspell (these spells being known in one form or another to all of Rokugan's shugenja schools and many of its ronin shugenja). The secret Agasha School spell Transform is also in this category.

DISMISS

Element: All
Availability: All Schools
Base TN: 10
Casting Time: 3 actions
Duration: Permanent
Mastery: 6
Concentration: None
Raises: Area of Effect, Casting time, (2)

Elements Affected

Effect: This spell has the effect of dispersing the spirits in the area, thus rendering Commune and other information gathering spells ineffectual at that location. Once cast, Commune (and other divinations) can no longer give information about events in a circle with a radius of 10' surrounding the caster. The spell affects all spirits of one element. For 2 Raises the kami of an additional element can be effected (Void does not have kami per se, and so void traces cannot be dispersed with this spell). For each Raise used for the area of effect, increase the radius by half again, cumulatively (10', 15', 22', 33', 50', etc.). As new kami rapidly move into the effected area, the spell has no effect on the casting of spells other than those that produce information about the area or people passing through it. Each Raise for casting time reduces the casting time by one action.

ELEMENTAL BLADE

Element: All
Availability: All Schools
Base TN: 10
Casting Time: 3 actions
Duration: 10 turns
Mastery: 4
Concentration: None

Raises: Casting Time, Duration, (2) Elemental Effects, Transferable, Weapon Damage

Effect: This spell, an advanced form of the Summon spell, creates a melee weapon composed entirely of the element used to cast the spell. The summoned weapon may only take the form of a weapon for which the caster has the necessary Bugei Skill. Despite the spell's fanciful name, it is possible to conjure up blunt weapons. The weapon has any special properties of the normal weapon (such as the pole-arm reach advantage) but always has a DR of 3k3 (plus 1k0 for each Raise for weapon damage made during casting). If the weapon has the Paired advantage, the spell can create two weapons (which must be used by the same person) at the caster's discretion. Normally the weapon dissolves if it leaves the shugenja's hands, but for a single Raise the weapon may be made transferable to another wielder. Each Raise for duration increases the time before the weapon dissolves by 50%, cumulatively (10 turns, 15, 22, 33, 50, etc.). Each raise for casting time reduces the casting time by one action.

The element used to summon the weapon has additional possible effects:

Air: For every 2 Raises the wielder gains a flat +1 to his initiative while using this weapon.

Earth: For every 2 Raises the target's Armor provides 2 less points to his TNtBH and Monster Armor is reduced by 3.

Fire: For every 2 Raises hits from this weapon do an additional point of Damage, which cannot be reduced or cancelled.

Water: For every 2 Raises opponents roll one less die when declaring Full Defense vs. this weapon.





ELEMENTAL ARROWS

Element: All

Availability: All Schools

Base TN: 20

Casting Time: 4 actions

Duration: 8 turns

Mastery: 5

Concentration: None

Raises: Casting Time, Duration, (2) Elemental Effect, Weapon Damage

Effect: A variant of the Elemental Blade spell, this spell produces a bundle of arrows composed of a pure element. These arrows have a DR of 2k2 (+1k0 per Raise). It creates one arrow for each turn of the spell's duration, each of which vanishes after striking the target (or missing). All arrows vanish at the end of the spell's duration. The arrows may be fired by the shugenja or distributed to other archers. Each Raise for duration increases the duration (and number of arrows produced by 50%, cumulatively (8 turns, 12, 18, 27, 40, etc.)). Each raise for casting time reduces the casting time by one action. The arrows can produce elemental effects just as described in the Elemental Blade spell.

Specialized Magics

THE MAGIC OF MIZUGUSURI (AGASHA AL-CHEMISTRY)

Mizugusuri, or "water medicine", is the art of preparing elixirs. These magical draughts can give the drinker a number of benefits. The more common preparations are listed in WotD on pg. 90. While assembled from mundane ingredients, the elixirs are magical creations, made possible by the shugenja's knowledge of the Agasha system of elemental names. In western terms, mizugusuri is a form of alchemy. Because Mizugusuri relies on a combination of natural elements, particularly those stored in plant life, a character's Mizugusuri Skill cannot exceed his

Herbalism Skill.

LIMITS OF MIZUGUSURI

Each elixir is able to perform its magic because of activated or partially awakened spirits within the liquid. The formulas used are simply combinations of materials most favorable to the awakening of particular spirits. Because of the profound effect these forces have upon the body, a character may only consume a limited number of elixirs in a single day without having their chi greatly imbalanced. The number that may be consumed in any 24-hour period is equal to the character's Earth Ring. Once this limit is exceeded numerous unpleasant consequences may be invoked. The loss of all void points and the inability to regain them for a number of days equal to the excess elixirs consumed is a common consequence. Many elixirs fail to affect the character after the limit is reached, as the character's body is already saturated with magical forces.

Mizugusuri have a tendency to go bad fairly quickly once prepared. The rules for this are described in the errata to Way of the Dragon, or in the sidebar of later printings on page 91. Trained alchemists are able to offset this problem by careful formulation and monitoring of the elixirs.

ACQUIRING INGREDIENTS

The first step in preparing an elixir is the acquisition of suitable ingredients. Each of the common mizugusuri is actually the result of several possible combinations of materials favorable to the desired effect. A skilled practitioner may perform a variety of substitutions, utilizing what is available to create the desired elixir. Divide the TN (including any normal raises) for creating the elixir by 5 to determine the number of significant ingredients required. To gather the needed components, the shugenja may either search for them in a natural setting by using the Herbalism Skill, or purchase them if in a suitably cosmopolitan environment. The base TN to find an ingredient in the wild is generally 15 after four (western) hours of searching. It is assumed that the shugenja can find something suitable in any terrain or season, because with their





herbal knowledge they are searching efficiently, not randomly. Snow on the ground adds an additional +5 to the difficulty of the search. In a particularly desolate area, such as the Kuni wastes or at sea, the difficulty may increase to 30 or 35. Mountains should not be considered automatically desolate as the shugenja can employ lichen and other humble plants. Each raise on this roll can locate an additional ingredient or reduce the search time by half (minimum of 15 minutes). In an urban setting the character must track down a suitable source of dried and preserved herbs (assuming one exists). This is generally a use of the Commerce or Streetwise skills. The difficulty is commonly about TN 15. Larger towns are more difficult to navigate but may have more than one potential provider. Once a source is located, purchasing the ingredients is fairly simple. Mizugusri ingredients (in sufficient quantities) are things that cost strings (see Samurai Economy rules).

A beginning character may swap three of his koku from his starting outfit to set up a laboratory. This provides a good supply of fresh water and various containers and other equipment. The main virtue of the laboratory is for storing a variety of herb, minerals, powders and other knickknacks that may be of use. An Agasha may stock a laboratory with ingredients in advance, gaining 40 ingredients per koku spent. This is only practical in bulk, as the large quantity of materials insures something suitable may be found for each elixir as the need arises.

If for some reason the character cannot acquire a full set of ingredients for a water medicine, he may still attempt to create the elixir. For every ingredient the character is short, the base TN is increased by +10.

PREPARING THE ELIXIR

Once a favorable set of materials has been assembled, the shugenja must infuse them into pure water, using his secret knowledge (mizugusri skill) to draw out the desired spirits of the water by enticing them with the elemental balance produced by the various herbs. The water may either be collected normally or created through the use of the summon spell. The proc-

ess normally takes about four hours, and is considered a use of one of the shugenja's water spells for the day. Free raises for water spells (or all spells such as the ancestor Agasha) may be applied to this roll. Taking an additional four hours will give the shugenja a free raise for effect on the resulting mizugusri. The base target number and raises for effect for each formula is described in WotD. Raises may also be used to reduce the time, each one reducing the time by half (minimum of 15 minutes), or two raises can be declared to produce a "double batch", resulting in two elixirs being produced.

KNOWLEDGE OF MIZUGUSRI

The knowledge of mizugusri is a result of the methods of elemental analysis devised by the Agasha Shugenja School. This knowledge takes the form of charts and symbols used by the Agasha to create the correct balances in the elements being harnessed and introduced into the water. The charts for a single type of elixir are recorded in much the same fashion as a spell (on a scroll) and it is necessary to have these charts available while preparing the elixir. As this knowledge is a great secret of the Agasha, they are very protective of these charts, and even if they were to lose one, it would take a collection of dozens of charts and years of work to understand even the simplest operation. Nonetheless, any Agasha will seek to recover or destroy a lost formula even at the cost of his own life.

Shugenja may become particularly adept at the working of particular formulas. Individual formula may be made an innate ability (just as a spell) allowing the shugenja to brew it from memory or gain a free raise while working with his charts.

THE MAGIC OF KUWASU (YOGO WARDS)

The Yogo School of shugenja have created a unique form of magic in which a written character is inscribed on a piece of paper or silk, and then infused with elemental energies to seal up or block some closure. Their ability to do this is





a benefit of the school and requires no "spell slots" or special skills to perform (except possibly Shadowlands Lore). The character's skill at creating wards is tied to his school rank (like most spell casting). Yogo shugenja do not get a free raise for spell of a particular element (as most shugenja schools do), due to their focus on warding magic. There are six types of wards, and the novice Yogo is aware of the basics of all of them (begins play able to create all types).

While only a Yogo shugenja can create wards, they were aided by the Kuni tsukai-sagasu in developing this form of magic. In gratitude the Yogo gave the witch-hunters the secrets of affixing a prepared ward to a closure and activating it. All witch-hunter characters may use prepared wards.

Because of the prominent manner in which wards are attached, being either nailed or held by magic, they are very noticeable. Anyone with Scorpion lore/history or shugenja lore should immediately suspect the ward when faced with one. To determine the character the ward opposes requires a Perception + Calligraphy roll with a TN of 20. To determine the element used in a ward by visual inspection requires an Intelligence + Shugenja Lore with a TN of 35. GM's who require color-coded ink to manufacture the ward should reduce this substantially. Use of the appropriate sense or commune spell would identify the ward's type, and raises may determine it's rating. Linked wards use repetition of the same character, one per element, artfully interwoven. They are easier to identify, as multiple types of sense/commune will detect the nature of the rune. Raise(s) may be used to determine the other element(s) in the linked ward.

CREATING WARDS

The process of creating a ward is considered a form of spell casting for the shugenja. The shugenja selects a written character describing the type of being to be barred by the ward, and an element to infuse into the character. Selection of the right written character is very important. There is a generic character for "anyone" which causes the ward to resist any attempt to unseal the closure. Cunning Yogo's

learn that they can create wards that are more selective by using characters such as "samurai", "shugenja", "human", or even a specific person's name. Void wards and Shadowlands wards require special consideration and are described more fully below. The shugenja then rolls the appropriate Ring + School Rank against a TN of 20. The shugenja's calligraphy acts as a limit to this roll: if the shugenja's School Rank is higher than his Calligraphy Skill, he uses his Calligraphy instead. Ward creation also counts against the number of spells the shugenja may cast of that ring. The process takes one hour (base). Success produces a ward of the chosen element and a rating of 4. While wards do not require a scroll to cast, Yogo shugenja may take the Innate Ability advantage to represent extra diligent study of this art. Each Innate Ability gives the shugenja a free raise when creating wards of one element (or Shadowlands wards).

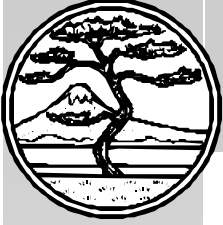
As with most spell, raises can be used to vary the effect. Remember, the Yogo receive a free raise when creating wards. A common use for raises is to increase the ward's rating. Every two raises for this purpose adds one point to the ward's rating. Each raise for casting time reduces the time taken to prepare the ward by ten minutes, to a minimum of ten minutes. Raises may also be used to create special types of wards (described below).

Multiple shugenja may work together when inscribing particularly complex wards. This is treated in the same fashion as a ritual for normal spells. One limitation of this method is that the entire ritual "team" must be present for both creation and affixing the ward to the target location.

RATING AND EFFECTS

When a ward is disturbed by the sort of being it is designed to bar, it responds violently. The being and the ward make an opposed roll using the ward's Rating vs. the character's Ring (for the type of ward). A Yogo shugenja's free raise(s), representing their intimate knowledge of wards, increase the ward's TN by 5. If both rolls fail nothing happens and the ward continues to hold. If the ward succeeds and the in-





truder does not the ward does [Rating]k1 damage to the interloper. If the intruder succeeds and the ward fail, the ward's rating is reduced by 1. If both succeed the character may choose to take the damage in order to reduce the ward's rating by 1. Only when the ward's rating is reduced to zero (and the ward is destroyed) can the sealed opening be opened by that character.

Keep in mind that wards are both directional and sensitive. A ward set against "samurai" will not react to a peasant or an animal. Also, in the case of doors and such, a person approaching the ward from "behind" is not effected by it ever. Wards seal things out, not keep them in. Also, wards are relatively fragile when their magic is not invoked. If a character is not targeted by the ward, it is only a slip of paper or cloth, easily torn (and ruined). This is why the "anyone" seal is so popular. Similarly, Oni no Ianwa (for example) finding itself blocked by a Shadowlands ward could coerce a completely taint free individual into removing that harmless scrap of paper. Harmless to the dupe anyway.

A normal ward consists of a slip of paper or cloth, nailed to both sides of an opening to seal it. Other variations may be created through the use of raises during the creation process. Some of these options are described below.

Super-glue. For one raise the ward may be prepared so that it magically affixes itself to the target surface. Good for rush placement or where nailing the ward will be difficult (stone door) or damage the container (fine lacquer box).

Vicious Guard. This option requires the caster to perform three raises to increase the damage to [rating]k2. When the ward is reduced to rating one, it keeps only one die for damage.

Linked Wards. For each raise the caster makes during creation he is able to add another element to the ward. He must use his lowest of the chosen elements when rolling to create it but the ward also automatically acts against the weakest of those elements in the intruder. It still has a single rating. If you see the five-fold seal of doom (four raises), leave it the hell alone!

Chained Wards. This type of ward is in-

tended for outdoor use or where a convenient container/structure is not available. For example: tied to trees around a camp site. Each ward requires an extra raise (max. four) per other ward that will be in the set (sets are no bigger than 5). The whole set must be deployed together. All of the wards must be of the same element and character. Each ward has it's own rating. Use the ward nearest the intruder. When one ward is defeated the entire perimeter goes down. Replacements can be made for damaged or destroyed parts of the set. A one hour ritual is required to "set up" or "take down" the set for relocation. A set of two may be used to block a passage or space between two trees or posts. Chain wards have a base rating of 3. Maximum distance between wards is 8' per school rank of the caster.

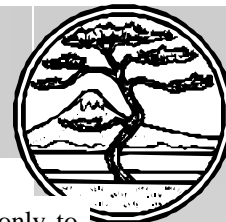
Weak Wards. A Yogo may willingly create a lower rating ward for sealing items that he wants to be opened, like fake documents. This does not require any raises.

VOID WARDS

Void-based wards require some special mention. There are two schools of thought in the amongst Yogo shugenja, but the consequences are clear. Because void wards are complex, delicate things that are based on the void, either the stuff of excellence or the harmony of all the other rings, they do not seem to effect everything. One theory is that since the painted character used to create the ward must describe what the ward opposes, writing a character like "nezumi" fails to produce an effective void ward, because nezumi have no void, so the character has no void. There is nothing for the magic to "bond to" in the character chosen. The other theory is that the magic takes, but when the nezumi opens the door the void ward can only "respond" void, so the nezumi is invisible to it and the ward fails to function.

The net result is that void-based wards may not be used to form unbreakable seals against beings who have no void. This is a source of constant amusement to the ninja... Oni, goblins, and other Shadowlands denizens also gain this immunity to void wards.





SHADOWLANDS WARDS

Creatures of the Shadowlands can be barred only through the use of special Shadowlands wards. Wards created using the traditional elements cannot effect them. This is because they are physically composed entirely of tainted elements. Again, either the painted character fails to hold magic or the ward is blind to them because of the taint. When creating Shadowlands wards the most commonly used characters are the generic characters "Shadowlands" or "tainted". Specialized wards can be created however, using more specific names.

Shadowlands wards are created as Earth wards (but use Shadowlands lore skill instead of school rank), and the creature attempting to dispel it using it's Earth ring. This is due to the mystical bond between the power (and protection) of Fu'Leng and the Earth. The partially tainted roll with their Taint Rank. This is indicative of Fu'Leng's influence. The dark one shields those he is dragging into his grasp so that he may complete his hold over their souls before they perish. Once fully tainted the (Shadowlands) NPC uses his Earth. This may result in a drop in the number of dice that the character uses, but that is only proper for Fu'Leng no longer shields the fool, his soul belongs to the dark already.

Ghosts and spirits are subject to Shadowlands wards if tainted, Void wards (for it's connection to the beyond) if they are not. Some malevolent spirits are NOT from the Shadowlands. In both cases the ghost uses it's Air to intuitively undo the ward. Kami and Kansen are both easily annoyed by the mere presence of such wards so use them only for temporary work or with EXTREMELY specific character selection, as they may be dispelled randomly by passing spirits who stop long enough to disrupt the ward before moving on.

OTHER NOTES:

Choose the location of your wards carefully. Placing it on the edge of a door protects the wall as well to some degree, but that nearby window is fair game. This is why you see these things used in droves in anime.

Use quality materials. You would hate to

have spent all day fortifying a temple only to have rain obliterate all the character's. Use paint on silk for high wear areas. Paper ones are fine for indoor use. The physical media of the ward is not subject to aging once the magic infuses it.

Choose your character carefully. For example, Soshi Bantaro could be stopped by any ward that says: Soshi Bantaro, Soshi, Shugenja, Samurai, Scorpion, or Human. Clever choice of wording may make the ward more useful, such as holding a sword in the saya until the right sort of person came along.

Shadowlands wards often say "tainted" and cover everything. Evil shugenja may consider less all-inclusive wards around the house so as not to fry/annoy "guests".





Monks

POWERS OF THE SPIRIT

MONK ORDERS

KIHO

TATTOOS OF THE ISE

ZUMI

The order of the ise zumi monks are best known for the mysterious powers granted them by their tattoos.

Back Banner (Sashimono). The sashimono is used by samurai to herald who they are and as a rallying point for their troops during times of c o n f l i c t .
Effect: When the power of the tattoo is activated the ise zumi begins to glow a bright gold, something which is readily seen across the breadth of a battlefield. All allies within 10' x the ise zumi's Honor Rank roll an extra die for attacks and gain an extra die to roll and keep when resisting Fear effects. The ise zumi can activate the tattoo a number of times a day equal to his School Rank. The effects last one minute x the ise zumi's School Rank or one Battle Turn.
Cost: The ise zumi does not gain the benefit of the tattoo himself. However, due to the glow, he often is a target for opposing forces. During any armed conflict the enemy will single out the Ise Zumi using the tattoo for attack. If rolling on the Battle Table the ise zumi is automatically shifted one column to the right (if possible).

Bonsai Garden. Over the course of a lifetime a skilled gardener can eventually produce flawless replicas of the towering forests of Rokugan in miniature, having cut away every element that is less than ideal. So too does the ise zumi learn to remove distractions and imperfections from his life while he pursues the path to enlightenment.

Effect: The ise zumi may cancel the results of a successful roll or action targeting them by sacrificing an unspent point of experience to activate this tattoo. The stroke of a sword will simply miss, or a shugenja's spell will leave him unscathed. Only one roll or action may be countered each time the tattoo is activated, and the tattoo may never be use more times per day than the ise zumi's School Rank.
Cost: While the bonsai possesses perfect form, its growth has still been stunted. The loss of experience points IS the drawback for this tattoo.

Bonsai Tree. The art of the Bonsai consists of dwarfing a tree. This requires careful pruning and control of the way in which the plant grows. In the end in creates a living, breathing tree in m i n i a t u r e .
Effect: Once a day for a number of hours equal to his School Rank the ise zumi is able to shrink himself and the clothes he is wearing down to any smaller size he desires, down to a minimum height of one inch. He must choose one size and can not shrink to a different size until the next day. Ending the effect early requires a full minute of meditation with a TN of 15.
Cost: The obvious cost is that the ise zumi can become too small to actually do anything or even use his own possessions. Such things as climbing stairs at one inch tall turns into a major mountaineering expedition, etc. Also, losing even one foot of your height will completely alter the way you interact with the world. The ise zumi's physical skills may not exceed his School Rank while under the effects of this tattoo.

Carp. The Carp is the symbol of prosperity and the symbol of the Yasuki family. As the Yasuki family once brought wealth and prosperity to the Crane, they now bring their fortune to the Crab. Prosperity can be fickle, and if not appreciated may move on to someone else. Those with the Carp tattoo tend to rarely want for anything, finding what is needed at the strangest m o m e n t s .
Effect: By activating the Carp tattoo, the Ise Zumi will shortly come across an object that he currently needs or may need in the near future. This may be a bu to pay for his room for a night,





or a lost bracelet for an upset hostess. The found item is never something the ise zumi will keep, but something he can trade or give away to good effect. The tattoo may only be activated a number of times per month equal to the ise zumi's School Rank.

Cost: Any Yasuki can tell you that nine-tenths of good fortune is hard work. This tattoo has no drawback other than the extremely limited number of times it can be used.

Candle. The candle shows the link between the material and spiritual worlds, and is often used as an aid to meditation. The essence of the candle is consumed, releasing light and heat. An ise zumi with the candle tattoo is very closely linked to the realm of spirits. The monk must be very careful: by using this tattoo he is essentially burning his own essence, and over use can have terrible consequences...

Effect: The ise zumi can spend extra void points up to his School Rank on any action. This may be done School Rank times per day.
Cost: If the Ise Zumi ever spends his last void point his contact with the material world fades to almost nothing, guttering like a candle on the verge of being extinguished. The maximum number of dice the ise zumi can roll for any action in this state is limited to no more than his School Rank. This lasts until all his void points have been completely replenished.

Chimes (Fuurin). Wind chimes have long been placed over the doorways into peasants' homes, as a way of warding off harmful spirits.
Effect: Ise Zumi with this tattoo emit a constant chiming noise heard only by those beings with Shadowlands Taint. These beings are disconcerted by the sacred noise and must make a Willpower roll vs. a TN of 15 to not react obviously to it. A number of turns per day equal to his School Rank the Ise Zumi may increase the force of the chimes. This acts as a Fear effect equal to his School Rank to all beings with Shadowlands Taint whose Fear Rating is less than the ise zumi's School Rank.
Cost: Due to the constant chiming the ise zumi is unable to sneak up on beings with Shadowlands Taint and no group can never surprise them with the ise zumi among them.

Coin. The gold coin, the koku, is the symbol of material wealth, representing enough rice to feed a man for a year. Over time, the koku has begun to take on new meaning: no longer just a token for trade and barter, men now lust after the coin and the power it represents. Those with the tattoo of the coin must deal with the double-edged sword of possessing the symbol of merchant.

Effect: When the ise zumi activates the Coin tattoo, he creates very basic foodstuffs (steamed rice, a little beanpaste, a few pickles) adequate feed a number of people up to his School Rank. He may do so up to twice per day, thus being able to feed a group of people equal to his school rank on light rations as long as water is available. The food is humble, but nourishing. Carefully divided, the two daily meals could be used to keep as many as five times the ise zumi's School Rank from starving.

Cost: While freed from the demands of hunger, the ise zumi becomes a slave to the urges of avarice. The ise zumi receives the Greed Disadvantage at a rank equal to half his school rank rounded up.

Constellation. Throughout Rokugan's history, shugenja and monks have used the heavens as a guide to the future. Symbols and patterns in the stars can give insight into the workings of the universe.

Benefit: This ise zumi may spend a full night meditating under the stars, watching them carefully and, perhaps gain insight into the future or the present. The ise zumi rolls and keeps dice equal to his or her School Rank + Astrology. If the roll is 20 or higher, he has a vision. The vision is very vague, as most visions are. The vision should not state anything blatantly, but, rather, should allude to certain things. Raises to this roll may give more detail or cause the vision to be easier to interpret.

Cost: Knowledge of the future is not always a good thing. The ise zumi cannot spend void points on any action directly pertaining to the events shown in the vision, especially if they are trying to thwart it. This can leave the ise zumi without the benefit of void points for hours or even days as a vision plays itself out!





D a i k y u a n d A r r o w s

Effect: This allows the ise zumi to summon and launch an arrow from nothing. He can launch a total number of arrows per day equal to his School Rank. The attack is rolled using Reflexes + Archery. The strength of the 'bow' is equal to his Water Ring. The type of arrow launched depends on the type of arrow that is part of the tattoo. When gaining this tattoo the player chooses the type of arrow that is drawn: ya, armor piercer, wataкуси, humming bulb or karimata. Each time the ise zumi gains a School Rank another arrow of the player's choice is added to the design.

Cost: Creating the arrow requires the ise zumi's absolute focus for 5 - School Rank turns. During that time the TN to hit the ise zumi drops to 5. Once formed, the arrow must immediately be used or it fades away.

Daisho. The katana is the soul of the samurai, and the wakizashi is the guardian of the soul. Only ise zumi who are of Noble Birth have ever received this tattoo.

Effect: Normally this tattoo is always in effect (see cost), granting the ise zumi the power to deflect incoming attacks with his bare hands and making him harder to be hit. The ise zumi's TN to be hit by melee attacks is increased by his School Rank. If he declares Full Defense, he may keep a number of dice on his Defense roll equal to his School Rank.

Cost: To be forever marked with the symbols of the samurai class affects the ise zumi's perception of honor. All of the ise zumi's Honor gains and losses are doubled, but any time his Honor Rank is less than his School Rank, the Daisho tattoo no longer gives the ise zumi its protection.

Dai-Tsuchi (Warhammer). The dai-tsuchi is a massive, powerful weapon, most often seen the hands of Crab bushi. Once an implement of simple miners, fit for turning boulders into pebbles, the Crab saw in it the potential to shatter the thick shells of some of their most deadly foes. With the dai-tsuchi, each blow can demolish the defenses of an opponent, but it requires the user to choose their strikes wisely.

Effect: When this tattoo is activated, it lends crushing force to the ise zumi's blows. Subtract

twice the ise zumi's School Rank from the protection provided by armor (both samurai and monster types) when the he strikes with his hands. The tattoo remains activated for a number of turns equal to the ise zumi's School Rank and may be activated a number of times per day equal to his Earth Ring.

Cost: The hammer is a devastating weapon when it connects, but it is hard to recover and prepare a defense. While the tattoo is activated, the ise zumi automatically has an initiative of 1+School Rank (and does not get to roll). Other effects cannot increase this total.

Egg (Sanrau). The egg represents the creation of life from life that already exists: life from life. The tattoo requires another diagram within the egg. The design is up to the player, but common designs are small birds, squirrels, and lizards (or any other animals smaller than a bread-

Effect: Once a day per Rank, the ise zumi is able to create a small creature represented in the design as an extension of himself. This animal is able to move on it's own and will follow simple commands from the ise zumi. As this creature is an extension of himself, he is able to use the creature's senses even over distances. All of the creature's Rings equal 1. It can sustain Wounds equal to the ise zumi's Earth, and has no skills.

Cost: Since the creatures are an extension of the ise zumi, if they should be destroyed he will suffer 1 Wound Rank worth of Wounds for each creature killed. These wounds may not be healed by any means except the passage of time.

Fan (Courtier's Fan). The courtier's fan is the symbol of the courts of Rokugan. The fan is often used to hide a courtier's face and their true intentions.

Benefit: Anyone trying to use Awareness or related skills or techniques on the ise zumi has their TN raised by the ise zumi's School Rank

Cost: The ise zumi finds himself drawn to intrigue. The Ise zumi gains the disadvantages of Fascination (politics) and Meddler.

Hand Mirror.

Effect: When this tattoo is activated, the Ise Zumi can perfectly copy an action done by





someone else in the same turn. Any one skill roll can be precisely reproduced by the Ise Zumi. The Ise Zumi can only mimic raises called up to his School Rank - if the character called more raises, he can not duplicate that roll. **Cost:** While the Ise Zumi can perfectly mirror the actions of another, this does not help him learn on his own merit. As such he requires one more XP than normal each time he raises his own skills.

Hare (Usagi). The Hare is a quick creature, capable of traveling quickly across difficult terrain and avoiding enemies. Ise zumi with the Hare tattoo are known for their athletic prowess.

Effect: When the ise zumi activates this tattoo, they gain the speed and leaping ability of the Hare. Add the monk's School Rank to his Agility when running. The monk also becomes capable of leaping straight up a number of yards equal to his School Rank and leaping across distances equal to twice that. The tattoo remains activated a number of turns equal to the ise zumi's School Rank.

Cost: The Hare is not known for ferocity. When resisting a Fear effect, the ise zumi use the lower of either his School Rank or Willpower.

Hollow Circle (The Universe). In the circle one finds unity and perfection. All things arise from a single thing. The circle alludes to the mastery of all arts with no teacher. **Effect:** All of the skills an ise zumi tattooed with the hollow circle has that are less than the ise zumi's School Rank are considered to be one rank higher. This does not give the ise zumi a rank of one in skills he has not yet learned. This tattoo has little benefit for the first rank ise zumi.

Cost: The wise man realizes how little he knows. The ise zumi receives two less points of insight (minimum of 0) from each of his skills. When this tattoo is received, recalculate the ise zumi's insight, but this will not cause him to lose School Ranks already achieved.

I v y (T s u t a)
Effect: After meditating for 10 - School Rank turns the ise zumi may begin to climb any solid surface at their normal walking speed. This Tattoo may be invoked a number of times per day

equal to the ise zumi's School Rank. **Cost:** Once started, the ise zumi may not stop or pause until they reach the top or are forced off the surface. The Ise zumi's TN to be hit is reduced by half while climbing.

Kharmic Wheel. Invisible threads of karma unite the people of Rokugan. Each person that interacts strengthens these ties. Some ties are strong enough to pass through generations and incarnations, uniting people who have met in previous lives. The Kharmic Wheel tattoo allows the ise zumi to detect and strengthen these bonds between himself and another person.

Effect: Each rank (including the one when this tattoo is first gained) the ise zumi can "discover" a kharmic tie between himself and character. The strength of this new Kharmic Tie is equal to the ise zumi's School Rank at the time it was discovered.

Cost: The ise zumi's fate is tied to that of the person who he is tied to. The Game Master has full control of the effects of this tattoo on the destinies of the ise zumi by association with the characters he becomes bonded to. In some cases of abuse, the Kharmic Tie may transform into the Nemesis flaw.

Lightning. Lightning is the symbol of the Kitsuki family. When lightning crackles across the sky, things that were obscured are subject to sudden revelation much like a flash of inspiration in the mind of the inquisitive man.

Effect: When activated the Lightning tattoo creates a crackling ball of light in the ise zumi's hand, illuminating the darkness. The radius of this light is 50 feet. This light causes objects normally hidden from sight to glitter slightly, lowering the difficulty of the ise zumi's Perception rolls by 5 x School Rank. The light lasts only a single turn, so the ise zumi gets only a brief glimpse (and only one roll). The ball does not cause damage, but does appear fairly intimidating and may be summoned a number of times per day equal to the ise zumi's School Rank.

Cost: Ise zumi who have the lightning tattoo gain a fascination with truth and directness of speech. Any rolls made by the Ise Zumi to speak eloquently or to lie or speak carefully requires





t h e e x p e n d i t u r e o f a void point.

Lucky Cricket. Crickets are a symbol of luck of the traveler, for they are the silent watchers of the night, singing their songs unless danger approaches. Effect: This tattoo gives the ise zumi a heightened awareness of danger. The ise zumi rolls and keeps an additional number of dice equal to his School Rank to avoid traps, ambushes, and other hostile surprises. Cost: the Ise Zumi constantly makes a noise, either whistling, humming, or some other vocalization, even when sleeping. The noise only stops when the ise zumi is in immediate physical danger (facing an opponent) or when the ise zumi spends a void point to control the tattoo. The ise zumi then manages to stifle himself for a number of minutes equal to his School Rank. This noise causes the Ise Zumi to roll one less die for all tests in courtly or formal social settings.

Mempo. A samurai's mempo is meant to be fearsome, scaring his enemies or filling them with dread. This tattoo takes the form of a terrifying mask covering the ise zumi's entire face. Benefit: The ise zumi has a Fear rating equal to his School Rank + 1. Cost: The Fear effect is continuous. As a result the ise zumi must drop all dice less than his Fear rating on all social rolls.

Mirror (round ceremonial type). Though the eyes of men may be misled, the mirror only sees purity and the truth. Effect: The ise zumi may sometimes 'notice' illusions or that a person is tainted, under the effects of a spell, or otherwise disguised. This is not a deliberate act. The GM should make the roll secretly using the ise zumi's Air + School Rank with an average TN of 20 when the character encounters such hidden truths. No details about the falsehood are gained. The ise zumi simply senses that the truth has been hidden. Cost: Just as the mirror only shows, so too the ise zumi may never tell (either verbally or non-verbally) another about his premonitions. He may try to cause the truth to reveal itself.

Orochi (Sea Serpent). The orochi repre-

sents the power of the ocean at its worst. Effect: When the ise zumi calls on the power of the orochi he is filled with its unending aggressive might. The effects of the tattoo last for a number of Battle Turns equal to the ise zumi's School Rank. During that time the ise zumi's wound penalties are reduced by half his School Rank (round up) and he keeps one less die of damage from the battle table each turn. Using the tattoo in a skirmish counts as a single turn of battle. This tattoo may be used once per day. Cost: After the duration runs out or the battle ends, the ise zumi immediately takes damage equal to (# of Battle Turns used)k1 as the strain catches up with his mortal body. He must also rest (no more than low activity) for as many hours as the tattoo was used.

Pearl. The pearl is the symbol of knowledge. It is said that each of the Dragons has a pearl within them that gives them their wisdom. Effect: School Rank times per week, an Ise Zumi with this tattoo can temporarily gain all Lore skills at a rank equal to his School Rank by meditating for an hour. This effect lasts for one hour. Cost: While the ise zumi is filled with the wisdom of a Dragon, he is emptied of the compassion of Man. His Awareness drops to 1 and he acts as if he had the Insensitive disadvantage and the Heartless advantage. Only cold, pure logic can move the ise zumi during this period.

Pomegranate. The pomegranate, symbol of the Agasha family, represents the future. Each of the seeds is seen as a different possibility hidden within the whole. Effect: The Ise Zumi may activate this tattoo to 'take back' an action he has just performed. The ise zumi must spend a void point to activate the tattoo, at which point he effectively plays that turn (in combat) or action over again. All actions targeting the ise zumi are repeated (using the same rolls and results), but the ise zumi himself must take a different action: he remains silent when he had spoken, uses different words to make his plea, attacks a different opponent, turns left instead of right. This tattoo may be called upon no more than once per day. Cost: While men have the power to make their





own destiny, Fate seems to take a dim view of kami trying to do so, and tattoos draw their power from a Kami... Each time this tattoo is activated, the Game Master may decide at a later time to 'take back' an action that the Ise Zumi has performed, forcing him to choose a different course of action. The Game Master may not 'take back' an action that the monk has used this tattoo on, nor can the Ise Zumi use his tattoo to change the action a second time.

Plum Blossom (Spiritual Nourishment).

The sacred flower of the Togashi family, the Plum Blossom remains as mysterious as the Ise Zumi themselves.

Peony Blossom. The peony is a hardy flower known for frequently growing twin blossoms.

Effect: Once per day the Ise Zumi may split into a pair of identical twins for a number of turns equal to his School Rank + 1. Only clothing is duplicated, with other items being randomly divided between the twins. Both twins may take actions independently of the other, and share the character's void points. All injuries to either twin are applied to the Ise Zumi when they merge.

Cost: The peony plant, while beautiful, often takes several years to blossom for the first time. The Ise Zumi must wait 10 - School Rank rounds after activating the tattoo before its effect begins. He may take actions as normal while waiting for peony to blossom. Once called upon it cannot be stopped from 'twinning' the monk.

Saya (Empty Sheath). The tattoo of the empty sheath represents a desire for peace and non-conflict.

Effect: When the tattoo is activated in combat, all opponents will ignore the Ise Zumi for a number of turns equal to the Ise Zumi's School Rank. This effect immediately ends if the Ise Zumi declares an attack. This ability may be used once per day. The tattoo also has a permanent benefit: the Ise Zumi does not have to raise to attempt to disarm an opponent of equal or lower School Rank.

Cost: The Ise Zumi may never willingly initiate a fight. When he does enter combat his desire to still see a peaceful resolution will cause his at-

tacks to always resolve at the end of the turn. He still declares his action in the order dictated by initiative.

Scroll. The ways of the kami are written upon the scrolls of the shugenja. To the uninitiated these scrolls are gibberish. Rokugan's shugenja recognize them as the wisdom from the gods.

Advantage: An Ise Zumi with this tattoo receives the Elemental Attunement advantage, but senses the presence of magic with their Void instead of Awareness. The Ise Zumi also gains the Spellcraft Skill at a rank equivalent to their School Rank. This skill cannot be increased with experience points. Cost: The Ise Zumi becomes quite infatuated with magics of all sorts. He gains the Fascination (magic) disadvantage and all shugenja interacting with him roll an extra die on social rolls.

Sparrow (Humility). The sparrow sings its song not for praise but simply because it can. An Ise Zumi with this tattoo is humble in all aspects of his life. But the most humble of creatures can harbor unexpected depths. Effect: School Rank times per day, the Ise Zumi may raise his traits and/or skill levels to equal his opponent in a single Contested Roll or for one turn in other sorts of contests (including melee).

Cost: in all opposed tests the Ise Zumi's trait and skill levels are reduced to the level of the opponent, if greater than the opponent's. Additionally, if the Ise Zumi needs twice as many glory points to gain Glory Ranks, as he never boasts of his accomplishments, passing on the credit to others.

Spider-web. The Ise Zumi is able to use his chi to bind up a target, holding them in place. Effect: This has a range of line of sight. His target is allowed to make a Contested Roll of Water vs. the Ise Zumi's Water + School Rank to avoid being entangled. If the Ise Zumi is successful in binding the opponent, the target may take no actions and is considered to have a TN of 5 to be hit. Each turn the target may repeat the contested roll in an attempt to escape. The total amount of time the Ise Zumi may maintain a hold on a target per day is a number of turns





equal to his School Rank + 1. This may be divided into several short uses or expended in one long effort.
Cost: It takes the ise zumi 5 - School Rank rounds to weave his 'web'. During that time and while holding the target, the ise zumi's own TN to be hit is 5 due to the intense focus required.

Tessen (Iron Fan). As the courtier's fan rules the court, so the iron fan rules the battlefield. With it armies are moved and tactics unveiled.

Effect: This tattoo allows the ise zumi to add or subtract his School Rank as a modifier on the Battle Table and may use Void instead of Water for Battle tests. Also, he may declare his level of engagement after advantage has been determined.

Cost: The tessen demands constant learning of tactics and strategy. A tessen-tattooed ise zumi may not increase a skill to a higher rank than his Battle skill. Also, he will never remain neutral while a battle is taking place. While in battles the ise zumi may only gain Glory as a result of Heroic Opportunities, as the ise zumi declines recognition for any lesser deeds.

Thunderclouds. Thunder is the sound of battle in heaven, and represents the fury of Osano-Wo. The Ise Zumi who wears the tattoo of the thundercloud connects himself with the Fortune of Thunder, and is often seen with a strange blue glow to his eyes.

Effect: An ise zumi with the Thundercloud tattoo can breath forth bolts of lightning from his mouth. The Ise Zumi rolls Air + School Rank to hit his target, and may strike a number of targets as his School Rank. This attack ignores armor, and has a DR of Air+School Rank, keeping School Rank.

Cost: The cost for the Thunder tattoo is the same as that of the Dragon Tattoo.

Tornado. The ise zumi has been emblazoned with the very essence of the destructive power of the air.

Effect: It takes one turn to invoke the power of this tattoo (the ise zumi is considered to have declared Full Defense while doing so if in combat). While under the influence of the tornado, the ise zumi keeps and additional number of

dice on his Kaze-do skill rolls equal to his school rank. This effect lasts for a number of minutes equal to his school rank and may be invoked school rank times per day.
Cost: While infused with the power of the tornado the bushi must wander about almost randomly, moving at at least a fast walk. In combat he must change targets every turn, or forego attacking every other turn if only one opponent remains.

Turtle. The turtle holds the secrets of deep resilience.

Effect: When the ise zumi is filled with this power, he gains additional Wounds per Wound Rank equal to his School Rank. These extra wounds are the first to be taken from each Wound Rank, and are removed when the power of the tattoo recedes. Wounds taken prior to the activation of the tattoo are never healed by this effect. It takes one turn to invoke the power of this tattoo (the ise zumi is considered to have declared Full Defense while doing so if in combat). The power takes effect on the ise zumi's action as determined by initiative rolls for that turn. This effect lasts for a number of minutes equal to his School Rank and may be invoked School Rank times per day.
Cost: The turtle is resilient but far from swift. While under the effects of the tattoo the ise zumi always declares his action first and resolves it last.

Typhoon. The typhoon is the seasonal hurricane wind, which inspires legends and to give sailors a healthy fear of storm clouds at sea. These howling storms can smash against the shores of Rokugan for days, relentlessly crushing anything in their path.

Effect: When activated, the Typhoon tattoo grants the Ise Zumi the might of the storm. The Ise Zumi adds his School Rank to his roll to determine his position on the Battle Chart for a number of battle turns up to twice his School Rank.

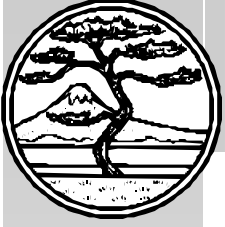
Cost: When the battle is done the ise zumi pays a heavy toll in exhaustion. His wound penalties are increased by 1 (with a minimum of -1) for a number of days equal to the number of turns on the battle chart the tattoo was in effect.





Waterfall. A Waterfall is a place for contemplation and cleansing. By sitting under the waterfall, a man will be constantly cleansing himself of impure thought. Effect: By activating this tattoo, the ise zumi can increase his own self-awareness. Whenever he contemplates a question or puzzle, he can raise his Intelligence by his School Rank in regards to contemplating the problem. Cost: The tattooed man will strive for physical purity and well as mental. The ise zumi cannot stand a single stain on himself or his personal clothing. If he is not physically clean, he cannot contemplate other problems.





CHAPTER 9

Lands of the Shining Prince





Rokugan is divided into 66 provinces by imperial cartographers. Each of these provinces is considered to be either major or minor depending on political and historical importance (not size). Major provinces are the ancestral homes of one of the major families and are jealously guarded, tending to have been in the possession of that clan since its founding. They are the heartlands of each clan. Minor provinces form some of the borders and buffer regions; they are the homes of lesser daimyo, vassal families, and lesser interests. Minor provinces may change hands several times a century as wars push borders around. This division allows individual GMs to easily insert their own minor provinces as needed, while providing a core structure that they can alter or build from. The locations of the major provinces can be inferred from the existing map, while the minor may be positioned according to the GMs need. In this list MAJOR province names are in all capitals, while Minor provinces are capitalized normally.

Sidebars in this chapter list the types and distribution of major holdings within Rokugan. This list looks at only the top three locations for each type of holding. Other lesser holdings of these sorts do exist (with the exception of unique holdings which are listed in ALL CAPS), but their output or renown is much lower. Any of the listed areas can be assumed to have a surplus of the goods or services to trade with surrounding areas. As you get farther from the sources, the value will tend to increase for goods, and decrease for services (local quality is poor). For example in Otosan Uchi diamonds are very rare and command great value while in the Unicorn provinces they are valuable, but not so highly prized. On the other hand Dragon geisha houses are not likely to have the quality or expense associated with the geisha of Ryoko Owari from the Scorpion lands. Should an actual Kaiu master swordsmith travel to the Unicorn provinces, his work might be considered much more valuable than that of local smiths, to those who can overcome their prejudices...

DAIMYO

Following each province name is the “ruler” of the province and his position. There may be several other daimyo in the province as well. These minor daimyo control cities or large fiefs in the back country of the province. A rough order of importance (and glory) amongst daimyo would be clan champion, family heads, provincial daimyo, city governors, and lastly country daimyo. There will be exceptions as country daimyo or governors may control holdings critical to the well being of the clan, and thus command more influence than the provincial daimyo.

CITIES

Cities, castles, towns, and villages that have been marked on the map in the main rulebook and are encompassed by the province are listed along with their map

number. Remember that many more of these features exist but are not shown on the main map.

REGIONS

As sort of as a joke, a list of region cards suitable to that province has been added. This is to give some idea of the local terrain. If a region directly corresponds to a map feature, that number is included in (parentheses).

HOLDINGS

Major holdings have been listed for each province. UNIQUE holdings are in all capitals. If a non-unique holding is listed, like a geisha house or iron mine, it is because it is one of the three largest or most renowned of all such holdings in all of Rokugan. There are countless others smaller holdings of that type scattered across many provinces. Even a casual review of this list will give an general understanding of the economy of the province.

TOUCHING THE LANDS

When describing the territories of Rokugan's varied Clans, it is essential to find each Clan's 'voice'. Without the benefit of the Game Master's descriptiveness, one province is going to sound much like any other. It is essential that the game master find the spirit of each of the Clans, and bring it out in the landscape that the characters will be traveling through.

One way to do this is to think of what legend each of the Clans touches upon. Each Clan, in some way, brings out a different form of legend and embodies it, and when a character travels in that Clan's provinces it is essential to describe the particular legend to the player, making them feel like they are not just walking across the landscape of Rokugan, but are instead traveling into another world that embodies the essence of the Clan whose territory they are exploring.

LOCAL COLOR

Each Clan's territory includes a description of their Landscape, People, and Buildings, offering ideas on how best to capture the Clan's spirit and bring it to the players. No





Clan should have a 'generic' description, and everything can be tinged with symbols and traits that provide an indication for the players of where they are - a constant reminder of the heritage of the people around them.





CRAB "THE ETERNAL WATCH"

For the Crab Clan, using the legends of those who endure many trials and overcome them is a good place to start. Here, the characters should be tested by everything around them. The characters should also feel a sense of watchfulness from the people around them, and should start to become watchful themselves. The Shadowlands borders the Crab lands, and everyone there knows that dark creatures may come at any time.

LANDSCAPE

When entering the lands of the Crab, the players should be described how bleak everything is. The Crab do not have time for 'beauty', everything is turned towards providing the soldiers on the Wall what they need to survive. This leads to the land either being beaten down to be used, or left to grow unchecked where it is left to its own devices. Of course, with rice paddies everywhere, the characters will see a lot of water or a lot of harsh, rocky ground, with only the roads allowing them smooth passage anywhere. Huge pits where the Crab have built quarry mines will be seen scattered in the hills, and the land itself will be a constant reminder of the harshness of Crab life. In the Crab provinces, the sky tends to be overcast and gray, painting everything in muted colors of gray and brown.

PEOPLE

The people in the Crab provinces are too busy to deal with samurai wandering past. They are too busy growing food, digging trenches, building fortifications, and otherwise engaging in back-breaking labor, and do not plan on stop-

ping for anyone just passing through. Everyone in Crab lands works for a living, and they work together. People from outside can either be useful, or be ignored.

BUILDINGS

The buildings of the Crab are stoic and unyielding, each more like a fortification than a home. The inside of these homes are bare of frivolity, and gives the people who live there room to move if needed, and plenty of space in case of an emergency. Peasant homes are made to withstand abuse.

PROVINCES

Ayo, Provincial Daimyo Hida Unari
C: Razor of the Dawn Castle (118)
R: Inaccessible Region, Kaiu Walls (115)

Doman, Provincial Daimyo Hida Tsuko
R: Forests of Shinomen (23)

JIME, Family Daimyo Kaiu Utsu
C: Kaiu Castle (117)
R: Kaiu Pass (116), Kaiu Walls (115)

KIWASE, Family Daimyo Kuni Yori
C: Castle of the Nation (120)
R: Kaiu Walls (115), Kuni Wastelands (122)

NODAI, Family Daimyo Yasuki Taka
C: Black Crane Estates (132), Clear Water Village (137)
R: Yasuki Estates (132)

OGA, Crab Champion Hida Kisada
C: War Fortress of the Crab Clan (121)
R: Fortified Coast, Tidal Landbridge (128)

Shinda, Provincial Daimyo Yasuki Saemi
C: Face of the East Castle (31)
R: Forests of Shinomen (23)

Note: *The Hiruma family daimyo (Hiruma Kage at this time) traditionally claims no lands but their lost province of GIHAZO.*

FORTIFICATIONS

THE BATTLEMENTS OF MATSU CASTLE at **IBE**
BAYUSHI'S LABYRINTH at **IHA**

BRONZE GONG OF THE HANTEI at **OKUAN**

The Edge of Shinomen Forest at Iyotisha, Siksa, & Vya-karana

THE GATES OF HIDA CASTLE at **OGA**

FORTRESS OF THE DRAGONFLY at **Jishomi**

Hidden Fortresses at TENZA, Dozamu, Kawayo

THE ISLAND BARRICADES at **SEMATO**

THE KAKITA PALISADES at **SUMIGA**

THE PROPHET'S TOWER at **Ryujo**

River Bridges of Kaiu at KI-WASE, OGA, & Ayo

THE SHIBA FORTIFICATION at **OSU**

THE SHINJO PARADE GROUNDS at **HANMIDA**

THE TOGASHI BASTION at **YAMATSUKE**

THE TOWERS OF ISAWA CASTLE at **TENZA**

THE WALLS OF OTOSAN UCHI at **OKUAN**





CRANE

"THE BEAUTY OF WONDER"

Everything about the Crane should inspire a sense of unearthly wonder to the Rokugani that visit them. The Crane lands are home to countless souls taken up with the graces and the arts; men and women who have spent dozens of generations cultivating beauty in everything the Crane Clan possesses. This should be reflected in everything that the characters see. Nothing in the Crane Clan is 'humble', and nothing is done halfway. Even the most gifted storyteller should fall speechless before this landscape of legends made manifest.

LANDSCAPE

While in the lands of the Crane, the players should be shown flashes of an unearthly wonder that can mark almost anything around them. Every tree and every rock conceals a spirit of beauty, often revealed to the eye that pauses long enough to see. The sun shines brighter and warmer. The hills and valleys bring a sense of tranquility and joy and the characters should feel like they have entered the verses of a Rokugani story rather than a physical world. The weather within the Crane lands should also reflect this legendary quality - a rainstorm should be a thing of beauty that leaves the characters as breathless as when they see the rainbow that forms afterwards.

PEOPLE

The people of the Crane Clan are larger than life. They are beautiful people, and seem a part of the world around them. To the samurai, the Crane people should seem almost less-than-real, as if at any moment they will be told some wondrous story and be drawn into some ancient Rokugani legend. The best way, perhaps, to do this is to have the character constantly reminded of childhood stories, connecting them to the people and events that the samurai sees around them. Depending on how the character feels about such stories, this can be either comforting, or very perturbing.

"Miasu-sama, this village reminds me of a story

where the samurai on his mission was told by his sensei not to look into the eyes of even a single woman or he would be lost. Perhaps it is best if we follow that daimyo's advice, lest we suffer the samurai's tragic fate."

BUILDINGS

Like everything else in the Crane lands, the buildings are beautiful to behold. The level of detail that goes into Crane architecture allows that no samurai will ever see every hidden story, character, or flourish no matter how long they stare at the building. Peasant homes are cozy and clean, and inns almost always have the 'perfect' hot bath for the weary traveler.

PROVINCES

Buneya, Provincial Daimyo Doji Yosai

C: Mountains above Ocean Village (134)

R: Plains of Amaterasu (85)

CHIJI, Family Daimyo Asahina Tomo

C: Temple of the Morning Sun (133)

R: Fields of the Asahina Temple (136)

Hyumisa, Provincial Daimyo Kakita Foruku

C: Lonely Shore Toshi (146)

R: Plains of Amaterasu (85)

Jodo, Provincial Daimyo Daidoji Seijuro

C: Son of the Crane Castle (50), Crossroads Castle (51)

R: Crossroads

Kintani, Family Daimyo Tsume Retsu

C: Violence Behind Courtliness City (81)

R: Borderland

SUMIGA, Family Daimyo Kakita Yoshi

C: Castle of the Resplendent Crane (52)

R: Doji Plains (58)

UMI, Family Daimyo Daidoji Uji

C: Garden Under Shadows City (129), Friendly Traveler Village (130)

R: Tidal Landbridge (128)

UKYO, Family Daimyo Doji Hoturi

C: Esteemed House of the Crane Clan (47), Prosperous Plains City (49), Cold Wind City (147)

R: Doji Plains (58)

WADASHI, Crane Champion Doji Satsume

R: Doji Plains (58)

Temples and Gardens

AKODO HALL OF ANCESTORS at **ETSU**

ANCESTRAL SHRINES OF OTOSAN UCHI at **OKUAN**

Bonsai Gardens at **MIMANO**, **Jishomi**, & **Ryujo**

Cleansing Bells at **HOZEMON**, **KIWASE**, & **Ryujo**

Family Shrine at **NAMIDE**, **SHISAME**, & **Gamo**

Fantastic Gardens at **SUMIGA**, **UKYO**, & **TOSEI**

Funeral Pyres at **HOZEMON**, **OSU**, & **Gamo**

Gardens of Purification at **GIRYU**, **SUMIGA**, & **TOCHI**

THE KI-RIN'S SHRINE at **Shijen**

Large Shrines at **MUKANO**, **TOCHI**, & **YAMATSUKE**

Monasteries at **Ashai**, **Gakuon**, & **Ryujo**

Prayer Shrines at **ITO**, **Dozamu**, & **Shinda**

Sanctified Temples at **CHIJI**, **TENZA**, & **Gashi**

THE SHRINE OF TOGASHI at **SHISAME**

THE SHRINE OF OSANO-WO at **Isaru**

Stone Circles at **Hinoma**, **Ashai**, & **Tadago**

Temples of the Ancestors at **HOZEMON**, **IBE**, & **MUKANO**

Temples of Bishamon at **ETSU**, **TETSUMI**, & **Doman**

TEMPLE OF DIVINE INFLUENCE at **OKUAN**

Temples to Shinsei at **MUKANO**, **Jishomi**, & **Rintemo**

Torii Shrines at **EMONJI**, **ETSU**, & **OSU**





SEA PORTS

Island Wharves at **SEMATO**,
Buhan, & **Zamede**
Ports at **OKUAN**, **NODAI**, &
Hyumisa
Shipping Lanes at **OGA**, **Bu-**
han, & **Zamede**
Shipyards at **NODAI**, **Bu-**
han, & **Buneya**
Trading Ports at **UKYO**,
Iyado, & **Buhan**

TRADE

Market Places at **SUMIGA**,
UKYO, & **WADASHI**
Merchant Caravans at **NO-**
DAI, **WADASHI**, & **Junan**
Provision Storehouses
KOKOZEN, **TEMIMO**, &
Kaitomo
Storehouses at **SHISAME**,
UKYO, & **Rintemo**
Tax Collectors at **Emonji**,
Okuan, & **Rintemo**
Trade Routes at **UKYO**, **TO-**
CHI, & **Gamo**
Trading Grounds at **OKUAN**,
NODAI, & **UKYO**

GREAT WRITINGS

AKODO'S "LEADERSHIP"
at **ETSU**
IKOMA'S "LEGACIES" at
MUKANO
KAKITA'S "THE SWORD" at
SUMIGA
MIRUMOTO'S "NITEN" at
KOKOZEN
SHIBA'S "TAO OF SHINSEI"
at **OSU**
TANGEN'S "LIES" at **IHA**
UIKKU'S "SEVEN DOOMS"
at **Ryujo**

DRAGON "THE RIDDLE OF SE- CLUSION"

Members of the Dragon Clan remains clustered in their mountains and their people are rarely seen outside of Dragon territory. Those who enter Dragon lands never know what exactly to expect, and each new story that comes from the Dragon lands always seems to leave onlooker as puzzled as before.

LANDSCAPE

The first thing that a game master should describe to people entering the Dragon lands is the distant mountains, since that is usually where the character is headed. Remind them often of the distant mountains that is their destination. Even after days of travel, the mountains will always seem to be ever-distant. When the characters think they will never reach their destination, hit them with the fact that the mountains are suddenly looming before them. Also, as the characters travel, let them contemplate solitude. There are no peasants on the roads. No travellers. No priests. No-

"Miasu-sama, does the Dragon Clan actually have peasants, or are they all monks hidden in the mountains?"

PEOPLE

When the characters arrive to a Dragon village or city, the sudden change from the silence and solitude of their travels should hit them like a hammer. Peasantry and merchant alike will approach them, offering hospitality. Once the characters are settled, let them start puzzling the people around them. The inhabitants of the Dragon provinces are worldly in a strange fashion, answering questions with

koan and quotes of the tao. The characters should almost grasp what is being told to them, and if given the chance to think about what they hear, may find insights into their own lives. By the time the characters are ready to leave, they should be *thankful* for the silence of the road.

BUILDINGS

The buildings of the Dragon Clan are quiet and humble, and if the characters aren't paying attention they may miss whatever building they are looking for. The architecture is nondescript, and very plain - it is the people who you have to watch out for.

PROVINCES

Dozamu, Provincial Daimyo Agasha Tezumo

R: Agasha Tunnels, Secluded Ravine

Gakuon, Provincial Daimyo Mirumoto Yuki-

R: Training Grounds

KOKOZEN, Family Daimyo Mirumoto Hitomi

C: Last Glance Castle (80)

R: Mountain pass, Mountains below Kyuden Hitomi

SHISAME, Family Daimyo, Agasha Tamori

C: Agasha Castle (79)

R: Agasha Tunnels, Lost Valley

TOSEL, Family Daimyo Kitsuki Yasu

C: Last Step Castle (78)

R: Mountain Pass

YAMATSUKE, Dragon Champion Togashi

C: High House of Light (77)

R: Inaccessible Region

Yumeji, Provincial Daimyo Agasha Kikyo

(Note: Yumeji is traditionally controlled by a

M i r u m o t o d a i m y o)

R : F a r m l a n d s





LEON

"A TRADITION OF PRIDE"

The lands of the Lion Clan should remind the characters that they represent their ancestors with every word and deed, and the inhabitants of the Lion provinces should perhaps make the players wonder if it is better to change and adapt or to hold to the strength of tradition. In Lion lands, however, there is great pride in the deeds of the ancestors.

LANDSCAPE

When the characters enter the provinces of the Lion Clan, they should be greeted with the strict organization of the villages and cities - paddies are kept efficient and tidy, using techniques handed down over generations, while battlefields are kept clear and perfect for the next training session or combat. Guardhouses and towers are kept in excellent condition. Through all this the characters should feel the eyes of their ancestors judging their every action, and the game master might perhaps point out the many shrines to the people who fell in the past, markers to the heritage that is each Lion's birthright.

PEOPLE

The people who live in Lion territory are fiercely proud of who they are and how they live, holding to the traditions handed down through generations and resistant to any change they feel will slight their ancestors. They will grant visiting characters every hospitality befitting of the character's station, and expect the characters to follow tradition just as closely. Acting otherwise will confuse and embarrass those of lower caste, while angering and insulting those of higher caste.

BUILDINGS

The buildings of the Lion Clan can be seen as 'classical' in a Rokugani sense. The original craftsmanship used by the founders of the Lion Clan may be improved upon for tactical reasons, but the style and art that makes up Lion buildings have changed very little over the last thousand years. Each building will usually have a

family shrine that is tended to with dedication, and characters entering buildings in the Lion lands may certainly feel the protective presence of the family's ancestors.

PROVINCES

Ami, Provincial Daimyo Akodo Matoko

R: Borderland, Training Grounds

ETSU, Lion Champion Akodo Toturi

C: Loyalty Castle (63)

HOZEMON, Family Daimyo Kitsu Toju

C: Castle of the Swift Sword (73), Village of the Reinstated Hero (74), City of Honor's Sacrifice (75)

R: Crossroads

IBE, Family Daimyo Matsu Tsuko

C: Last Breath Castle (67)

R: Beiden Pass (66)

Kaitomo, Provincial Daimyo Matsu

C: Castle of Vigilance (64)

R: Borderland

Kojima, Provincial Daimyo Kitsu Go-

R: As Far as the Eye Can See (65),

Flatlands

MUKANO, Family Daimyo Ikoma Ka-

C: Sacred Watch Palace (68)

R: Mountain of the Seven Thunders

(33), River Region (34)

Sasaryu, Provincial Daimyo Matsu

C: Humility's Lesson (69)

WARFARE

THE AKODO TACTICAL SCHOOL at ETSU

ASHALAN SANDSMITH at Gamo

Armors at KIWASE, Aishino, & Kawayo

Armories at IBE, OGA, & Jodo

Basecamps at KOKOZEN, KUGOI, & Ami

Blacksmiths at JIME, OGA, & Junan

Bushi Dojo at IBE, TETSUMI, & Gakuon

Engineering Crews at OKUAN, JIME, & OGA

THE HIDA WAR COLLEGE at OGA

Go Masters at OKUAN, Shinda, & ETSU

Hiruma Dojo at OGA, Ayo, & HANMIDA

THE KAIU FORGE at JIME

THE KAKITA KENJUTSU ACADEMY at SUMIGA

THE PATH OF AKODO at ETSU

Ratling Nests at Doman, Himo, Tadago

Retired Advisors at HANMIDA, IHA, & Sasaryu

Retired Generals at ETSU, Ayo, & Yumeji

RETIRED WASP GENERAL at Yoka

Ronin Dojo at Gashi, NAMIDE, & Kiamu

THE SHINJO RIDING STABLES at HANMIDA

THE TOGASHI TESTING GROUNDS at YAMATSUKE





PHOENIX
"A REFLECTION OF
ENLIGHTENMENT"

MAGIC

Agasha Libraries at SHI-SAME, TOSEI, & Dozamu Dens of Mujina at (Crab), (Crab), (Phoenix)
Divinatory Pools at Dozamu, GIRYU, & IHA
Forgotten Tombs at Ayo, Gashi, & Kojima
THE GROVE OF THE FIVE MASTERS at GIRYU
THE GUARDIAN OF THE RIFT at Sabishii
THE ISAWA LIBRARY (RUINS OF) at TENZA
Izaku Libraries at Ashai, Rintemo, & Ryujo
THE MUJINA MINERS at KIWASE
THE ORACLE OF AIR at Hinoma
THE ORACLE OF EARTH at Doman
THE ORACLE OF FIRE at MIMANO
THE ORACLE OF THE HEAVENS at Tadago
THE ORACLE OF WATER at Hyumisa
THE ORACLE OF THUNDER at Isaru
THE ORACLE OF THE VOID at Sabishii
Schools of Wizardry at ADO, ITO, & TENZA
Seers at CHIJI, MIMANO, & TENZA
THE TATTOOING CHAMBER at YAMATSUKE

With the Phoenix, the path to enlightenment comes with reflecting on what has been learned. Knowledge is very important to the Phoenix Clan, and here characters should consider their past deeds and how they best serve the characters in the present.

LANDSCAPE

The mountain regions of the Phoenix are a wonderful location to inspire the characters with a sense of majesty. Long, picturesque paths that wind through the mountain ranges, quiet villages in valleys where the characters can rest and talk with the peasants. All of this should be described in ways that allow the characters to unwind and enjoy themselves, as well as inspire them spiritually. A dreamy quality is best used for Phoenix lands, a glimpse of enlightenment and nirvana.

PEOPLE

The people the characters meet in Phoenix lands should appear to be more serene than most, inquisitive but polite, and prone to pausing before speaking, as if contemplating their words. Phoenix peasants should not be intrusive, letting the characters have privacy, but being friendly when approached.

BUILDINGS

The buildings of the Phoenix Clan should be humble and simple, but should also carry the colours of the Phoenix. Soft reds, yellows, and browns for buildings, gates, and the clothing of the populace works best. The smell of incense and books should be prevalent and many buildings and gates may have etchings or carvings in them of the quotes

of Shinsei and other wise folk.

PROVINCES

GIRYU, Family Daimyo Asako Yasu
C: Morning Glory Castle (101)
Iyado, Provincial Daimyo Shiba Toma
C: City of Remembrance (93), The Agate Palace
OSU, Phoenix Champion Shiba Ujimitsu
C: Forest Shadow City (98), Wisdom's Renewal Castle (100)
Ryujo, Provincial Daimyo Shiba Katsuda
C: Honored Treaty City (89)
Shijen, Family Daimyo Naka Sunabe
C: Pale Oak Castle (103)
R: Isawa Woodlands (99)
TENZA, Family Daimyo Isawa Ujina
C: Sacred Temple of the Phoenix Clan (94), Holy Home Village (102), Castle of the Faithful Bride (106), Road's End Village (107)
R: Isawa Woodlands (99)





SCORPION

"UNCERTAINTY AND SUBTLETY"

The Scorpion Clan is often seen as dishonorable and untrustworthy, and when a character enters Scorpion territory, the game master has the perfect opportunity to increase the character's paranoia. The best way to do this however is by not giving the character anything tangible to work with. Suggestion and doubt are the game master's tools when using the Scorpion lands.

LANDSCAPE

The provinces of the Scorpion Clan are unspectacular. Every village is a simple, cozy village with peasants going about their allotted tasks, and every city is a typical bustling city. The forests are plain, thick forests and the fields are your average, ho-hum fields. Or so the game master tells the players. However, this is when the characters should sense the villagers glaring at the samurai as they pass by, for intruding on Scorpion lands. The characters should 'almost' see the spies lurking in the alleys of the city. The forests are filled with 'ninja' following the characters' movements, and during the night... the characters should feel a dozen eyes upon them as they *try* to sleep. Nothing ever happens in Scorpion Lands. Anything *could* though... if the characters let their guards down.

PEOPLE

The people in Scorpion Lands should be fairly nondescript. Don't make any of them really stand out, and if you do, make them stand out suspiciously - then make the suspicious types fairly innocent. Always be willing to double back and lie about anything when it comes to the people of the Scorpion Lands. The people here are innocent and simple. There are spies everywhere. The guide is a simple peasant girl. The guide is a ninja for the Scorpion. The characters should be a paranoid mess by the time they leave.

BUILDINGS

Peasant buildings should be straightforward and as nondescript as its inhabitants. However, in Scorpion lands, some of the key locations should never be what they seem. Secret passages, underground passages, backdoors, false walls, all of these should be hinted at, suggested about, and alluded to. Though any real Scorpion would know that everything the characters are 'seeing' aren't really there. Or at least - not where the characters *think* they see them.

PROVINCES

ADO, Family Daimyo Yogo Junzo
C: Castle of Learning (36)

Gashi, Provincial Daimyo Bayushi Dozan
R: Beiden Pass (66), Secluded Ravine

IHA, Scorpion Champion Bayushi Shoju
C: Labyrinthine Stronghold of the Scorpion Clan (39)
R: Bayushi Provinces

Kawayo, Provincial Daimyo Shosuro Ikuawaka
C: Hidden Watch Keep (35)
R: Lost Valley

MIMANO, Family Daimyo Soshi Bantrao
C: Castle of Organization (26)

Mirumisei, Provincial Daimyo Bayushi Tomaru
C: City of the Open Hand
R: Bayushi Provinces (145)

TOCHI, Family Daimyo Shosuro Hametsu
C: Journey's End City (37), Castle of Pretendings (38)
R: Ryoko Owari (37)

VICE & CRIME

Assassins at ADO, IHA, & Kiamu

Bandit Hideouts at NAMIDE, Ryujo, & Yumeji

Black Markets at NODAI, TETSUMI, & Zamede

Dens of Spies at HOZEMON, Mirumisei, & Shinda

Gambling Houses at TOCHI, Mirumisei, & Buhan

Geisha Houses at IHA, TOCHI, & Gashi

Houses of Contracts at NODAI, TETSUMI, & Mirumisei

KITSUKI IYEKAO at OSU

Kolat Agents at OKUAN, TENZA, & WADASHI

Kolat Oyabun at NODAI, TOCHI, & Junan

Ninja Strongholds at OSU, IHA, & Kawayo

Sake Works at SEMATO, Doman, & Mirumisei

Stockades (Shinjo) at TEMIMO, TOSEI, & Junan

THE SHOSURO DOJO at Kawayo





PERFORMERS & CRAFTSMEN

- Ancient Sages at IBE, TENZA, & Zamede*
- Artificers at CHIJI, ITO, & SHISAME*
- Builders at EMONJI, JIME, & Zamede*
- Dance Troupes at IHA, SUMIGA, & TEMIMO*
- Famous Poets at OKUAN, SUMIGA, & MUKANO*
- Goldsmiths at KOKOZEN, Dozamu, & Junan*
- Hawks and Falcons at OKUAN, TOCHI, & UKYO*
- Hearbeat Drummers at JIME, GIRYU, & KUGOI*
- Historians at GIRYU, MUKANO, & OKUAN*
- THE IMPERIAL ACROBATS at OKUAN*
- THE IMPERIAL SURVEYOR at EMONJI*
- Jade Works at EMONJI, KI-WASE, & Sasaryu*
- Kabuki Theater Troupes at MI-MANO, Junan, & Kaitomo*
- Lacquer Works at Ami, Doman, & Buneya*
- Masters of Bushido at MUKANO, Gakuon, & Himo*
- THE MASTER PAINTER at Rintemo*
- Master Smiths at JIME, SUMIGA, & SHISAME*
- Masters of the Tea Ceremony at CHIJI, SUMIGA, & Iyado*
- THE NINGYO at OSU*
- Pearl Divers at OSU, SEMATO, & Hyumisa*
- Philosophers at GIRYU, OKUAN, & SHISAME*
- Potters at SUMIGA, Ami, Iyado*
- Shinjo Groomsmen at EMONJI, HANMIDA, & KUGOI*
- Silk Works at SEMATO, TOCHI, & Isaru*
- Tutors at IHA, Ashai, & Rintemo*

UNICORN
"THE EXOTIC AND THE FAMILIAR"

If you have ever visited the 'Little Italy' or 'Little Tokyo' inside a larger American or Canadian city, then you have what is needed for the Unicorn Lands. Here, the foreign lands that the Unicorn have visited have been incorporated within Unicorn buildings, and reflect in their speech, their art, and their culture. It should be similar enough for characters to be a bit comfortable with the Unicorn, but foreign enough to make the characters not quite sure what to expect. Which is often how a Unicorn feels everywhere else.

LANDSCAPE

The lands of the Unicorn are less developed than most of the other Clans. The Unicorn Clan enjoys movement and travel, and the characters are more likely to meet people on the road than in cities or towns. Caravans and temporary homes are standard in Unicorn Lands, and the landscape should reflect this free, unbound feeling that is in the heart of its people. Here, the characters should become more comfortable on the road, meeting new faces and seeing people enjoying themselves as they travel.

PEOPLE

The people in the Unicorn provinces should act much like the people in other provinces, but there should be a marked difference. The best way to consider this is to look at a State like New York - where in one city you can almost tell of a person is from Brooklyn, Queens, or the Bronx by accent and mannerism. Within the Unicorn Clan, families may have picked up mannerisms from their ancestry beyond Rokugan, adding an exotic touch that may

strike traditional Rokugani as 'odd'. Another thing that might be helpful in fleshing out the Unicorn Clan is a love of stories. The people of the Unicorn have traveled for generations, and have collected verbally many stories and legends, and a new audience means another chance to tell some of the family's personal favorites, as well as giving the Unicorn a chance to hear stories from the characters themselves. The difference here, however, is that the Unicorn are less interested in the 'traditional' legends and stories - but something from the character's own family or perhaps even the character's own deeds. The Unicorn respects family deeds more than generic tales.

BUILDINGS

As was mentioned before, when dealing with Unicorn buildings, it is best to think of the 'melting pot' of cosmopolitan cities. There were many cultures the Unicorn Clan met and mingled with during their long journey, and these cultures have left their traces in the architecture of the cities and towns of the Unicorn Clan. A blending of styles should always be evident, making the buildings themselves works of art - familiar to the Rokugani who visit from outside the Clan, but distinct from the buildings you'll find anywhere else because of the foreign touches.

PROVINCES

- Gamo**, Family Daimyo Moto Terumori
C: Final Duty Castle
- HANMIDA**, Unicorn Champion Shinjo Yokatsu
C: Far Traveler Castle (11)
- Hinoma**, Provincial Daimyo Iuchi Takaai
C: White Shore Village (14)
- ITO**, Family Daimyo Iuchi Daiyu
C: Gatherer of Winds Castle (19)
- Junan**, Provincial Daimyo Shinjo Mosaku
C: Village by the Sleeping River (8), City Between The Rivers (12)
- KUGOI**, Family Daimyo Otaku Kamoko
C: Battle Maiden Castle (6)
- TEMIMO**, Family Daimyo Ide Taro
C: Great Day Castle (17)





IMPERIAL LANDS "ESSENCE OF EMPIRE"

EMONJI, Emerald Champion Doji Satsume
C: Emerald Champion Castle (87)
R: Plains of the Emerald Champion (86)

OKUAN, Emperor Hantei the 38th
C: Otosan Uchi (54), North Hub Village (59),
West Hub Village (61), East Hub Village (62)
R: Hub Villages (59,61,62), Plain of Fast
Troubles (57), Plains of Otosan Uchi, Streets
of Otosan Uchi (54)

Rintemo, Family Daimyo Otomo Sorai
C: South Hub Village (60)
R: Hub Villages (60), Plain of Fast Trouble
(5 7)

THE MINOR CLANS

CLAN BADGER

Tadago, Badger Champion Ichiro Akira

CLAN CENTIPEDE

Isaru, Centipede Champion Moshi Harima
R: Temple of Osano-Wo (25)

CLAN DRAGONFLY

Jishomi, Dragonfly Champion Tombo Shiki
C: Palace of the Dragonfly Clan (71)

CLAN FALCON

Himo, Falcon Champion Tsubasa Genzo
R: Shinomen Forest (23)

CLAN FOX

Namide, Fox Champion Kitsune Ryu
C: Red Castle of the Fox Clan (44)

CLAN HARE

Kiamu, Hare Champion Usagi Oda
R: Sanctified Ground (142)

CLAN MANTIS

Buhan, Provincial Daimyo Yoritomo Hogosha
C: City of Lightning (153)
R: Tradeposts of the Mantis

SEMATO, Mantis Champion Yoritomo
C: Glorious Palace of the Mantis Clan (150)
R: Tradeposts of the Mantis

CLAN SPARROW

Ashai, Sparrow Champion Suzume Shino
C: The Humble Estates of the Sparrow Clan
(43)

CLAN TORTOISE

Zamede, Family Daimyo Hora Kemmei
C: Dragon's Guard City (90)

CLAN WASP

Yoka, Wasp Champion Tsuruchi
C: The Mountain Keep of the Wasp
Clan (42)

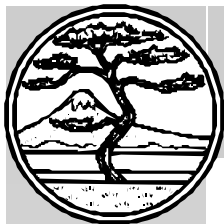
THE SHADOWLANDS

GIHAZO, Shadowlands Fiend Moto
T s u m e
C: Ruins of Daylight (119), Ruins of
t h e K a p p a (1 2 5)
R: Corrupted Region, Hiruma Castle
(119)

MINES & AGRICULTURE

*Copper Mines at IBE, MU-
KANO, & Sasaryu*
*Deep Forests at Iyotisha,
Siksa, & Vyakarana*
*Diamond Mines at TEMINO,
Gamo, & Himo*
*Forests at Doman, OSU, &
NAMIDE*
*Gold Mines at KOKOZEN,
TOSEI, & Dozamu*
*Iron Mines at JIME, KI-
WASE, & Shinda*
*Large Farms at TOCHI,
WADASHI, & Kojima*
*Quarries at JIME, GIRYU,
& Ayo*
*Pearl Beds at Candas, SE-
MATO, & Buneya*
*Silk Farms at CHIJI, NO-
DAI, & SEMATO*
*Silver Mines at TENZA,
Iyado, & Shijen*
*Small Farms at ITO, KI-
WASE, & Isaru*
*Stables at HANMIDA,
KUGOI, & Hinoma*





A Brief History of the Empire

SHADOWLANDS

Corrupted Dojo at Hinoma, Kojima, & Shijen
THE CORRUPTED COPPER MINE at Sasaryu
THE CORRUPTED GEISHA HOUSE at OKUAN
THE CORRUPTED GOLD MINE at KOKOZEN
THE CORRUPTED IRON MINE at Aishino
THE CORRUPTED SILVER MINE at Shijen
THE CORRUPTED STABLES at Yayorui
THE DARK ORACLE OF AIR at Jodo
THE DARK ORACLE OF EARTH at GIHAZO
THE DARK ORACLE OF FIRE at ADO
THE DARK ORACLE OF WATER at Sabishii
THE DARK SANCTUARY at KIWASE
THE HIDDEN HEART OF IUCHIBAN at Sabishii
THE PIT OF FU LENG at FUHAI
THE RIVER OF THE DARK MOON at Yayorui
Sacrificial Altars at GIHAZO, MIMANO, & Himo
Shokansuru at FUHAI, Kojima, & Sabishii
Temples of Blood at Hinoma, Jodo, & Sabishii
THE TOMB OF IUCHIBAN at Himo

First Century (1-100)

Fall of the kami: pre-calendar
 Foundation of Isawa's City: 1
 Birth - Naka Kaeteru: 13
 War Against Fu Leng begins: ~30
 Day of Thunder: 42
 Birth - Osano-Wo: 50
 Death - Asako: 57
 Birth - Moto Soro: 60?
 Phoenix find Uikku: 72
 Death - Akodo Shinju: 73?
 Bayushi walks into Shadowlands: 76?
 Formation of Fox Clan: ~80
 Death - Agasha: 82
 Death - Ikoma: 82
 Death - Uikku: 90
 Birth - Asako Hanasaku: 98
 Formation of Mantis Clan: ~80-85
 Birth - Shinjo Martera: 100?
 Kuni Nanaku notices Taint on corpses: ~100

Second Century (101-200)

Death - Kuni Nanaku: ~105
 Formation of Badger Clan: 110
 Shiro Ichiro (Badger) completed: ~115?
 Birth - Hida Akemi: 120
 Death - Hiruma: 127?
 Birth - Soshi Saibankan: 130
 Birth - Bayushi Tange: 147
 Death - Asako Hanasaku: 153
 Death - Naka Kaeteru: 160
 Death - Hida Akemi: 168?
 Death - Bayushi Tange: 170
 Death - Soshi Saibankan: 175
 Kaiu Sudaro's son is saved by the Naga from the Scorpion: 200
 Death - Iuchi: 200?

Third Century (201-300)

Death - Hida: 210 (apocryphal)
 Death - Asako Ingen: 243
 Birth - Togashi Hoshi: ~225?
 Battle of Cherry Blossom Snow Lake: 245
 Birth - Isawa Akuma: 250
 Birth - Asako Reisha (Ingen): 275
 Death - Isawa Akuma: 283
 Oni no Akuma emerges from Jigoku: 283
 Centipede Clan forms: ~300
 Moto Family forms: ~300?

Fourth Century (301-400)

Birth - Hiruma Kazuma: 302
 Death - Asako Reisha (Ingen): 312
 Failed siege on Hiruma Castle: 314
 Death - Hiruma Kazuma: 327
 Battle of Three Stone River / Treaty at Mamoru Kuotei Toshi: 335
 Victory With no Strike: 353
 Asahina family founded: 353
 Birth - Iuchi Atesoro: 354
 Birth - Shiba Kaigen: 375
 Birth - Hida Tadaka: 376
 The Yasuki split and the Crane-Crab War: 387
 Sparrow Clan forms: 398
 Five Nights of Shame: ~400
 Shinjo last seen fighting Living Darkness: 400?

Fifth Century (401-500)

Birth - Asako Beiwa (Ingen): 402
 Death - Shiba Kaigen: 408
 Birth - Bayushi Akoru: 408
 Birth - Akodo Godaigo: 410
 Hida Tadaka & Matsu Itagi in Shadowlands: 412
 Birth - Bayushi Tesaguri: 415
 Death - Iuchi Atesoro: 418
 Birth - Shiba Maryasu: 419
 Birth - Agasha Kasuga: 420
 Birth - Matsu Hitomi: 423
 Births - Mirumoto Ryudumu and Tokeru: 433
 Death - Bayushi Akoru: 440





Gaijin Ambassadors Arrive at Imperial Court: 440

Death - Matsu Hitomi: 441

Akodo Godaigo disappears: 441

Battle of White Stag/Raging Seas: 442?

Bayushi Tesaguri sells Black Scrolls to Phoenix: 445

Mantis family 'Gusai' recognized: 450?

Birth - Kakita Wayozu: 450

Death - Mirumoto Tokeru: 456

Birth - Kaiu Gineza: 459

Birth - Isawa Takao: 465

Castle of Faithful Bride completed for Matsu Hitomi: 468

Birth - Asahina Yajinden: 475

Death - Shiba Murayasu: 479

Birth - Iuchiban: 480

Death - Mirumoto Takeda: 480

Death - Isawa Takao: 489

Death - Shinjo Martera: 500?

Sixth Century (501-600)

The Blood War: 510

Mantis family 'Gusai' removed: 510

Battle of Stolen Graves: 510

Death - Kaiu Gineza: 510

Death - Asahina Yajinden: 515

Death - Akodo Samune: 522

Crane begin using carrier pigeons: 525

Death - Agasha Kasuga: 532

Account of Oni no Haino by Hida Renko: 533

Death - Kakita Wayozu: 535

Birth - Doji Hotei: 539

Battle of Kenson Gakka: between 533 and 554

Battle at Fortune's Plain: 554

Birth - Kitsu Ichiosu: 566

Centipede Clan holds off Lion invasion force: 580

Death - Doji Hotei: 582

Birth - Moto Chai: 593

Death - Kitsu Ichiosu: 598

Seventh Century (601-700)

Birth - Isawa Ijime: 601

Account of Yamauba by Kaiu Yukio: 602

Death - Isawa Ijime: 618

Death - Moto Chai: 619

Birth - Kuni Gikurama: 620?

Birth - Yasuki Fumoki: 635

Kuni Gikurama becomes a necromancer: 644?

Account of Shuten Doji by Kuni Kaneo: 654

Yasuki Fumoki disappears: 671

Birth - Doji Taehime: 680

Birth - Hida Banuken: 684

Birth - Daidoji Masashigi: 690

Birth - Kuni Osaku: 695

Eighth Century (701-800)

Birth - Hiruma Sokokai: 706

Battle of the Landbridge: 715

Loss of Hiruma Castle: 716

Battle of the Cresting Wave: 716

Birth - Kitsu Taiko: 717

Battle of Thundering Shrine: 718

Death - Hida Banuken: 739

Death - Doji Taehime: 745

Battle of Bloody Retreat: 750

Battle of Sleeping River: 750

Death - last Hiruma student, Sokokai: 755

Kitsu Taiko becomes Master of Fire: 761

Morikage Toshi destroyed: ??

Birth - Shosuro Furuyari: 774

Hiruma Uchiki last seen entering Shadowlands: 774

Death - Asako Beiwa (Ingen): 779

Death - Kitsu Taiko: 781

Account of Baku by Hiruma Iku: 785

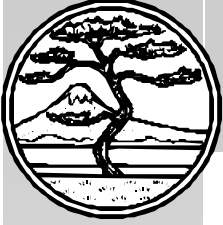
Akodo Shimizu kills Oni-possessed Kakita Edaku: 785?

Shimizu line begins: 785?

Birth - Mirumoto Kaijuko: 789

Birth - Agasha Kitsuki: 798





Ninth Century (801-900)

Birth - Shiba Toriiko: 802
Death - Mirumoto Watanubo: 805
Mirumoto Kaijuko becomes first female Mirumoto daimyo: 805
The Return of the Unicorn: 815
Battle at White Shore Plain: 815
Moto family corrupted: 815-827?
Hiruma Katsuhito fails to retake Hiruma Castle: 819
Kitsuki Family formed: 820
Battle of Chrysanthemum Petals: 827
Battle of Broken Daisho: 827
Shimizu Tamayu and Oni Tamayu attack Ikoma Kunoimi: 827
Death - Agasha Kitsuki: 829
Agasha Daijoku discovers Agasha's secret: 840?
Shosuro Kenjo executed by Unicorn: 845
Battle of the Kuni Wastes: ~850?
Account of Oni no Satsujinko by Yasuki Komadori: 855
Death - Shosuro Furuyari: 856
Death - Mirumoto Kaijuko: 877
Birth - Shiba Sakazu: 881
Isawa Yasuko attacked by an oni: 890?
Account of Oni no Ryokaku by Hida Yasunori: 890
Battle of Kyuden Tonbo: ??
Siege of the Great Climb: ??

Tenth Century (901-1000)

Shimizu Ohoshi becomes Akodo Giri, ending Shimizu line: 900?
Birth - Shosuro Itode: 914
Shiba Sakazu enters maho-infested Blue Stone monastery: 922
Shinjo Fujimaka / Ikoma Goheshu find Naga ruins in Shinomen: 925?
Birth - Kakita Rensai: 935
Death - Shosuro Itode: 940
Account of Oni no Kommei by Yasuki Taira / Doji Notsuke: 956
Account of Dofuku by Kuni Chojun: 956
Night of Falling Stars: 960
Kakita Rensai vanishes: 962

Account of Oni no Tobehifu by Hida Masao: 967
Account of Onikage by Hida Teruo: 988
Account of Mamono by Kuni Kaji: 991
Death - Daidoji Yurei: 998

Eleventh Century (1001-1100)

Birth - Doji Satsume: ~1084
Battle at Kyuden Kitsune: 1090
Birth - Akodo Toturi: 1096
Birth - Matsu (Kitsuki) Kaagi: 1097
Birth - Shosuro (Bayushi) Kachiko: 1097
Battle at Fate Gorge: 1100
Birth - Akodo Arasou: 1100
Birth - Doji Hoturi: 1100
Doji Satsume kills Ikoma daimyo: ~1100

Twelfth Century (1101-1200)

Hantei XXXVIII takes throne: 1103
Doji Satsume becomes Emerald Champion: ~1105
Matsu Kaagi becomes Kitsuki Kaagi after his family is murdered: 1106
Birth - Hantei Sotorii: 1107
Wasp Clan founded: 1109
Death - Doji Teinko (Hoturi's mother): 1111
Battle of Ice and Snow: 1112
Bayushi Kachiko and Doji Hoturi have an affair: 1113
Birth - Bayushi Dairu: 1114
Akodo Arasou betrothed to Matsu Tsuko: 1117
Akodo Arasou dies at Toshi Ranbo wo Shien Shite Reigisaho: 1118
Akodo Toturi becomes Lion Clan Champion: 1118
Three Man Alliance forms among Fox, Wasp, and Sparrow Clans: 1120
Hare Clan destroyed in Scorpion siege: 1122
Winter Court: Kyuden Seppun: 1123
Scorpion Clan Coup: 1124
Winter Court: Kyuden Kakita: 1125

