



Updated Schools, Advanced Schools and Paths

For Legend of the Five Rings Roleplaying Game, Third Edition

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Special thanks to Ranko: your PDF inspired me to add my contribution to the L5R community.

NOTES: A Path which name begins with or is followed by a ★ indicates an Entry-Level Path.
When a descriptor (such as Bushi or Shugenja) following a School is in black, it means this isn't a canon descriptor. This usually happens when the source material didn't have a descriptor.

Ranko did a wonderful job to compile the SUP installments into a single nice looking PDF. However, the text largely retained its original wording and organization. I felt there was still room for improvement to make this document the powerful tool it should be for players and gamemasters alike. I went through the text with a single idea in mind: to make it as user-friendly as possible. To achieve this I also decided to look at it from the point of view of a new player that would discover L5R with the Third Edition (which explains why I left out Schools that have disappeared due to rules changes). The goal of this document is no longer to update old characters, but instead to give new players more options for character creation.

I edited the text to match it to 3rd Ed templates (i.e. starting Honor is always placed after the School's Benefit, or the Path of Egress is always placed just below the Path of Entry, etc.). Other changes include a text reorganization to separate Schools, Paths, and Advanced Schools; adding a School descriptor (Bushi, Shugenja, etc.) whenever possible; or typing the Starting Outfit when possible, so that all information is available at the same place.

Finally, I added a Master Index that is aimed to be the ideal companion to character creation. All the Schools, Paths and Advanced Schools that are "Third Edition legal" (including new entries introduced in the 3rd Ed rulebook and the Four Winds book) are referenced. A special index lists all Schools and Entry-Level Paths together to help players during character creation.

I tried my best to make this document as useful as possible. All comments and corrections are welcome.

Mike

Schools of the Crab Clan



Hida Berserker (Bushido)

Originally appeared in *Way of the Crab*.

Benefit: +1 Stamina

Honor: 1.5

Skills: Athletics, Defense, Heavy Weapons (Tetsubo), Hunting, Kenjutsu, Lore: Shadowlands, any one Bugei Skill

Outfit: Katana, wakizashi, any two weapons, light armor; red body paint, kimono and sandals, traveling pack; 3 koku

TECHNIQUE: FURY OF HIDA

While you are not in an enraged state, you gain a bonus to your TN to Be Hit equal to your Fire Ring plus your School Rank. Whenever you enter combat, you may enter an enraged state. While enraged, you ignore Wound penalties for a number of rounds equal to your Earth Ring x 3, plus one round per School Rank. You take the Wounds, but they have no effect on you. Further, you may roll and keep a number of extra dice equal to your School Rank while rolling attack and damage, reflecting your ability to focus your rage into your attacks. Every time you are wounded, you suffer an additional two Wounds.

At any time, you may come out of your enraged state by making a Willpower check with a TN of 20. If you calm your rage, you lose all bonuses and penalties that this school imposes while you are enraged. If you calm your rage in the presence of an enemy, you may not become enraged for the rest of the day. At Rank 3, you gain an additional attack per round. At Rank 5, you gain another additional attack per round while in the Full Attack posture.

Damned Berserkers (Bushido)

Originally appeared in *Way of the Shadowlands* and *Secrets of the Crab*.

Benefit: +1 Willpower

Honor: 1.0

Skills: Battle, Defense, Kenjutsu, Lore: Shadowlands, Medicine (Herbalism), Meditation, any one Weapon Skill

Outfit: Katana, wakizashi, bow and 20 arrows (any type), any two weapons, light armor; red body paint, kimono and sandals, traveling pack; 1 koku

Special: Though Damned Berserkers cannot become enraged like those from the Hida Berserker School, Hida Berserkers that become Damned Berserkers may count their ranks in the Damned Berserker School as additions to their Berserker School Rank. This School possesses only three ranks; very few Damned survive long enough to learn all three.

TECHNIQUES

RANK 1: BURNING THE SHADOW

You have learned a series of herbal and meditation techniques to slow the corruption tainting your body. Once per month you may make a Void/Meditation roll (TN 30) in order to reduce your Shadowlands Taint by one point. You may add your Skill Rank in Medicine (Herbalism) to the result of this roll. You may not attempt this roll more than once a month, whether you succeed or not. You may not reduce your Taint below a full rank, or below one point. You may not remove another's Taint. In addition, your fierce hatred of your own corruption has begun to turn your Taint outward, allowing you to add your Taint Rank to the result of all attack and damage rolls. You add double your Taint Rank to your TN to Be Hit against Tainted opponents.

RANK 2: TURN THE DARK LORD'S BLADE

You walk the razor's edge between embracing your Taint and using it as a weapon against evil. You may permanently gain one point of Shadowlands Taint to gain an additional attack each round for the next three rounds. If this attack is directed against a Tainted opponent, you lose the point of Shadowlands Taint as long as you personally kill your opponent within those three rounds. While making any contested rolls, attack rolls, or damage rolls against a Tainted personality, your Raises are not limited by your Void Ring or Skill Rank. Finally, you may add double your Taint Rank to the result of all attack and damage totals (replacing the bonus gained in the first Rank).

RANK 3: SHOUT AT THE DARKNESS

At this point, you are very likely nearly Lost, but this will not stop you from giving your death meaning. You gain a number of Free Raises equal to your Taint Rank on attack rolls against all Tainted opponents. On a successful strike against a Tainted opponent, you may double the Wounds inflicted. When you do so, you gain a full rank of Taint. You may add triple your Taint Rank to the result of all attack, damage, and Bugei skill rolls (replacing the bonus gained in the second Rank). You add triple your Taint Rank to your TN to Be Hit against Tainted opponents (replacing the bonus gained in the first Rank).

Ancestral Hiruma School (Bushido)

Originally appeared in *Bearers of Jade* as Hiruma Lost School.

Benefit: +1 Willpower

Honor: 2.5

Skills: Athletics, Battle, Hunting, Kenjutsu (Katana), Kyujutsu, Lore: Shadowlands, Stealth

Outfit: Katana, wakizashi, bow and 20 arrows (any type), ashigaru armor; black body paint, one finger of jade, kimono and sandals, traveling packs; 2 koku

TECHNIQUES

RANK 1: TORCH'S FLAME FLICKERS

The Hiruma focuses his strikes while protecting himself. As long as you are not in the Full Attack posture, you may add your Fire Ring to your TN to Be Hit and to the result of all attack rolls, damage rolls, and Bugei Skill rolls.

RANK 2: WOLF'S LITTLE LESSON

Hiruma dash in and out in a single motion. For every Raise you make on your attack, you increase your TN to Be Hit by 5 + your ranks in the Athletics Skill until the beginning of the next round. You do not gain this bonus while you are in the Full Attack posture.

RANK 3: HUMMINGBIRD WINGS

The Hiruma know how the hummingbird can move in any direction. Once per round, after an opponent makes an attack roll against you, you may spend a Void Point to make an Agility/Defense roll with a TN equal to the attack roll's result. If successful, you dodge the attack outright. You may attack once in the same round, although with a +10 to your TN. You cannot use this Technique while you are in the Full Attack posture.

RANK 4: SHARK SMELLS BLOOD

No animal waits to see the effect of its first attack before pressing its advantage. You gain an additional attack per round. As long as you are not in the Full Attack posture, you may add double your Fire Ring to your TN to Be Hit and to the result of all attack rolls, damage rolls, and Bugei Skill rolls (replacing the bonus gained at the first Rank).

RANK 5: DAYLIGHT WASTES NO MOVEMENT

The Hiruma learns to use no more energy than is needed to kill his opponent. If you deliver more Wounds than necessary to kill your target, you may apply the excess Wounds to the next target you hit. The carry-over effect does not last beyond the end of the current skirmish.

Kuni Witch Hunters (Bush)

Originally appeared in *Way of the Crab* and *Secrets of the Crab*.

Benefit: +1 Awareness

Honor: 1.5

Skills: Athletics, Defense, Hunting, Medicine (Herbalism), Lore: Shadowlands, any two Bugei Skills

Outfit: Katana, wakizashi; one finger of jade, jade pendant, kimono and sandals, traveling pack; 3 koku

TECHNIQUES

RANK 1: TO STRIKE THE DARKNESS

The witch hunter has learned how to block out all distractions when facing an enemy. You add twice your Air Ring to the result of all your Initiative rolls. When attacking an enemy with the Shadowlands Taint, you need only call 2 Raises to gain an additional attack on him (instead of 4 Raises).

RANK 2: TO SEE THE DARKNESS

The witch hunter becomes attuned to the signs of elemental corruption. When interacting with others, you can make a contested Awareness/Etiquette roll against the target to see if he shows any indications of being a potential maho-tsukai or shows any psychological signs of the Taint. By calling a Raise, you can prevent the subject from realizing he has let something slip. Additionally, if you spend a Void Point, you can make an Awareness/Lore: Shadowlands roll (TN 25) to sense the presence and proximity of the Taint anywhere within 150'. You cannot sense Taint in specific individuals, but gain a general idea of where it is.

RANK 3: TO RIDE THE DARKNESS

The witch hunter has a deep understanding of how best to wound those who bear the Taint. When making an unarmed or melee attack, you keep an additional number of dice equal to the target's Shadowlands Rank. Additionally, you can spend a Void Point to reduce your Wound Rank penalty by your School Rank for the duration of the current scene. Finally, you may add your Earth Ring to your TN to Be Hit.

RANK 4: TO REPEL THE DARKNESS

A witch hunter resists the effects of maho, and can protect others from foul magic. Anyone attempting to use maho, or anyone with the Shadowlands Taint who tries to cast a spell on you, must call an additional number of Raises equal to your School Rank. By spending a Void Point and making a Willpower/Lore: Shadowlands roll (TN 25), you can grant an ally within 10' the same protection for one round (the spellcaster must still match your School Rank, not the protected ally's). You can call Raises to protect additional allies or to extend the protection for additional rounds, at one Raise per ally or round. Additionally, you gain an additional attack per round.

RANK 5: TO SHATTER THE DARKNESS

The witch hunter cuts down Tainted enemies with devastating power, and inflicts excruciating pain on the corrupted. When attacking a target with the Shadowlands Taint, you gain a number of Free Raises equal to your School Rank that can only be used for damage or for an additional attack. If you kill someone who possesses the Shadowlands Taint, it does not count as an attack for this round.

Additionally, whenever you hit an opponent, you may spend a Void Point to increase the opponent's current Wound Rank penalty by 10.

Toritaka Bushi (Bushi)

Originally appeared in *Way of the Samurai*.

Benefit: +1 Willpower

Honor: 2.5

Skills: Animal Handling (Falcons), Hunting, Kenjutsu, Lore: Spirit Realms, Meditation, Spears, and a second rank in either Animal Handling (Falcons) or Hunting

Outfit: Katana, wakizashi, light armor; kimono and sandals, traveling pack; 2 koku

TECHNIQUES

RANK 1: THE FALCON'S EYES

You gain one Free Raise per School Rank on all your Perception rolls. In addition, you may perceive any invisible spirits within your range of vision by making a Raw Perception Roll at a TN of the spirit's Air Ring x 5. Finally, you may add your Water Ring to the result of all your attack and damage rolls.

RANK 2: THE FALCON TAKES FLIGHT

You begin to understand the swift movements of the falcon. You may add double your Perception to the result of all your Initiative rolls. You gain one Free Raise per rank of Perception on any attack roll against an opponent with lower Initiative.

RANK 3: THE FALCON'S WINGS

You gain an additional attack per round. You may add double your Water Ring to the result of all your attack and damage rolls (replacing the bonus gained at Rank 1).

RANK 4: VIGILANT AND STRONG

At this Rank, you no longer need to make a Perception roll to notice invisible spirits. You may perceive any invisible creature within your range of vision by making a Raw Perception Roll at a TN of the creature's Air Ring x 5. Also, you may make a Contested Perception roll against the Air Ring of any opponent within 30' to perceive him despite any darkness or blinding effects that may hamper your vision. You must be aware of the opponent's existence to use this ability. Finally, you may add triple your Perception to the result of all your Initiative rolls (replacing the bonus gained at Rank 2).

RANK 5: CLAWS OF THE FALCON

By spending a Void Point, you can select one opponent and harm him normally for the duration of the skirmish, ignoring any special invulnerabilities or Carapace rating. This applies only to your melee attacks. Additionally, you may add triple your Water Ring to the result of all your attack and damage rolls (replacing the bonus gained at Rank 3).

Yasuki Taskmaster (Bushi)

Originally appeared in the *2nd Ed. Player's Guide*.

Benefit: +1 Willpower

Honor: 1.5

Skills: Athletics, Defense, Deceit (Intimidation), Jujutsu, Kenjutsu, Lore: Shadowlands, any one Bugei Skill

Outfit: Katana, wakizashi, whip*, any two weapons, light armor; kimono and sandals, traveling pack; 6 koku

* DR 0k1 weapon (Peasant Weapons Skill).

TECHNIQUES

RANK 1: FEAR IS A GIFT

The Taskmaster has learned the art of cowing those weaker than himself. You may roll an extra die on all attack rolls and Deceit (Intimidation) rolls against those with lower Willpower. You gain a bonus to the result of your Initiative rolls equal to your Willpower.

RANK 2: TAKING THE GIFT

You may activate this Technique as a full-round action. Once on, it stays activated until you take another action. If an opponent hits you while this Technique is active, you may immediately attack that opponent once; this attack automatically hits. You may not call any Raises on this attack. You may add triple your Willpower to this attack's damage roll. Finally, you may roll an extra die on all damage rolls against those with lower Willpower.

RANK 3: GIVING THE GIFT

You may taunt or insult any one opponent who can understand you (even while you are attacking or doing something else), making a contested Willpower/Deceit (Intimidation) roll with that target. If you succeed, you may add the amount by which you succeeded to the result of all attack and damage rolls against that opponent in the following round. Finally, you gain a bonus to the result of your Initiative rolls equal to double your Willpower (replacing the bonus gained from Rank 1).

RANK 4: FEAR'S BANE

You gain an additional attack per round. Additionally, you may roll two extra dice on all attack, damage, and Deceit (Intimidation) rolls against those with lower Willpower (replacing the bonuses gained from Rank 1 and Rank 2).

RANK 5: THE TEST OF MIGHT

The Taskmaster has mastered the arts of fear and intimidation to the point that they are a part of his being. Opponents attacking you subtract twice your Deceit (Intimidation) Skill rank from the totals of all their attack and damage rolls against you. Once per round, you may spend a Void Point after an opponent makes a damage roll against you to reduce the total by triple your Willpower (to a minimum of 1 Wound suffered).

New Paths

Dead-Eyes Berserker (Bushì)

Originally appeared in *Way of the Samurai*.

Technique Rank: 3

Path of Entry: Hida Berserker 2

Path of Egress: Hida Bushi 1

TECHNIQUE: ENDLESS RAGE

This Technique counts as a rank of the Hida Berserker School. At the beginning of each round, you may choose not to gain any number of bonus dice you would gain to your attack and damage rolls as a result of your Hida Berserker School. You gain one Free Raise to all Athletics, Battle, or Investigation rolls for each die not gained. If not used by the end of the round, this Free Raise is lost.

Hida Elite Guard (Bushì)

Originally appeared in *Way of the Samurai*.

Technique Rank: 4

Path of Entry: Hida Bushi 3

Path of Egress: Hida Bushi 4

TECHNIQUE: HIDA'S STRENGTH

The Hida Elite Guardsman has learned to channel the legendary power of the First Crab, adapting readily to attack or defense. At the beginning of each round you may choose to add triple your Defense Skill Rank to either your damage rolls or your TN to Be Hit until the next round. Additionally, you may spend a Void Point; for three rounds your armor gives you an additional bonus to your TN to Be Hit equal to its base bonus. You may not gain this bonus again if you are currently receiving it.

Tokaji's Might (Bushì)

Originally appeared in *Secrets of the Crab*.

Technique Rank: 2

Path of Entry: Kuni Witch Hunter 1

Path of Egress: Kuni Witch Hunter 2

TECHNIQUE: WITCH'S BANE

A properly trained tsukai-sagasu is capable of the swift elimination of maho-tsukai, punishing them with the wrath of the Crab for treason against the Celestial Order. Each time a maho spell is cast in your presence, you may spend a Void Point to gain a +1k1 bonus to all attack rolls against the caster until the end of the combat. This ability may be used several times in combat, with cumulative effects, but each time must be in response to a different maho casting. Additionally, you add your Earth Ring to all melee and unarmed damage rolls.

Your ranks in Tokaji's Might are added to your School Rank for determining your Mastery Level as a shugenja.

Tokaji's Power (Bushì/Shugenja)

Originally appeared in *Secrets of the Crab*.

Technique Rank: 3

Path of Entry: Kuni Shugenja 2 or Kuni Witch Hunter 2

Path of Egress: Kuni Witch Hunter 1 or Kuni Shugenja 1 (must exit to the other school)

TECHNIQUE: DISPEL THE DARKNESS

The tsukai-sagasu has become adept at speaking with the kami and sensing maho. You gain access to Sense, Commune, Counterspell, and Summon, regardless of what school you entered from. You gain a number of Free Raises equal to your Insight Rank when casting Counterspell against someone attempting to cast maho. You can automatically sense when a maho spell is being cast within 150', and what element is being used for the spell. If you were not prepared to counter the spell, you may spend a Void Point to immediately take an action to Counterspell the maho spell.

Your ranks in Tokaji's Might are added to your School Rank for determining your Mastery Level as a shugenja.

Schools of the Crane Clan



Kakita Artisan (Artisan)

Originally appeared in *Way of the Crane* and *Secrets of the Crane*.

Benefit: +1 Awareness

Honor: 3.5

Skills: Courtier, Etiquette (Conversation), Calligraphy, any one Lore Skill appropriate to the chosen art, any one High Skill, and 2 Ranks in any one Artisan or Performance Skill listed in the description of the Soul of the Artisan Technique

Outfit: Wakizashi; kimono and sandals, artisan's satchel, traveling pack, any two items associated with your specialty; 10 koku

TECHNIQUES

RANK 1: SOUL OF THE ARTISAN

When a samurai becomes a Kakita Artisan, he must select an art in which he will specialize. Each art is represented by a particular Skill. This may be an Artisan Skill (Bonsai, Gardening, Ikebana, Origami, Painting, Sculpting), a Performance Skill (Dance, Music, Song), Acting, or Storytelling. Each individual Skill has its own Technique, or "maya." Techniques at Rank 2 and beyond are based on the maya learned at Rank 1.

Acting: A Kakita-trained actor has studied all the many forms of acting and is experienced with each. The number of Emphases you may have in the Acting Skill is not limited by your Skill Rank. You lose no Honor for impersonating another individual. Your TN to impersonate another individual is always reduced by 5.

Bonsai or Ikebana: The arts of bonsai and flower arranging are more about creating a positive energy flow through a space than creating physical beauty. If you spend fifteen minutes in a room, you may assess its energy and tailor your creations to suit it. Creating a flower arrangement or tailoring a bonsai to suit the room requires a Void/Artisan: Ikebana or Void/Artisan: Bonsai roll against a TN determined by the room's size (10 for an individual's private chambers, 20 for a standard audience chamber, 50 for the vast Imperial Court chamber, etc.). It requires fifteen minutes to create the final product if materials are available, but you gain a Free Raise on the roll for every additional fifteen minutes you spend on it, up to a maximum number of Free Raises equal to your School Rank. Once the bonsai or arrangement is in place, all in its presence who engage in no activity more strenuous than quiet conversation (no Contested Social Skill Rolls) recover Void Points as if they are meditating. This effect lasts for a number of

Rokugani hours equal to your School Rank after you make the roll, after which the effect dissipates.

Dance: The natural grace of a Kakita Dancer grants you a Free Raise on any non-combat Agility or Reflexes roll. You can focus your attention on a member of the opposite sex and transfix them with the beauty of your art, using subtle eye contact and gestures to capture their attention. During a performance or any other quiet, uneventful surrounding, you may make an Awareness/Performance: Dance roll against your intended target's Perception x 5. If you succeed, they pay attention only to you and miss other subtle events in the room, such as a single person coming and going quietly. If any noise is made or a commotion begins, this effect ends immediately.

Gardening: The art of gardening is much like the arts of bonsai and ikebana, only on a larger scale. Kakita artisans create gardens with unique patterns of spiritual energy that engender harmony in visitors. You may arrange a garden by making a successful Awareness/Artisan: Gardening roll against a TN determined by the garden's size (10 for a small garden attached to a private residence, 20 for a garden at a normal palace, 50 for the Imperial gardens, etc.). This roll requires a number of weeks equal to one-tenth the TN (rounded up). A successfully arranged garden grants visitors a bonus to any Meditation rolls equal to your School Rank x 5. You also receive a number of Free Raises per day equal to your rank in Artisan: Gardening, which may only be spent while in the garden, and may be used on any roll involving one of your School Skills.

Music or Song: Kakita-trained musicians and singers perform pieces from the Empire's centuries of rich artistic tradition. No matter where they travel, they can entertain their host with the same beloved songs his great-great-grandfather once heard, or surprise his guests with a new piece written just for them. When you have been playing for at least five minutes, you may make an Awareness/Performance: Music or Awareness/Performance: Song roll. Any audience member whose Willpower x 5 is less than the total of your roll is soothed by the music that he can take no hostile actions (unless attacked) for a number of Rokugani hours equal to your School Rank. Affected individuals may spend a Void Point to end this effect immediately. You roll a number of additional dice equal to your School Rank on all Social Skill Rolls made with someone under this Technique's effects.

Origami: Folding paper is an ancient art in Rokugan, respected for the incredible precision and delicacy it demands. You have learned to study others and quickly determine what manner of gift would best suit them. You may make a Raw Awareness roll against another person's Awareness x 5. You add double your School Rank to the result of this roll. If successful, you have determined the most appropriate gift for this person, and may craft it given paper, ten minutes, and an Agility / Artisan: Origami roll against TN 15. You gain a Free Raise on all Social Skill Rolls made with the recipient of your gift for the remainder of the court (which can last up to an entire season). For every two Raises you make on the creation roll, you gain an additional Free Raise on the Social Skill Rolls.

Painting or Sculpting: These are unique among the arts practiced at the Kakita Academy because they produce items that can endure for centuries. Paintings and sculptures are considered gifts of the highest order, and bestowing one often results in a lasting bond between giver and recipient. It takes a minimum of one week to create a painting or sculpture, and requires an Awareness / Artisan: Painting or Awareness / Artisan: Sculpture roll against TN 15. You gain a Free Raise for each additional week you spend on the piece. When you present your art to another, they typically reward you with an amount of koku equal to half your Rank in the relevant Skill, plus 1 koku for every Raise made during its creation. You also gain a Free Raise on all Awareness rolls made with the recipient in the future, unless something happens to foster ill will between the two of you after the gift is presented. Finally, you may call in a favor from the recipient at a later date. This favor may be taken from the Doji Favor Table (see page 123 of Third Edition). Use your School Rank at the time the painting was created to determine what level of favor the recipient owes you. Calling in this favor negates the Free Raise on Awareness rolls.

Storytelling: This maya includes all forms of public address, including the recitation of poetry. You must be both charismatic and extremely well-versed to properly entertain your audience with stories, poems, or oratorical addresses. You gain one Free Raise on any roll using any specific Lore: Skill (i.e. Lore: Ancestors, or Lore: Crane Clan, but not a Skill with the "Lore Skill" tag like Spellcraft). In addition, you may make an Awareness / Storytelling roll against a TN equal to 10 + the highest Insight Rank in the audience x 5 when telling a story or reciting a poem. If successful, you gain two additional rolled dice on the first Social Skill Roll made with audience members during the first Rokugani hour afterwards, as your story or poem has helped you illustrate your point in a particularly insightful manner.

RANK 2: THE SOUL'S DREAM

You have both developed your art and a keen eye for the wants and needs of those around you. You roll and keep one additional die on all rolls made with your chosen Skill from Rank 1. In addition, you gain a bonus to the result of your Social Skill Rolls equal to the number of points that the other individual received by taking Disadvantages that stem from a strong desire for something (Compulsion, Driven, Greedy, Lechery, Meddler, Rumormonger, Spoiled, True Love).

RANK 3: FREE THE SPIRIT

Art inspires greatness. You may quickly create a form of your art (an impromptu poem, a rapidly-created painting, an improvised ikebana arrangement, etc.) and give it to another. You must succeed at a Skill Roll using your chosen Skill, with a TN equal to your target's Insight Rank x 5. If successful, you grant them three Free Raises that may be used on any roll. These Raises must be used within one Rokugani hour or they are lost. You may use this Technique a number of times per day equal to your School Rank.

RANK 4: UNDYING NAME

Artisans who attain this rank are nearing total mastery of their art. You roll and keep two additional dice on all rolls made with your chosen Skill (replacing the bonus from Rank 2). Your art can, if you so choose, influence the fortunes of others. Once per week, you may use your maya to influence the public opinion of another individual, increasing or decreasing his Glory by a number of points equal to your Honor Rank. To accomplish this, you must spend significant amounts of time (several hours at a minimum) socializing with others to reinforce the message of your art, using it as a medium to convey your message.

RANK 5: WALK AMONG THE HEAVENS

Artisans of this rank are known Empire-wide, and are always in demand. These artisans can pick and choose which invitations to accept, and often receive gifts and favors to influence the decision. Each week, you may use the Doji Favor Table as if you were a Doji Courtier of Rank 4. Each time you do so, however, it gives you a reputation as an artisan with an interest in base material things, and you lose a number of Glory points equal to the level of favor you receive.

New Paths

Asahina Archer (Bushi)

Originally appeared in *The Hidden Emperor*.

Technique Rank: 3

Path of Entry: Any Crane Bushi School 2

Path of Egress: Re-enter the same School at Rank 3

TECHNIQUE: PEACE THROUGH WAR

A small sect of the Asahina believes that a few judicious deaths on the battlefield can prevent wholesale slaughter. While other Asahina shun these radicals, the Daidoji are happy to provide the resources they require to maintain a dojo. You may add your Air Ring to the total of all your attacks using Kyujutsu. If you kill an opponent with a Kyujutsu attack, you may immediately make an additional Kyujutsu attack. You may never make more than twice your normal maximum number of attacks per round using this Technique.

Daidoji Heavy Regular (Bushi)

Originally appeared in *Secrets of the Crane*.

Technique Rank: 2

Path of Entry: Any Crane Bushi School 1

Path of Egress: Re-enter the same School at Rank 2.

TECHNIQUE: IRON CRANE STYLE

The Iron Crane are taught to devastate their foes without hesitation or mercy, for the Crane's enemies are countless. When using the Heavy Weapons Skill, you gain a number of Free Raises equal to your Insight Rank. These Free Raises may only be used for the Increased Damage option.

★Daidoji Trading Council (Bushi/Courtier)

Originally appeared in *Secrets of the Crane*.

Technique Rank: 1

Path of Entry: None. This is an entry-level Path.

Path of Egress: Doji Courtier 1, Doji Magistrate 1, or Daidoji Yojimbo 1

Benefit: +1 Awareness

Honor: 2.5

Skills: Commerce (Merchant) 2, Courtier, Defense, Etiquette, any two High or Bugei Skills

Outfit: Wakizashi; two kimonos and two pairs of sandals, one kimono and pair of sandals (Fine Quality), steed, traveling pack; 15 koku

TECHNIQUE: DAIKOKU'S FAVOR

Although not necessarily honorable, the Daidoji Trading Council is respected for the work it does in the Crane's name. At the time of character creation, you gain 10 additional character points that must be used on the following Advantages: Allies, Blackmail, Inheritance, Servant, Social Position, or Wealthy. You also add your Air Ring to the total of all your rolls that use Awareness.

Doji Elite Guard (Bushi)

Originally appeared in *Way of the Samurai*.

Technique Rank: 4

Path of Entry: Kakita Bushi 3, Daidoji Yojimbo 3

Path of Egress: Re-enter the same School at Rank 4

TECHNIQUE: DOJI'S SCRUTINY

With careful analysis of an opponent, an Elite Guardsman can exploit any weakness in the enemy's fighting style or armor. Once per day per Insight Rank, you may make a Perception/Investigation roll against a TN equal to your opponent's School Rank x5. If successful, you gain a number of Free Raises equal to your Insight Rank that may only be used on subsequent attack rolls against the same opponent. If the Free Raises are not used by the end of this skirmish, they are lost.

Empress' Guard (Bushi)

Originally appeared in *Secrets of the Crane*.

Technique Rank: 3

Path of Entry: Kakita Bushi 2, Doji Magistrate 2

Path of Egress: Re-enter the same School at Rank 3

TECHNIQUE: HARANOBU'S BLESSING

Members of the Empress' Guard are blessed with its founder's legendary stamina and alertness. Your Stamina Rank is doubled when you roll to resist fatigue or poison. You add your Honor Rank to the total of all your attack and Perception rolls. When defending the Empress herself, you may spend a Void Point to gain an additional attack per round.

Hoturi's Blade (Bushi/Courtier)

Originally appeared in *Way of the Samurai*.

Technique Rank: 3

Path of Entry: Kakita Bushi 2

Path of Egress: Doji Courtier 1

Requirements: Courtier 4, Kenjutsu 4

TECHNIQUE: THE BLADE OF WHISPERS

A true devotee of the Doji technique knows that there is no difference between a duel of steel and a duel of words. A number of times per day equal to your Insight Rank, you may spend a Void Point to keep all dice rolled on an Iaijutsu or Courtier roll.

★Tsume Pikemen (Bushi)

Originally appeared in *Time of the Void*.

Technique Rank: 1

Path of Entry: None. This is an entry-level Path.

Path of Egress: Daidoji Yojimbo 1 or Doji Magistrate 1

Benefit: +1 Reflexes

Honor: 2.5

Skills: Battle, Defense, Jujutsu, Kenjutsu, Spears (Yari) 2, any one High or Bugei Skill

Outfit: Katana, wakizashi, yari, any two weapons, light or heavy armor, helm; kimono and sandals, steed, traveling pack; 10 koku

TECHNIQUE: NONE SHALL PASS

While on Full Defense and wielding a yari, you may add your rank in Spears to your TN to Be Hit. If an opponent strikes you with a melee attack while you are wielding a yari in the Full Defense Posture,

you may make an immediate Reflexes/Spears roll against your opponent's TN to Be Hit + 5. If successful, you maneuver your spear so that your opponent impales himself upon it during his

successful attack, inflicting your normal damage plus an additional +2k0. This may be done only once per round.

Schools of the Dragon Clan



Kitsuki Investigator (Bushì)

Originally appeared in *Way of the Dragon* and *Way of the Ninja*.

Benefit: +1 Perception

Honor: 2.5

Skills: Defense, Etiquette, Kenjutsu, Investigation (Notice), Law, Medicine, any one High or Bugei Skill

Outfit: Katana, wakizashi, light armor; iron box, kimono and sandals, traveling pack; 3 koku

TECHNIQUES

RANK 1: LEARN THE ENEMY

The Investigator learns two things: that the actions of the dishonorable are eventually their own undoing, and that those same actions can also be the undoing of the unwary. You add your Perception Skill rank to the result of all your attack rolls and to your TN to Be Hit. If an opponent attacks you and misses, you instead add double your Perception Skill rank to the result of your next attack roll against that opponent.

RANK 2: KNOW THE ENEMY

The Investigator becomes better at noticing and exploiting tiny details. You gain a Free Raise on all Perception and Awareness rolls. In addition, if you attack an opponent who has made an attack against you earlier in the same round (whether or not that attack was successful), you gain a Free Raise on that attack roll.

RANK 3: HALT THE ENEMY

One of the trademarks of the Investigator is patience. When you are in the Full Defense posture, opponents attacking you must drop all dice lower than your Perception Skill rank. Also, during an iaijutsu duel, you may focus an additional number of times equal to your Awareness Trait.

RANK 4: DEFY THE ENEMY

The Kitsuki know they will never rid the Empire of injustice by sheer numbers. They must be smarter and quicker than their adversaries, trusting in the strength of honor to carry them. At the start of each round, you may make a Contested Perception Roll against a single opponent. If you win the roll, you gain an additional attack this round against that opponent; the additional attack is made against a TN of 5 + the opponent's armor bonus. Also, you add double your Perception Skill rank to the result of all your attack rolls and to your TN to Be Hit, replacing the bonus given by the Rank One Technique.

RANK 5: MASTER THE ENEMY

When the Investigator reaches the pinnacle of his school, he realizes that the weak-willed and honorless cannot oppose him. At the start of a combat round,

you may choose to spend a Void Point and make a Contested Perception Roll against an opponent. If you win the roll, for the rest of the round the opponent's TN is reduced to 5 + his armor bonus. He may not assume the Full Attack or Full Defense posture for this round. He may not make any movement except to run away. You may use this ability in a duel only against a criminal or character of 0 or 1 Personal Honor. If used in a duel, the opponent's TN is reduced to 5 + his armor bonus, and his TN may not be raised through Focusing.

Advanced Schools

Jotomon's Shinrai (Bushì)

Originally appeared in *City of Lies* and *Secrets of the Dragon*.

Requirements

Traits/Rings: Water 4, Agility 4

Skills: Jujutsu 5, Iaijutsu 5, Kenjutsu 5, Lore: Bushido 6

Other: Honor Rank 3 or higher. Sensei of the Shinrai school only teach bushi who are current members of a School in which they have reached Rank 3.

TECHNIQUES

RANK 1: THE HAND IS MY SWORD

You have learned that you must be adaptive in combat to be truly powerful. You may throw your wakizashi by making an Agility/Kenjutsu roll, and add double your Honor to the result of your attack roll. You may use Kenjutsu in place of Jujutsu while unarmed. You may add your rank in the Lore: Bushido Skill to the result of all your attack and damage rolls.

RANK 2: THE CUTS OF HARMONY

You can guide an opponent's blade to unexpected places. After an opponent makes an attack roll against you, you may spend a Void Point to make an Agility/Kenjutsu roll with a TN equal to the attack roll's result. If successful, you redirect the attack to any person within range other than the original attacker. The attacker's roll is used to determine if the new target is hit. Additionally, you now add double your Lore: Bushido Skill rank to your initiative and TN to Be Hit.

RANK 3: THE PURITY OF HONOR

You have become a paragon of virtue. You may now add double your Honor Rank to the result of all your attack and damage rolls, in addition to the bonus you receive from Rank 1. Additionally, you add double your Honor Rank to Contested Rolls

made against opponents of lower Honor ranks. You may not add this bonus if the roll would cause you an honor loss or when using a Low Skill. Finally, you may now make an additional attack per round.

Spirit Binder (Shugenja)

Originally appeared in the *Second Edition Game Master's Guide*.

Requirements:

Rings/Traits: Four Rings at 3

Skills: Lore: Shugenja 5, Meditation 6, Theology (Shintao) 4, Spellcraft 4

Other: You must know at least four innate spells. You must be a Dragon Clan shugenja, or taught by an Agasha Spirit-Binder (after the Agasha join the Phoenix).

TECHNIQUE: ONE WITH THE KAMI

The Spirit-Binder forges an intimate connection with particular spirits. When you cast any spell that is not an Innate Ability, your School Rank is considered to be two lower. (You may gain new Innate Abilities normally.) When you cast any spell that you have as an Innate Ability, your School Rank is considered to be one higher. When you join this School, select one Innate Ability to become a Focus, binding a part of the kami into your own soul. When casting your Focus, you gain a Free Raise *and* you roll and keep an extra die.

Each time you gain a new Rank in this School, you may choose one new Focus. This Focus gains the advantages listed above. All Foci you already possess gain another Free Raise and another die rolled and kept during casting.

For example, a Rank 1 Spirit-Binder chooses Biting Steel as his Focus. At Rank 1, he gains a Free Raise and an additional die to Biting Steel. At Rank 2, he chooses Fires From Within as his second Focus. Fires From Within gains a Free Raise and one additional die, while Biting Steel now has two Free Raises and two additional dice.

New Paths

Dragon's Flame Archers (Bushy)

Originally appeared in *Secrets of the Dragon*.

Technique Rank: 3

Path of Entry: Mirumoto Bushi 2

Path of Egress: Mirumoto Bushi 3

TECHNIQUE: FIRE FROM THE MOUNTAIN

The Dragon's Flame Archer strikes from hiding, cutting down all who would threaten the Dragon lands. For the purposes of this Technique, your Mirumoto Bushi School Rank is considered to be one higher. Also, you may add twice your Fire Ring to

the result of all Stealth rolls and all damage rolls while using a bow. In addition, when firing a bow at a foe unaware of your presence, you gain two Free Raises to your attack and you may also add twice your Mirumoto Bushi School Rank to the result of your damage roll. If you have the Know the Land advantage applicable to the current area, you gain an additional Free Raise on this attack.

Mirumoto Elite Guard (Bushy)

Originally appeared in *Way of the Samurai*.

Technique Rank: 3

Path of Entry: Mirumoto Bushi 2

Path of Egress: Mirumoto Bushi 3

TECHNIQUE: THE DRAGON'S CLAW

Many Mirumoto train beside the shugenja of the clan, working in concert with their brethren. Members of the Elite Guard learn to disrupt an opponent's chi flow. If you strike a shugenja or monk, you may choose to spend a Void Point and make a Contested Void Roll. If you win the roll, your target may not use spells or kiho during this round or the next. You may not attempt this Technique on two consecutive rounds, and this has no effect if used against a target currently under its effects. Additionally, you add your rank in Lore: Shugenja to your TN to Be Hit at all times, and you add double your rank in Lore: Shugenja to the result of your attack rolls when you attack a shugenja.

Nemuranai Seekers (Bushy)

Originally appeared in *Secrets of the Dragon*.

Technique Rank: 4

Path of Entry: Mirumoto Bushi or Kitsuki Investigator 3

Path of Egress: Re-enter the same school at Rank 4

TECHNIQUE: SEEK THE SPIRIT'S CAGE

Nemuranai Seekers develop a sense for awakened spirits. You may spend a Void Point to instantly become aware of any nemuranai within 50'. This includes such items as Asahina fetishes, items associated with meishodo, and any weapons crafted from unusual substances such as crystal, jade, or obsidian. You may make a Raw Perception Roll (TN 15) to determine any one property of a nemuranai. Each successful Raise on this roll reveals one additional ability of the item, if it has any. You may negate any one identified property of a nemuranai for one Rokugani hour by spending a Void Point. Finally, you add double your Void Ring to your TN to Be Hit against those you have identified as holding a nemuranai.

Schools of the Lion Clan



Ikoma Spymaster (Courtier/Ninja)

Originally appeared in *Way of the Ninja* and *Legend of the Five Rings Web Extras*.

The first Ikoma was not particularly honorable. He was a simple man who dealt with violence and intrigue with equal aplomb. His strength was in his wisdom, his practicality, and his ability to learn from past mistakes. The great kami Akodo One-Eye valued Ikoma above all others save Matsu, knowing that such a man was necessary for the Lion Clan to prosper in the face of its enemies.

In the long centuries since the Lion Clan's founding, a small number of Ikoma's descendants have continued the practice of their founder, using practical subversive tactics to undermine their foes and gather vital military information. That these practices are dishonorable is of little concern to these men and women; after all, they have an oath to their family's founder to defend and protect the Lion Clan with every means at their disposal, and they do not take their vow lightly.

Benefit: +1 Awareness

Honor: 1.5

Skills: Courtier, Etiquette (Sincerity), Investigation (Notice) 2, Stealth, any two skills.

Outfit: katana, wakizashi, light armor, traveling pack, any one weapon, 3 koku.

TECHNIQUES

RANK 1: TAKING THE MEASURE

By succeeding at a contested Awareness/Investigation roll versus an opponent, you gain a Free Raise for any social or combat roll against that same opponent. For every five points by which your roll exceeds your opponent's, you gain an additional Free Raise, up to a maximum number equal to your School Rank plus two. Once this technique has been used against an opponent, it cannot be used for another day against the same opponent. The bonuses last for all encounters that occur during this time. Finally, you add your Air Ring to the total of all Awareness rolls.

RANK 2: THE LION CANNOT FAIL

The Ikoma are taught to focus on their strengths, becoming deathly proficient in the tools of their trade. You gain an additional rolled and kept die to all Investigation rolls. You may additionally select any one of your starting school skills (this skill may not be a weapon skill). Whenever making a roll with that skill, you add 3k1 to the roll. Finally, you add your Fire Ring to the total of all Willpower rolls.

RANK 3: PERCEPTION BECOMES VICTORY

Careful analysis of an enemy can lead to the insight necessary to defeat him. You may make a Perception/Investigation roll at the beginning of combat (with a TN equal to 10 + the opponent's Insight Rank x 5). If it is successful, you may make an additional attack per round against this opponent for the duration of the combat. Additionally, you gain a Free Raise on all starting school skill rolls. You add twice your Air Ring to all Awareness rolls, replacing the bonus gained at Rank 2.

RANK 4: WORDS, NOT STEEL

Spymasters form close bonds with their enemies and temporarily earn the complete confidence usually reserved for allies. By making an opposed Awareness roll and speaking to an opponent for at least one round, you can force the target to reveal one piece of information that he otherwise would not have mentioned. This information will not necessarily be an item of the Spymaster's choice, but it will relate somehow to the topic of discussion. If the target has any degree of common sense, he will quickly realize his mistake, so caution is recommended when using this technique. Additionally, you gain double your Air Ring to your Awareness rolls, replacing the bonus gained at rank 1. You add twice your Fire Ring to the total of all Willpower rolls, replacing the bonus gained at Rank 2.

RANK 5: COMMAND THE WEAK MIND

By misleading opponents with subtle gestures and chiding them verbally during combat, a Spymaster can cause his enemies to react the way he wants them to. If you have a higher Initiative score than your opponent, you may spend two Void Points and make an opposed Willpower roll with the target. If you are successful, the target reacts in a manner of your choosing for that turn during your action for that turn. This allows you to choose which stance he will use and which skills, if any, he will use. You may force him to do an action that requires a Void Point expenditure only if you succeed at another contested Willpower roll. He will not directly attack his own allies through your manipulation. The target will believe that his action was the most logical at the time, though he may quickly realize that he was duped. Finally, you may add three times your Air Ring to the total of all Awareness rolls, replacing the bonus gained at Rank 3.

Kitsu Sotan-Senzo (Shugenja)

Originally appeared in *Way of the Lion* and *Way of the Shugenja*.

Benefit: +1 Willpower

Honor: 3.5

Skills: Calligraphy (Kitsu Cipher), Etiquette (Sincerity), Lore: Heraldry, Lore: History, Lore: Ancestors, Meditation, any one High or Bugei skill.

Outfit: Kimono, wakizashi, traveling pack, scroll satchel, ceremonial mask, tanto, 3 koku.

Affinity/Deficiency: Kitsu sodan-senzo have an Affinity for all Ancestor spells (any spells specifically labeled as “Ancestor Spells,” including Sense Ancestor, Commune With Ancestor, and Summon Ancestor) and a Deficiency for Earth and Fire spells.

TECHNIQUE: SPIRIT OF THE ANCESTORS

The Sotan-senzo are blessed with the ability to speak to shiryo, the blessed ancestor spirits so revered by samurai, a magic respected by all honorable souls. You may cast Ancestor spells, which are not available to non-Kitsu.

Spells: Sense Ancestor, Commune With Ancestor, Summon Ancestor, Counterspell, any 2 Air spells, and 1 Water spell.

Advanced Schools

Lion's Pride (Bushi)

Originally appeared in *Second Edition Game Master's Guide*.

Requirements:

Traits/Rings: Agility 5, Strength 4, Stamina 4

Skills: Battle 4, Kenjutsu 5, Lore: Bushido 4, 4 Weapon Skills at Rank 1

Advantages: Combat Reflexes, any Honorable Higher Purpose

Other: There is a heavy preference for Matsu members. Only female bushi may join this school. Your Honor Rank must at least be 3

Special: You may waive one of the required Advantages by raising all Weapon Skill requirements by 1, or waive both of the Advantages by raising all Skill requirements by 1.

TECHNIQUES

RANK 1: THE FURY OF MATSU

You give a bonus to all your party members' attack and damage rolls equal to the lowest honor rank in your party or squad. You gain a bonus to your attack and damage rolls equal to double your Honor Rank.

RANK 2: THE CROSSWAYS CUT

You gain an additional attack per round. You gain a bonus to your Initiative rolls equal to double your Honor Rank. For every two Raises the opponent has

on his attack roll against you, you gain +5 to your TN to be Hit for that attack.

RANK 3: MATSU'S TECHNIQUE

You may forego any normal bonuses from being in the Full Attack posture to instead double all of your damage rolls' totals. You gain a bonus equal to your attack and damage rolls equal to triple your Honor Rank (replacing the bonus gained in the first Rank).

Matsu Beastmaster (Bushi)

Originally appeared in *Time of the Void*.

Requirements:

Rings/Traits: Agility 5, Awareness 4, Willpower 4

Skills: Animal Handling (Warcats) 5, Athletics 5, Hand-to-Hand 3, Peasant Weapons 2

Advantages: Death Trance

Other: Peasant Weapons is considered a Bugei Skill for Beastmasters so long as it is only used to wield a whip (a 0k1 weapon). You may waive the Death Trance advantage requirement by raising all skill requirements by 1.

Special: Training with lions from cubs, Beastmaster gains insight into their dangerous ways. As long as you maintain eye contact, no lion or warcat, no matter how feral, will attack you.

TECHNIQUES

RANK 1: ONE WITH THE PRIDE

Fighting fluidly alongside the pride, the Beastmaster knows how to position himself for maximum effectiveness. You receive two Free Raises on attack rolls per warcat within twenty feet. The number of Free Raises may not exceed your rank in the Animal Handling skill. Additionally, you gain a bonus to all Bugei skills equal to your Water Ring.

RANK 2: THE LION'S STRIKE

Fighting alongside the mighty warcats, the Beastmaster has learned the secret of the lion's deadly strike. When fighting unarmed or with a whip, you may ignore enemy armor bonuses. The Damage Rating for your unarmed attacks increases to 0k2. Your unarmed damage roll totals are increased by your Water Ring, plus two for every warcat within twenty feet. This bonus may not exceed double your rank in the Animal Handling skill.

RANK 3: WITH THE SOUL OF A LION

The Beastmaster has formed a bond with the leader of his pride that cannot be broken. When fighting with your second (see below), you direct the creature's actions through a subtle form of body language invisible to outsiders. You may choose what action the lion will take each round and you roll for the lion as if you were taking the action yourself. The lion gains a number of experience points each session equal to double your total School

Rank in Lion Schools, which may be spent in any way you choose. If your familiar lion is ever killed, this Technique becomes unusable until a new lion can be trained (not until you gain 25 further points of Insight). Finally, you gain a bonus to all Bugei skills equal to double your Water Ring (replacing the bonus gained in the first Rank).

Matsu Warcats

Earth: 5 **Water:** 4 **Fire:** 2 (Agility: 4) **Air:** 3

Rolls When Attacking: Bite 5k3, Claw 6k4

Rolls For Damage: Bite 5k4, Claw 4k3

TN to be Hit: 20

Wounds Per Level: 30, +5; 60, Dead

Notes: Beastmasters spending experience points for their chosen warcat (as per Rank 3 above) pay the standard cost to raise Traits. Increasing an attack or damage roll costs new level x 3 for rolled dice and new level x 4 for kept dice. The lion's TN to Be Hit can be increased by an increment of 5 for an amount of experience equal to half of the new TN (rounded down).

New Paths

Akodo Scout (Bushi)

Originally appeared in *Way of the Samurai* as Akodo Forward Sentry.

Technique Rank: 3

Path of Entry: Akodo Bushi 2

Path of Egress: Akodo Bushi 3, Akodo War College 1, or Ikoma Tactician 1

TECHNIQUE: HONOR IN THE SHADOWS

Akodo scouts are taught to remain unseen, observing and analyzing their foes so that when they strike, they have only to strike once. For the purposes of this technique, your Akodo Bushi School Rank is considered to be one higher. You gain a bonus to all Stealth rolls equal to double your Akodo Bushi School Rank. For each round you observe a foe without taking any other actions, you

gain a Free Raise per round to use against that opponent in combat. This Benefit lasts only for the first four rounds of combat. You may only gain a number of Free Raises in this manner equal to your Akodo Bushi School Rank.

Ikoma Herald (Bushi/Courtier)

Originally appeared in *Way of the Samurai* as Ikoma Battle-crier.

Technique Rank: 2

Path of Entry: Ikoma Omoidasu 1

Path of Egress: Matsu Bushi 1 or Ikoma Tactician 1

TECHNIQUE: THE HAND OF OUR ANCESTORS

The Ikoma are able to spin tales of the Lion's history that apply to particular situations, rallying the troops and steeling them for the battle to come. You may make a Lore: History roll versus a TN of 20. If the roll is successful, a number of troops equal to your Insight Rank x 5 receive a +5 bonus to their Initiative, Tides of Battle, and attack rolls for the first three rounds of the next combat encounter. The troops gain an additional +5 bonus for every increment of 10 by which you exceed the TN, and an additional +3 for every Raise made. You gain the bonus as well, and do not count toward the number of individuals who may receive the bonus.

Matsu Elite Guard (Bushi)

Originally appeared in *Way of the Samurai*.

Technique Rank: 4

Path of Entry: Matsu Bushi 3

Path of Egress: Matsu Bushi 4

TECHNIQUE: RELENTLESS

Whenever you successfully hit an opponent, you roll an additional three dice for any subsequent attacks made during that round. These dice may be used for either attack or damage rolls at your discretion. If making an extra attack with Raises, both attacks must hit before any Benefits are given. These bonuses are cumulative.

Schools of the Mantis Clan



Advanced Schools

Storm Riders (Shugenja)

Originally appeared in *Way of the Shugenja*.

Requirements:

Rings/Traits: Water 4, Stamina 4

Skills: Craft: Sailing 4, Lore: The Seas 5, Theology (Fortunes) 5

Advantages: Blessing of the Elements (Water) or Friend of the Elements (Water)

Other: Must possess at least three Water Spells of Mastery Level 3 or higher as Innate Abilities.

Special: Only Mantis shugenja are permitted to become Storm Riders. Students of the Yoritomo Shugenja School may ignore any one Ring, Trait, Skill, or Advantage requirement.

TECHNIQUES

RANK 1: STRENGTH OF SUITENGU

The Storm Riders possess an understanding of Water that most Phoenix would envy. When casting a Water spell, you may double the area of effect or the range of the spell by making two successful Raises. This is possible regardless of normal Raise restrictions on the spell. If Raises are normally allowed for area or range, the effects of all Raises for those purposes are doubled.

RANK 2: CHILD OF OSANO-WO

Osano-Wo watches over his children, and his fury never touches them. By spending a Void Point, you may completely avoid any wind - or water-based damage. This includes natural phenomenon like weather, hurricanes, or drowning, in which case the effect lasts for one hour. If the damage is from an unnatural source, such as a spell or from a creature such as a water elemental, the effect lasts only for one round, but may be extended by spending one Void Point per round. Additionally, you are considered to be at +1 School Rank for casting Water spells.

RANK 3: THE THUNDER UNLEASHED

The sea's secrets are at the Storm Rider's command. So long as you cast only Water spells or spells that

affect the weather in some way (such as Fury of Osano-Wo or Tempest of Air, for example), you gain an additional casting action per round. This would allow you to cast two Mastery Level 1 spells in one round, or a higher Mastery Level spell in less rounds than it would normally require.

New Paths

Tsuruchi Legion (Bushi)

Originally appeared in *Way of the Samurai*.

Technique Rank: 5

Path of Entry: Tsuruchi Bounty Hunter 4

Path of Egress: Tsuruchi Bounty Hunter 5

TECHNIQUE: THE WASP'S EYE

A Tsuruchi archer is possessed of such precision that it is said he can hit the eye of a wasp. You no longer have to make Raises to use the Disarm, Called Shot, or Knockdown maneuvers, which are not normally allowed with ranged weapons. You may use the Guard maneuver on any individual within range of your bow by directing your attacks toward those who threaten the individual in question.

Yoritomo Elite Guard (Bushi)

Originally appeared in *Way of the Samurai*.

Technique Rank: 4

Path of Entry: Yoritomo Bushi 3

Path of Egress: Yoritomo Bushi 4

TECHNIQUE: STORMS NEVER FAIL

The determination of Mantis warriors is legendary, and never more so than their most elite members. You may spend a Void Point to re-roll any failed attack roll, rolling one additional die on the second roll. You may also spend a Void Point to re-roll any damage roll. In both cases, the second roll must be kept. You may use both of these abilities in the same round if you so choose, ignoring the normal restrictions on the number of Void Points spent per round.

Schools of the Phoenix Clan



Agasha Shugenja (Shugenja)

Originally appeared in *Legend of the Five Rings Roleplaying in the Emerald Empire* as Dragon Clan Agasha Shugenja School and *Secrets of the Phoenix*.

Benefit: +1 Intelligence

Honor: 2.5

Skills: Calligraphy, Lore: History, Meditation, Spellcraft, Theology (Shintao), any one High Skill, any one Bugei Skill

Outfit: Wakizashi, tanto, kimono and sandals, scroll satchel, traveling pack, 3 koku.

Affinity/Deficiency: The Agasha have an Affinity for Fire and a Deficiency for Water.

TECHNIQUE: ALL ARE ONE

The Agasha have researched the ability to cast spells drawing upon multiple elements at once for centuries, but have only begun to master the art since the family joined the Phoenix Clan. You may spend a Void Point to substitute your Fire Ring for your Air or Earth Ring when casting a spell of either of those elements.

Spells: Sense, Commune, Summon, Counterspell, any 3 Fire spells, any 2 Earth spells, and any 1 Air spell.

Shiba Illusionist (Shugenja)

Originally appeared in *Winter Court: Kyuden Asako* as Shiba Tejina.

Benefit: +1 Awareness

Honor: 2.5

Skills: Calligraphy, Courtier, Etiquette, Lore: Myth & Legend, Meditation, Theology (Shintao), any one High Skill

Outfit: Wakizashi, kimono and sandals, scroll satchel, traveling pack, 4 koku.

Affinity/Deficiency: The Shiba Illusionists teach the art of deception for the purposes of entertainment. They do not teach their students to use magic in an offensive manner at all, although some do learn it independently. The Shiba Illusionists have an Affinity for Air and a Deficiency for Fire.

TECHNIQUE: SPREADING HOTEI'S GRACE

The Shiba Illusionists, also called Tejina, enjoy nothing so much as creating beauty and using it to entertain others. You gain an additional Affinity for spells that create illusions or specifically alter a target's senses in some way. You also gain another Deficiency, this time for any spells that inflict damage, whether to living creatures or inanimate objects. These Affinities are cumulative with your Affinity for Air and your Deficiency for Fire listed above.

Spells: Sense, Commune, Summon, Counterspell, any 3 Air spells, any 2 Water spells, and any 1 Earth spell

Advanced Schools

Brotherhood of Heaven's Wing (Bushu)

Originally appeared in *Way of the Samurai*.

Requirements:

Rings/Traits: Void 4

Skills: Kenjutsu 5, Meditation 4, Theology (Shintao) 4

Advantages: Must possess one of the Seven Fortunes' Blessing Advantages

Other: Must possess at least two Phoenix-specific kata. Only males may join the Brotherhood of Heaven's Wing. Shiba Bushu may ignore the Advantage requirement of this School by increasing the Void Ring requirement to 5 or adding an additional 2 ranks of any one required Skill.

TECHNIQUES

RANK 1: MARK OF HEAVEN

Members of the Brotherhood are taught special meditation and acupuncture techniques that dramatically increase their body's ability to heal and resist harmful effects. You recover an amount of lost Wounds equal to your Void Ring each day, in addition to the normal sum of your Stamina and Insight Rank. You also roll two additional dice on any roll made to resist the effects of a poison or disease. Others attempting to heal you of a poison or disease have the TN to do so reduced by 5.

RANK 2: WAY OF THE WORLD

Only the finest and most pious warriors are selected to join the Brotherhood, a fact made evident by their incredible skill in combat. You may now add your Void Ring to the total of all attack, damage, Initiative Rolls, and your TN to be Hit. This is cumulative with any bonuses added to those traits by previous ranks in any Shiba School.

RANK 3: WING OF GLORY

The Brotherhood are among the Phoenix's most elite warriors, and have mastered arts that most bushu have only begun to study at the time of their retirement. You may have one Phoenix Kata active at all times, regardless of preparation time or duration. Once per hour, you may spend a Void Point to change which Kata you are keeping active. You may also add double your Void Ring to the total of all attack, damage, Initiative rolls, and to your TN to be Hit. This replaces the Benefit from Rank 2.

Elemental Guard (Shugenja)

Originally appeared in *Second Edition Game Master's Guide* as Phoenix Elemental Guard.

Requirements:

Rings/Traits: Chosen Ring at 4, Void 4

Skills: Meditation 4, Spellcraft 5, Theology (Shintao) 5, any one Weapon Skill 3

Advantages: Blessing of the Elements (Specific Element)

Other: Must possess at least Glory 3. Must possess at least 3 spells of the chosen element as Innate Abilities. Only Phoenix shugenja may attend this School. Upon joining, the shugenja must select one element in which he has no Deficiency as his chosen element for the purposes of the Techniques described below.

Special: The Elemental Guards have special names depending upon their elemental alignment. They are as follows: Hurricane Initiates (Air), Avalanche Guard (Earth), Firestorm Legion (Fire), and Tsunami Legion (Water). There are no known Elemental Guards associated with Void.

TECHNIQUES

RANK 1: NAME OF THE ELEMENTS

The training an Elemental Guard receives greatly intensifies his link to his chosen element. You roll and keep one additional die when casting spells of your chosen element, and on any Raw Trait Rolls using the Traits associated with your chosen Ring. You may select any one spell of your chosen element that is of Mastery Level 3 or lower. Once per day, you may cast this spell in a single action. This does not count toward your maximum number of spells cast per day. You may make no Raises on this spell, although you may Benefit from any Free Raises.

RANK 2: TOUCH OF THE ELEMENTS

The Elemental Guard are as focused as the Isawa Tensai, even if they lack the adaptability of that School. You gain an Affinity in your chosen element. If you already possessed an Affinity for that element, you may double the Benefits. You also gain a second spell that you may cast in a single action exactly as described under Rank 1. This spell has the same limitations, and must be of Mastery Level 4 or lower.

RANK 3: SHAPE OF THE ELEMENTS

The Elemental Guard may wreath themselves in their element, protecting them from harm. You may add twice your chosen Ring to your TN to be Hit at all times, and subtract the same amount from the total of any damage roll made against you. You also gain a third spell that you may cast in a single action exactly as described under Rank 1. This spell has the same limitations, and must be of Mastery Level 5 or lower.

New Paths

Agasha Alchemist (Shugenja)

Originally appeared in *Secrets of the Phoenix* as Agasha Ikakeya.

Technique Rank: 3

Path of Entry: Agasha Shugenja 2

Path of Egress: Agasha Shugenja 3

TECHNIQUE: AGASHA'S WISDOM

The first Agasha and her students were brilliant shugenja who pushed the boundaries of magic as the Empire understood it. The arts they developed remain unique to the Agasha and Tamori families, although others have attempted to master them as well. You may add twice your Agasha Shugenja School Rank to the total of all Craft: Mizugusuri rolls, and gain double the Benefit when spending a Void Point on such rolls (1k1 becomes 2k2 and so on). This Path counts as a rank in the Agasha Shugenja School for the purposes of this Technique.

Shiba Artisans (Artisan)

Originally appeared in *Secrets of the Phoenix*.

Technique Rank: 2

Path of Entry: Any Shiba School at Rank 1

Path of Egress: Re-enter the same School at Rank 2

TECHNIQUE: THE SPIRIT OF BEAUTY

Shiba artisans are not taught a formal path embracing one art over another, but rather the secrets of finding the beauty in any object, whether a block of stone, a garden, a canvas awaiting paint, or a scroll awaiting the touch of a pen. When entering this Path, you must select one Artisan Skill in which you will focus. You may add three times your Void Ring to the total of all rolls using that Skill. When spending a Void Point to add 1k1 to this Skill, you add 2k2 instead.

Shiba Elite Guard (Bushi)

Originally appeared in *Secrets of the Samurai*.

Technique Rank: 4

Path of Entry: Shiba Bushi 3 or Shiba Yojimbo 3

Path of Egress: Enter the opposite School at Rank 4

TECHNIQUE: SHIBA'S STRENGTH

The strength of Shiba was that he gave of himself that others might Benefit, and those who bear his name know this lesson well. If any Phoenix or shugenja with whom you are allied within a number of feet equal to your Water x 5 is attacked, you may intercede. You immediately move between the attacker and target, and the attack is directed at you. You must declare this before the attack roll is made. If you have not acted yet this turn, this counts as your action. This may be done once per combat with no cost. Subsequent uses in the same combat require the expenditure of a Void Point per use.

Schools of the Scorpion Clan



Bayushi Saboteur (Ninja)

Originally appeared in the *Second Edition Player's Guide*.

Benefit: +1 Intelligence

Honor: 1.5

Skills: Acting, Deceit, Engineering, Explosives, Locksmith, Poison, Stealth (Sneaking)

Outfit: Katana, wakizashi, kimono, light armor, traveling pack, any 1 weapon, 2 koku

TECHNIQUES

RANK 1: BAYUSHI'S FOOTSTEPS

The Bayushi Saboteurs are unseen destroyers, striking at military targets just as the Shosuro strike at political ones. You roll and keep a number of additional dice equal to your School Rank on all Stealth rolls. When you spend a Void Point to gain 1k1 on one of your School Skill rolls, you gain 2k2 instead. You also add your Air Ring to your Initiative total.

RANK 2: SEEKING WEAKNESS

A true saboteur can instantly assess the flaws in any object, and instinctively understand the means by which it can be destroyed. You may study any inanimate object, (armor, weapon, or other object) or building for one round and make a Raw Perception roll (TN 15). If successful, you gain a number of Free Raises equal to your School Rank on any Engineering or Explosives rolls to destroy it (for buildings), or on an attack roll for using the Disarm maneuver. Disarmed weapons and objects are dropped, and disarmed armor confers no bonus to TN to Be Hit. (Disarming armor requires a Contested Roll as normal, where your opponent uses his Agility / Defense. This is not normally possible, but is a function of this Technique.) You also add your Fire Ring to your TN to be Hit.

RANK 3: THE SOUL OF BAYUSHI

A saboteur is a predator, and recognizes when other predators are hunting him. You never suffer Initiative penalties from being surprised or wounded. As long as you are conscious and unbound, your TN to be Hit may never be reduced by an opponent's spells or techniques, unless the spell or Technique has a higher Mastery Level or Rank than your Insight Rank. You also add twice your Air Ring to your Initiative total, replacing the Benefit from Rank 1.

RANK 4: NO MISTAKES

A saboteur must never allow his mission to be threatened in the event that he is noticed, but must eliminate the problem as rapidly as possible. You may make an additional attack per round. You add twice your Fire Ring to your TN to Be Hit, replacing the Benefit from Rank 2.

RANK 5: FOLLOW THE PINCERS

A true student of Bayushi masters many dark trades, and uses them to ruthless effect against the Scorpion's enemies. When making a roll with any School Skill, your dice explode on an 8, 9, or 10. This effect may only be used once per die per roll. Thus if you roll an 8 then re-roll a 9 on the same die, it only explodes once. If you rolled an 8 and then a 10, the 10 explodes normally. You also add three times your Air Ring to your Initiative total, replacing the Benefit from Rank 3.

Shosuro Actor (Ninja)

Originally appeared in *Way of the Scorpion* as Shosuro Butei.

Benefit: +1 Awareness

Honor: 1.5

Skills: Acting (Disguise), Courtier, Deceit, Etiquette (Sincerity), Knives, Stealth, any one Skill

Outfit: Katana, wakizashi, tanto, aiguchi, 3 kimonos of varying colors, traveling pack

TECHNIQUES

RANK 1: A SCORPION HAS A THOUSAND HEARTS

A Shosuro actor is taught to use every possible means to sway the opinions of others, ensure that their secrets remain closely guarded. You roll (but not keep) additional dice equal to your School Rank when using the Acting Skill or when attempting to persuade another using a Social Skill. You also add your Air Ring to your TN to Be Hit.

RANK 2: THE SCORPION'S STING

The Shosuro family employs a number of assassins, but occasionally must call upon its actors to serve in such a capacity. When attacking an opponent who is unaware of your attack, the maximum Raises you may make on your attack roll are not limited by your Void or by your Skill Rank. You gain a number of Free Raises equal to your School Rank on all your Knives rolls. You also add your Fire Ring to all your Initiative rolls.

RANKS 3-5: THE THOUSAND MASKS

From the moment they begin their training, Shosuro actors are taught to adopt the mannerisms and customs of other clans and families. Using correspondence, as well as assistance from senior students all across the Empire, the actors begin creating fictional personas and building networks of contacts in other regions. At Rank 3, you are granted one such persona that is ready to be active, meaning that you may now use this persona when traveling. You are given the appropriate gear for the persona (in for form of another School's beginning Outfit),

and you may distribute 10 ranks in Skills that aid you in your impersonation. These Skills are recorded separately from your other Skills, and do not count toward your Insight total (although additional Ranks purchased with experience points count as separate ranks beginning at 1 for Insight purposes). You may not allocate more Ranks in any Skill than your School Rank + 2. You gain an additional persona, complete with new equipment and 10 additional points, at Rank 4 and again at Rank 5. If you prefer, you may instead use these additional Skill Ranks to further develop an existing persona rather than adopt a new one. You may have multiple, separate, instances of the same skill, for instance, you may have Stealth at Rank 2 normally and your first persona might have Stealth at rank 3. Mastery Level Benefits for Skills are not shared across persona. It requires ten minutes (and a Simple Action every round) to change into an established persona, but you may change back to your normal personality as a Free Action. While in a persona, you may also use your core personality's Skills freely.

Advanced Schools

Scorpion Instigator (Courtier)

Originally appeared in *Second Edition Game Master's Guide* as Scorpion Supai Advanced School.

Requirements:

Rings/Traits: Awareness 5, Intelligence 5

Skills: Courtier 5, Deceit 5, Etiquette 5, Stealth 3

Advantages: Blackmail (on at least three individuals), Perceived Honor

Other: All members of the Instigators must possess the Disadvantage Dark Secret and must divulge this secret to their sensei upon joining.

TECHNIQUES

RANK 1: THE DEPTHS OF DISHONOR

To ferret out the secrets that Benefit the Scorpion, a true Instigator must be utterly ruthless and willing to commit the basest acts without distaste or hesitation. When making any Social Skill roll, you may spend a Void Point to roll a number of additional dice equal to five minus your Honor Rank. You add your Air Ring to the total of any Skill Roll using a Skill required for entry into this School.

RANK 2: MASTER OF PUPPETS

Those who are weak and unworthy are nothing more than pawns to the Instigator. You may make a contested Awareness roll against any target you choose. If successful, you gain a number of bonus dice on any Social Skill roll made with that individual equal to half the number of points that individual gained from taking Disadvantages. This effect lasts for the remainder of the day. This roll may only be made once per day per opponent.

RANK 3: SHEATH YOUR LIES IN TRUTH

An Instigator wraps his lies within the truth, using a unique form of self-hypnosis the Scorpion have developed to constantly reassure himself that the lies he speaks are the truth. The Technique causes some mild discomfort, but is completely effective on others. By spending a Void Point, you force any attempt to determine if you are lying to require a contested Perception/Courtier roll against your Awareness/Deceit. You gain a bonus to your roll equal to three times your Deceit Rank. If you are successful, your opponent believes that you are telling the truth. If you use this Technique to make statements that are blatantly and obviously false ("Lord Kurohito's armor is purple and black!"), you will quickly gain the Disadvantage Bad Reputation (Lunatic). Also, you add twice your Air Ring to the total of any Skill Roll using a Skill required for entry into this School, replacing the Benefit from Rank 1.

Shosuro Deceivers (Shugenja)

Originally appeared in *Way of the Ninja* as Shosuro Tejina.

Requirements:

Rings/Traits: Void 4

Skills: Lore: the Nothing 4, Stealth 4

Other: Only Scorpion shugenja may join this School. Students of the Shosuro Shinobi School may join, but the Rank for all Ring and Skill requirements is increased by 2. Characters that were previously shugenja use their Insight Rank when determining what Nothing spells (see below) they may cast. Shinobi characters use only their Shinobi School Rank.

Nothing spells can be found in *Way of the Ninja*.

TECHNIQUES

RANK 1: SHADOWS & WIND

Students of the Nothing learn to access the tiniest fraction of that infinite primal force, weaving a new form of magic that balances delicately between the Void and the Nothing. You lose all former elemental Affinities and gain an Affinity for Nothing instead. You are instructed in the ways of deception, learning 3 new Nothing-based spells. For the purposes of elemental magic, these spells are considered Void spells (although the Ishiken-do Advantage is not required to cast them). You also roll a number of additional dice equal to your School Rank on all Deceit and Stealth rolls.

RANK 2: THE SILENT SOUL

You roll bonus dice equal to your School Rank on all attempts to cast with subtlety, and on any Contested Rolls made to conceal your spell casting from onlookers (see page 225 of the L5R RPG). Your Void is considered one rank higher for the purposes of determining how many Nothing spells you may cast per day.

RANK 3: AN EMPTY BREEZE

By focusing their will, a Shosuro Deceiver may infuse their chi with Nothing, becoming far more difficult to damage with conventional weapons. You may spend a Void Point and gain Carapace 4 for 1 minute. Weapons made from crystal bypass this Carapace altogether. This ability may not be used cumulatively.

New Paths

Bayushi Elite Guard (Bushi)

Originally appeared in *Way of the Samurai*.

Technique Rank: 4

Path of Entry: Bayushi Bushi 3

Path of Egress: Bayushi Bushi 4

Requirement: Know the School (any Great Clan bushi School) 3

TECHNIQUE: MY ENEMY'S EYES

The elite guardians of Kyuden Bayushi are trained to adapt their knowledge to any enemy they face, finding similarities where none exist and exploiting even the most well hidden weaknesses. You gain an additional attack per round. This attack may only be used against opponents who possess ranks of a School for which you possess the Know the School Skill. You may also use this additional attack against opponents with no School ranks while their initiative score is lower than yours.

The Folding Leg (Bushi/Ninja)

Originally appeared in *Way of the Ninja*.

Technique Rank: 3

Path of Entry: Bayushi Bushi 2 or Bayushi Saboteur 2

Path of Egress: Bayushi Bushi 1 or Bayushi Saboteur 1 (enter opposite School)

Requirements: Jujitsu (Atemi) 3

TECHNIQUE: BREAK THE FOUNDATION

The master of the Folding Leg understands that by robbing an opponent of his assets, you cripple his spirit before crippling his body. You may spend a Void Point after making a successful Jujutsu (Atemi) attack roll to inflict one of the following effects upon your target:

- Reduce the effectiveness of any non-magical armor by 5 (lasts until repaired by an armorsmith).
- Reduce any bonus to your opponent's TN to be Hit from a Technique or Advantage by double your Jujutsu Skill Rank for three rounds.
- Reduce your opponent's effective Defense Skill Rank by 2 Ranks for 3 rounds. All Defense Mastery Abilities requiring a higher skill rank

than the target's effective Defense Skill Rank are suspended during the duration of this effect.

Ichiba's Consortium (Any)

Originally appeared in *Secrets of the Scorpion*.

Technique Rank: 4

Path of Entry: Any Scorpion School at Rank 3

Path of Egress: Re-enter the same School at Rank 4

Requirement: Commerce 5

TECHNIQUE: ICHIBA'S TECHNIQUE

Yogo Ichiba was the greatest financial mastermind the Scorpion ever produced. He would have been known throughout the Empire had he not wished to remain unseen. His students share his ability and methods, ensuring that they are wealthy and successful in their dealings. Each month, you gain an amount of koku equal to your Insight Rank x10 so long as you remain within the Empire. You also may spend a Void Point to re-roll any Social Skill roll, keeping the better of the two rolls. You may only use this ability once per roll.

The Kuroiban (Shugenja)

Originally appeared in *Way of the Shugenja*.

Technique Rank: 4

Path of Entry: Yogo Shugenja 3 or Soshi Shugenja 3

Path of Egress: Re-enter same School at Rank 4

Requirement: Lore (Shadowlands) or Lore (Maho) 3

TECHNIQUE: THE BLACK WATCH

The Kuroiban are taught to seek the darkness and destroy it, although not at the cost of their other abilities. If an attack or spell of yours damages a person or creature, you may spend a Void Point to immediately learn if the target possesses any level of Shadowlands Taint.

Yogo Ward Master (Shugenja)

Originally appeared in *Secrets of the Scorpion*.

Technique Rank: 3

Path of Entry: Yogo Shugenja 2

Path of Egress: Yogo Shugenja 3

TECHNIQUE: MASTERY OF WARDS

The Yogo Ward Masters select the most promising young Yogo students and teach them true mastery of ward magic. Those who excel are considered for membership in the Kuroiban. For every successful Raise you make when creating a ward, or casting a spell with Ward in the title, you gain an additional Free Raise that may not be used to increase the final total of your roll by 5.

Schools of the Unicorn Clan



Horiuchi Shugenja (Shugenja)

Originally appeared in *Secrets of the Shugenja*.

Benefit: +1 Stamina

Honor: 2.5

Skills: Calligraphy, Defense, Horsemanship, Hunting, Meditation (Void Recovery), any one High skill and any one High or Bugei skill.

Outfit: Wakizashi, tanto, gaijin riding horse, traditional robes and sandals, scroll satchel, traveling pack; 10 koku

Affinity/Deficiency: Horiuchi shugenja have an Affinity to Earth, and a Deficiency to Fire.

TECHNIQUE: HARMONY OF TWO WORLDS

The Horiuchi shugenja aid the Shinjo family in guarding the Shinomen Forest from those who would harm the Naga. Their magic focuses on surviving in the wilderness and the unique technique of meishodo, a gaijin art that uses magical trinkets to call upon the kami. You gain a Free Raise on all spells on meishodo.

When you create a Horiuchi shugenja, you may use meishodo (as per the rules on page 74 of *Way of the Shugenja*). In *Third Edition*, the rules for meishodo remain unchanged from *Second Edition* rules.

Spells: Sense, Commune, Summon, Counterspell, plus 3 Earth, 2 Water, and 1 Air.

Moto Bushi (Bushi)

Originally appeared in *Way of the Unicorn*.

Benefit: +1 Willpower

Honor: 1.5

Skills: Defense, Horsemanship, Hunting, Kenjutsu, Kyujutsu (Yomanri), Lore (Shadowlands), Meditation

Outfit: Katana, wakizashi, bow and 20 arrows (any type), any two weapons, heavy armor; gaijin riding horse, kimono and sandals, traveling pack; 10 koku

Era of Play: Pre-Hidden Emperor

TECHNIQUES

RANK 1: PURITY OF THE BREATH

The bushi is first taught how to make every action perfect, from high-level activity like thought and kenjutsu down even to tasks like breathing and the very beating of the heart. The perfection of this technique will take a lifetime. You add 5 + your School Rank to your TN to be Hit and damage rolls.

RANK 2: FACING THE DARK WITHIN

You understand the karmic ties between those of the Moto family and their corrupted kin. As a Simple Action, you may make an Awareness check to attempt to detect Lost Humans or Dark Moto nearby. This sense has a base radius of 5'. The base TN of the check is 5, minus the number of such beings within

the area of the effect. You may make raises on this roll in order to glean additional information. You may raise once to know the number of such individuals within the area. You may raise once per such individual to know the size of the individual. You may raise once per such individual to know the distance between you and the individual. You may raise once per such individual to know the direction away from you the individual is. You may raise once per such individual to know their Taint Rank. You may raise once per such individual to know their immediate intentions. Finally, you may add your Void Ring to all School Skill rolls.

RANK 3: JUSTICE OF OUR ANCESTORS

You may make two attacks per round. While in the Full Attack posture, you add your Honor plus School Rank to your attack and damage rolls.

RANK 4: AVENGING OUR OWN

By this time, the bushi is the master of his fate and embraces the doom of his family. You may spend two Void Points on each skill check or attack roll, and may declare whether or not you spend them after making the roll. If you decide to spend Void Points after the roll, you must spend two Void Points. Additionally, you may add double your Void Ring to all School Skill rolls, replacing the bonus gained in the second Rank.

RANK 5: BLOODIED BUT UNBOWED

The bushi is perfectly attuned to the doom of the Moto family. When you die, you may shred your body with your will to prevent it from being reanimated by the Shadowlands. This effect occurs even if you are unconscious or otherwise incapacitated. You may also stay alive through indomitable force of will. When you reach the Down Wound level, you ignore all Wound penalties for a number of rounds equal to your Void Ring plus Honor plus School Rank. You may continue to receive Wounds even if all of your Wound Ranks are full, and you ignore all special effects of your current wound rank, including death. However, you must be healed to the Out level or higher before the end of this duration, or you immediately die at that time.

Ki-Rin Moto Nomad (Bushi)

Originally appeared in *Imperial Herald* #13.

"There are many stories told of our land, a burning waste far to the east of Rokugan, where Lady Sun has gone mad and Kaleel, the Lord of the Moon, is our only salvation from her bitter wrath. Many tales of how the clan called Unicorn ventured across the northern mountains to see what lie beyond - of what they

encountered on the other side, and the horrors they faced before returning home. Perhaps the most important tale, however, is that of their first encounter with my people, the Ujik-hai..."

- The Living Memory

Much of what has been told of the Unicorn's journey into the distant realm known as the Burning Sands is true. The rest is little more than a careful aberration of reality, constructed to impress their eastern kin. These lies were conceived and spread by several key members among the Unicorn who returned to the Empire two hundred years ago. These lies were not intended to hurt or deceive the Rokugani, but to protect them from several key revelations they discovered in the awful wastes - and to protect their allies in the desert as well.

The first lie they told was of the Ujik-hai, who were in actuality a peaceful group of wanderers, exiled from their home in the City of One Thousand Stories a generation before (after the Day of Wrath). These gypsies, keepers of the Great Chronicle of Age, welcomed the Unicorn into their ranks without menace; there was no violence between the groups. By painting the Ujik-hai as powerful adversaries, the Unicorn ensured that few would follow in their footsteps, maintaining the sanctity of distance between the two Empires, for the good of both.

Matazera, the gaijin woman who befriended Shinjo (and coincidentally an ancestor of the modern "Grey Woman"; see the Legend of the Burning Sands CCG) established a strong bond between the Ujik-hai and the Unicorn, forging a new faction that would eventually become known along the desert steppes as the Moto, or Ki-Rin Clan. This hybrid group would travel with the Unicorn for some time after their departure from the Ujik-hai (themselves to become known as the Ra'Shari in modern times), only branching out on their own after Shinjo and her disciples split apart following the famed Battle with the Rocs.

The Moto Clan were reunited with Shinjo and her followers two hundred years latter, when Fu Leng and the Living Darkness appeared at the edge of the Great Waste. The legendary battle that finally shattered the rejuvenated Unicorn Clan has become legend, and many tales about it have been told. Again, some of these stories are true, while others are fabrications of the Unicorn who returned. One chapter of the saga that is accepted by all, however, is that of Shinjo's departure as a sweeping chain of light across the horizon before succumbing beneath a wave of Darkness. The Ki-Rin remember this event well, but also remember the Kami's Promise - that she would always return.

Though the Moto were cut off from their eastern cousins in the aftermath of the battle, one of their

number, a warrior known as Sharad, recovered the Kami's weapon, an immense katana with a pommel of polished ivory, a gift from the gypsy Martazera. From this omen, it was obvious to the Moto that the splintered heritage the Unicorn, Ujik-hai / Ra'Shari, and Ki-Rin would be mended once more; all they needed to do was wait, and keep the legend of their Champion true until she return to claim it.

Today, nearly seven hundred years later, they are still waiting, the Moto of the Burning Sands have gained their own identity, even if few recognize them for it. Since the coronation of the current Caliph and the inception of her sorcerers warriors (the Khadi), the Moto have not been welcomed in Medinaat al-Salaam. Natives of the city despise them for their mixed heritage, remembering the "atrocities" of the Ra'Shari so many generations ago and the "anti-social brutes" "from the east, whose blood they carry. The Senpet, three hundred year old allies of the Caliph, hunt them in the desert, calling them thieves and murderers (only half of that claim is true, and everyone must eat - even if they must steal to do so...)

The White Guard, who patrol the far side of the northern mountains and the border of the Ivory Kingdom, remain in loose contact with the Moto of the Burning Sands. Given the distance involved, and the rigors of the terrain between the two realms, however, little information is traded between clans, and what does is slow-moving trickle; messages sent into the desert typically do not return until long after the sender has passed on to his next life. The White Guard are only in contact with a small number of the Burning Sands Moto, who are unsure of their eastern cousins' role in Shinjo's eventual return. Occasionally - perhaps no more than once or twice a century - members of the desert raiders cross the White Guard line of defense and enter the Emerald Empire, taken by the same curiosity that brought their Champion to them a thousand years ago...

The Moto of the Burning Sands are a nomadic culture - by necessity more than by choice. Still affected by the Ra'Shari's dark history, they are unwelcome in most cities across the desert, and are actively hunted by the Senpet Legions. The Khadi delight in capturing them and penning them in the Jandaq slave caverns with the remnants of other cultures they have subjugated. The House of Dahab offer bounties on their heads, and hire armies to protect their merchant caravans, which turned even the most pacifistic tribes of the Ivory Kingdoms against them. Within their own homeland, the Clan of the Ki-Rin have no allies to call upon, and lose as many of their children to hunger as to the knife.

But adversity has been the Moto's greatest teacher. Every child of the clan is taught from birth to survive in the harsh wastes, with or without tools of

civilization. They are shown how to train and ride the famed stallions of the desert, and how to use them in war. And they are taught how to defend themselves from the predators that hunt them - both human and otherwise.

The following school is designed for use in the *Legend of the Five Rings Role-playing Game*, and assumes that the player is creating a Ki-Rin character to be used in the Emerald Empire. If you are playing outside Rokugan, the social restrictions may be ignored.

Social Restrictions: There are several key differences between Rokugan and the Burning Sands. One of the most important is that the people raised in either culture see the other as barbaric, or at the least alien. Etiquette differs tremendously between the two lands, as do laws, ritual, and religion. As a result, when designing a Ki-Rin Moto (one who has traveled across the Mountains to the north in their lifetime), Skills, Advantages, and Disadvantages are more costly, or not available.

Benefit: +1 Agility

Honor: 1.5

Skills: Horsemanship, Hunting, Kenjutsu, Kyujutsu (Horse Archery), Lore: Burning Sands, Stealth, any one Bugei Skill

Outfit: Katana, wakizashi, bow and 20 arrows (any type), any two weapons, heavy armor; gaijin riding horse, kimono and sandals, traveling pack; 10 koku

Special: All Ki-Rin Moto may gain the Gaijin Gear feat for three less points. They also gain the Bad Reputation (Ki-Rin Moto) Disadvantage (but not the CP for it).

TECHNIQUES

RANK 1: UNDER COVER OF NIGHT

At the first Rank, Ki-Rin Moto are trained to use shadows and the cover of night to move about without detection. They are also shown given their first Chronicle – their own passage in the continuing verbal tradition that the Moto keep to give to Shinjo on her return. You gain a number of Free Raises on all Stealth rolls equal to your School Rank. Also, choose one of your School Skills as your Chronicle (what you are currently famous for among your clan). You gain a free rank in this skill. This rank does not count towards your maximum skill rank during character creation.

RANK 2: NIGHT'S SWEET STING

By this stage of their development, Ki-Rin Moto are shown how to use the darkness to their advantage during combat, and how to manipulate the lingering moonlight to confuse their enemies. During combat, you gain a number of Free Raises equal to your School Rank each round. You may use these Raises on any attack roll or skill roll. These Raises go away at the end of the combat if not used. At the beginning of the round, you may instead

choose to waive these Raises to raise your Initiative by 3 per Raise lost, or to temporarily increase your TN by 3 per Raise lost. These bonuses go away at the end of the round. Additionally, you gain a bonus equal to your Chronicle's skill rank to your attack rolls.

RANK 3: RIDE UNTIL DAWN

Ki-Rin are next taught to endure the rigors often required in the desert wastes, as well as how to outlast their pursuers across the dunes. You may operate normally with minimal sleep (three hours per day) and half the food for a number of weeks equal to half your Earth Rank. At the end of this ordeal, you require three extra hours of sleep each night, for a number of days equal to the number of weeks spent using the ability. Additionally, you gain a bonus equal to your Chronicle's skill rank to your Initiative rolls.

RANK 4: NIGHT'S BLIND FURY

At this, the last true stage of "development" for the Ki-Rin, each is shown the secret of combining all their previous knowledge into one startling (and quite vicious) attack. Though less than honorable by Rokugan standards, this ambush tactic is shockingly effective. Choose a target. As a Simple Action, you may make a contested Agility/Stealth (Ambush) roll against Perception/Investigation (Notice) of everyone around the target. If you succeed, you start combat with a +20 bonus to your Initiative and +10 to all attack and damage rolls against the target. If you fail, you still initiate combat, but with no bonuses. Additionally, you may make an additional attack per round. Finally, you gain a bonus equal to your Chronicle's skill rank to your damage rolls.

RANK 5: THE FINAL CHRONICLE

By this stage in their life, the Ki-Rin Moto has made a name for themselves among their own people (and probably beyond). They are granted their final Chronicle and recorded in the Great Chronicle of Age, a record of the greatest heroes of the Burning Sands Moto, which will pass directly into the hands of the Kami Shinjo upon her return. You may now reach Rank 11 in the skill chosen as your Chronicle. While using the Chronicle, you gain a number of Free Raises equal to your School Rank.

Shinjo Magistrate (Bushi)

Originally appeared in *Imperial Herald* #10.

Many Unicorn samurai-ko who do not wish to join the battle maidens turn into the Shinjo Magistrates as a place to serve with honor, continuing the tradition of what may be the oldest school of Magistrates in the Empire.

Since the return to Rokugan 200 years ago, the Magistrates of the Shinjo have served the Emperor chiefly as trackers, pursuing escaping criminals and

fleeing enemies. It is a role in which they have excelled. Shinjo *yoriki* can be found in the service of every great Clan. However, their barbarian ways have hampered their advancement in other areas. Outside of Unicorn lands, few trained in the Shinjo school have become judges. Most Unicorns are unconcerned however, feeling that their fierce blood serves best in the saddle anyway. Shinjo Magistrates are considered a bushi class.

Benefit: +1 Perception

Honor: 2.5

Skills: Horsemanship, Hunting, Investigation (Notice), Kenjutsu, Lore: Heraldry, Lore: Law, and one Bugei Skill.

Outfit: Katana, wakizashi, jitte, light armor, traveling pack, 3 kimonos, 6 koku, mount.

TECHNIQUES

RANK 1: CHASING THE WIND

The magistrate is driven by the righteousness of her cause. When facing an opponent in a skirmish or duel with an Honor rank of less than 2, you keep an extra die for both attack and damage rolls. You gain a bonus to all Perception rolls equal to your Honor Rank.

RANK 2: PATH OF THE HUNTER

At second Rank, the magistrate is taught the methods of sensing each clue the prey leaves behind; these form a path, straight from the hunter to the prey. You gain a number of Free Raises equal to your School Rank to all Hunting and Investigation rolls. You gain a bonus equal to your Honor Rank to your Initiative rolls.

RANK 3: RIDE UNTIL DAWN

The magistrate learns to endure the rigors often required by her work. Her devotion to justice carries her through trying times. You may operate normally with minimal sleep (three hours per day) and half the food for a number of weeks equal to half your Earth Rank. At the end of this ordeal she will require three extra hours of sleep each night, for a number of days equal to the number of weeks spent using this ability. Additionally, you gain a number of Free Raises equal to your Honor Rank on all contested rolls from your School Skills.

RANK 4: SWIFT JUSTICE

At this rank, the Shinjo have learned to strike twice per round: once for themselves and once for the Emperor, in whose honor they serve. You may make an additional attack per round. You gain a bonus to all Perception rolls equal to double your Honor Rank (replacing the bonus gained at the first Rank).

RANK 5: KI-RIN'S BLESSING

The Lady Shinjo's true form and spirit was said to be the Ki-Rin. That spirit still guards those who have given their life to the pursuit of justice. Any being

with an Honor Rank of 0, 4, or 5 falters when attacking you, dropping their two highest die both to attack and for damage. Finally, you gain a bonus to your Initiative equal to double your Honor Rank (replacing the bonus gained at the second Rank). If you lose standing as a Magistrate, this Technique no longer applies until you regain that position.

Utaku Infantry (Bushi)

Originally appeared in *Secrets of the Unicorn*.

Benefit: +1 Agility

Honor: 2.5

Skills: Athletics, Battle, Defense, Kenjutsu, Kyujutsu (Yomanri), Spears, any one high skill

Outfit: As Shinjo Bushi, minus steed.

TECHNIQUES

RANK 1: WEAPON PATH

A first rank Utaku Infantryman chooses to specialize in one of the three main weapons taught by the school – yari, katana, or yumi. The Utaku Infantry is divided into these groups and all have their indispensable place in the armies of the Khan. You gain a Free rank in the weapon skill chosen and a free Emphasis in that skill. (This rank does not count towards your maximum skill rank during character creation.) You gain a bonus to your TN to Be Hit equal to twice your Agility while using that weapon.

RANK 2: SPEED OF MY SISTERS

While the Utaku males are forbidden from riding the famous steeds of their family, nothing prevents them from learning to move like the wind to keep up with their kin. You move as if your Water Ring were two ranks higher. Additionally, you gain a bonus equal to your Fire Ring to attack rolls.

RANK 3: ALL-FRONTS ATTACK

You may make an additional attack each round while using your chosen weapon. In addition, you may roll but not keep extra dice equal to your Honor Rank when rolling Initiative.

RANK 4: UTAKU'S THUNDER

Just like the Battle Maidens, the elite Utaku Infantry are guided by the purity of their souls. After making a skill roll or damage roll, you may spend a Void Point to re-roll all dice with a result less than his Honor plus two. You may choose between the two results for each die. You may not choose to re-roll more than once per roll. In addition, you may make a single attack in the same round you are running or moving without penalty. Finally, you gain a bonus equal to double your Fire Ring to attack rolls (replacing the bonus gained in the second Rank).

RANK 5: EPIC OF MY NAME

The Utaku Infantryman has become a dizzying whirlwind on the battlefield. Your movements are unpredictable and unavoidable. You gain a bonus to your TN to Be Hit equal to the difference between

your Agility and that of your opponent's (if the difference is in your favor) x 5, with this bonus being calculated separately for each opponent. At the start of each combat round, you may choose to forgo all instances of this bonus during that round in order to gain one additional attack that round that may only be used against opponents with lower Agility.

Advanced Schools

Magistrate (Bushi)

Originally appeared in *Second Edition Game Master's Guide* as Unicorn Magistrates Advanced School.

Requirements

Rings/Traits: Fire 5, Water 4

Skills: Hunting 4, Investigation 4, Lore: Law 5, Any Weapon Skill at 4

Advantages: Clear Thinker

Other: The character must be accepted to become a magistrate, and must have at least 2 ranks of Honor.

You may waive the Clear Thinker Advantage requirement by raising all Skill requirements by one.

TECHNIQUES

RANK 1: JUSTICE AMENDS

The Magistrate of this rank recognizes that his own needs are unimportant; sacrifices must be made for the sake of justice. You lose no Honor for any actions that are not directly illegal so long as they lead to the apprehension of a criminal. In addition, you add your Honor to your TN to be Hit, all attack rolls, and your Initiative.

RANK 2: FIST OF THE EMPEROR

You gain a number of Free Raises equal to your School Rank on all Lore: Low and Investigation rolls. Further, if you interrogate a subject for at least ten minutes, you may make an opposed Willpower roll; if you succeed, you learn something illegal that the subject has done. You gain two Free Raises to this roll. If the subject has not done anything wrong, nothing is learned – this technique does not invent facts. Also, relevancy to the matter at hand is not guaranteed.

RANK 3: SHINJO'S TECHNIQUE

You may attack an additional time per round. You add double your Honor Rank to your TN to be Hit, all attack rolls, and your Initiative (replacing the bonus gained at the first Rank).

New Paths

Baraunghar Shugenja (Shugenja)

Originally appeared in *Secrets of the Unicorn*.

Technique Rank: 2

Path of Entry: Horiuchi Shugenja 2, Iuchi Shugenja 2

Path of Egress: Reenter the same school at the appropriate rank

TECHNIQUE: WARRIOR OF THE RIVER

One of the most important roles of the Baraunghar Shugenja is to augment his allies and stymie his enemies with blessings and curses from the kami. You gain a Free Raise whenever you are trying to Counterspell another shugenja. In addition, you may make two Raises when targeting an ally with a beneficial spell to target another ally with the same spell (the spell is still only considered cast once, and the effects are duplicated for the new target). The second target must still be in the range of the original spell.

Junghar Defender (Bushi)

Originally appeared in *Secrets of the Unicorn*.

Technique Rank: 3

Path of Entry: Any Unicorn bushi school (except Battle Maiden) 2, Any ronin bushi school (if you are a Unicorn bushi) 2

Path of Egress: Reenter the same school at Rank 3

TECHNIQUE: SHIELD OF THE KHAN

While in the Full Defense posture, you may immediately make one free attack against any foe that attacks you and misses your TN by 10 or more. This attack is treated as a Standard Attack Action (and occurs while you are in the Full Defense posture). You switch to the Attack posture after your attack, and you may not switch to the Full Defense posture during this round or the next. Additionally, while in the Full Defense posture, you add your Water Ring to your TN to Be Hit and your attack rolls.

Khol Raider (Bushi)

Originally appeared in *Secrets of the Unicorn*.

Technique Rank: 4

Path of Entry: Any Unicorn bushi school (except Battle Maiden) 3, Any ronin bushi school (if you are a Unicorn bushi) 3

Path of Egress: Reenter the same school at Rank 4

TECHNIQUE: BLADE OF THE KHAN

For the purposes of this Technique, your Path of Entry School Rank is considered to be one higher. At the beginning of each combat round, you gain one bonus rolled die per samurai within thirty feet, or two bonus dice if the samurai is Unicorn. The maximum number of dice you may gain with this technique is equal to your Path of Entry School Rank

plus one. These dice may be rolled on any attack or damage roll, or any other action you wish to take during that round. Any dice not used before by the round's end are lost.

Master Horse Archer (Bushì)

Originally appeared in *Secrets of the Samurai*.

Technique Rank: 2

Path of Entry: Shinjo Bushi 1

Path of Egress: Shinjo Scout 1

TECHNIQUE: HANARI'S TECHNIQUE

Devised by Shinjo Hanari, a Unicorn master of horse-archery, this technique allows the archer to fire rapidly from horseback without penalty to hit. While on horseback, all penalties you receive to your attack rolls made while using a bow are reduced by 5. You gain three Free Raises to make an additional attack while using a bow.

Shinjo Elite Guard (Bushì)

Originally appeared in *Way of the Samurai*.

Technique Rank: 4

Path of Entry: Shinjo Bushi 3

Path of Egress: Shinjo Bushi 4

TECHNIQUE: SHINJO'S SPEED

The Shinjo Elite Guardsman's mastery of mounted combat is breathtaking. While mounted, you gain a Free Raise on all Bugei rolls, and an additional Free Raise on all attack rolls against infantry. In addition, you may add double your Water Ring to your TN to be Hit and all attack rolls.

Vigilant (Bushì)

Originally appeared in *Secrets of the Unicorn*.

Technique Rank: Variable

Path of Entry: Shinjo Bushi School

Path of Egress: Shinjo Bushi School (at the appropriate Rank)

TECHNIQUE: IRON SOUL

The Vigilant is immune to the sleeper programming of the Kolat, and gains a Free Raise on all attack rolls or Perception related rolls against known Kolat agents. This technique may be taken multiple times, and grants another Free Raise each time.

If this technique is taken three times, you may attempt to deprogram sleepers or break willing agents

of the Kolat. You must spend at least two days per Insight Rank of the target in seclusion with the target. You must spend twelve hours per day in the target's presence, pointing out flaws in the Kolat philosophy and encouraging the target to break free of Kolat influence. At the end of this time, you make an opposed Willpower roll with the target by spending Void Points equal to the target's Insight Rank. If you succeed, the deprogramming is successful. Sleeper agents will no longer be sleepers. Knowing Kolat agents who fail their opposed roll will offer information to you that harms the Kolat, and will turn away from the Kolat's philosophy.

If unsuccessful, you may immediately try again, beginning another period of deprogramming for a number of days equal to two per Insight Rank of the target. You may not use a number of Void Points during this time equal to the number of Void Points spent in the previous deprogramming attempt. At the end of this time, you may try again.

You may not use torture, threats, or coercion to encourage a sleeper to fail his opposed Willpower roll. You may, however, coerce and threaten Kolat agents into turning their backs on the Kolat.

Once the deprogramming is complete, the process is permanent. If the Kolat wish to reprogram their sleeper, they must start from scratch. Kolat agents encouraged to become disloyal to the Kolat by this process may or may not rejoin the Kolat at a later time if given sufficient reason to do so (Kolat agents broken through threats or coercion may renew their loyalty any time they choose).

Note that this process is automatically ineffective on any willing Kolat agents of higher Insight Rank than the Vigilant. If you attempt deprogramming against a Kolat agent of Insight Rank 5 or higher and who has knowledge of the techniques used to create sleepers, the Kolat may in fact force an opposed Willpower roll upon you in turn. If you fail this save, you fall victim to the Kolat's seductive philosophy and become a willing agent of the Kolat.

Vigilants who become willing agents of the Kolat may not continue to learn this technique. All Free Raises that formerly applied to Kolat now apply to other Vigilants and Emerald Magistrates.

Imperial Schools



Advanced Schools

Emerald Magistrate (Bushì)

Originally appeared in *Secrets of the Crane*.

Requirements

Ring/Trait: Fire 4, Perception 4

Skills: Etiquette 3, Investigation 5, Lore: Law 3, any one Weapon Skill at 4

Advantages: Clear Thinker

Other: Glory 3.0+ or Honor 3.0+, must be invited by the Emerald Champion

TECHNIQUES

RANK 1: SAIBANKAN'S METHOD

The Emperor's magistrates are taught the simple but powerful methods of Soshi Saibankan, the Scorpion who helped create the tradition of the Emerald Magistrates. You may spend a Void Point to gain Free Raises equal to your Insight Rank when making a roll using any of the following Skills: Courtier, Etiquette, Hunting, Investigation, Lore: Heraldry, or Lore: Law.

RANK 2: FOR THE EMPIRE

The blessings of Tengoku shine upon the Emperor's most loyal servants. You may spend a Void Point as a Simple Action to negate the damage reducing abilities of any opponent within 50 feet. Effects that may be negated in this matter include Carapace, Advantages, Techniques, the abilities of Shadowlands Creatures or Shadowed Minions, or maho or elemental spells. This effect lasts for a number of rounds equal to your Honor.

RANK 3: IN THE EMPEROR'S NAME

The Emperor's justice cannot be avoided. You may make an additional attack per round.

New Paths

Jade Magistrate (Shugenja)

Originally appeared in *Secrets of the Crane*.

Technique Rank: 4

Path of Entry: Any shugenja School Rank 3

Path of Egress: Re-enter the same School at Rank 4

Requirements: Glory 3.0+ or Honor 3.0+, must be invited by the Jade Champion

TECHNIQUE: PATH OF JADE

Those who serve the Jade Champion share his mission of keeping the Empire pure from corruption in all its forms. You add your Insight Rank to the total of all your rolls involving Perception or Awareness. Any spell you cast that targets someone or something you know to possess any amount of Shadowlands Taint receives a number of Free Raises equal to your cumulative rank in shugenja Schools.

Otomo Infiltrators (Courtier)

Originally appeared in *Way of the Samurai*.

Technique Rank: 2

Path of Entry: Otomo Courtier 1

Path of Egress: Doji Magistrate 1

TECHNIQUE: EYES OF THE EMPEROR

Some agents of the Otomo attend other lords' courts for the sole purpose of identifying potential threats the Otomo may face in court. They often train with their Crane allies to aid them in this mission. After studying another individual for one minute, you may make a Raw Perception Roll against a TN equal to 5 + (the target's School Rank x 5) as a Complex Action. If successful, you learn one of the following facts about the target: his highest Trait, his highest Skill Rank, his highest CP-cost Advantage, his highest CP-bonus Disadvantage, his Honor, his Glory, or his Status. You may use this Technique on one target multiple times, but each time requires one minute of undisturbed study. You may target an individual with this Technique a maximum number of times per day equal to your Void Ring.

Satoshi's Legacy (Bushì)

Originally appeared in *Way of the Samurai*.

Technique Rank: 2

Path of Entry: Miya Herald 1

Path of Egress: Miya Herald 2

Requirements: Deceit (Intimidation) 3

TECHNIQUE: FIRE & ICE

Miya Satoshi was a villain, but his methods of advancing the Miya's station in Rokugan have not been forgotten. Those who do not embrace honor with the same vigor as most Miya still employ his techniques. You may add your rank in Deceit to the total of all your Courtier rolls and your attack rolls.

Schools of the Minor Clans



Heichi Bushi [Boar Clan] (Bushi)

Originally appeared in *Way of the Minor Clans*.

Benefit: +1 Strength

Honor: 2.5

Skills: Athletics, Defense, Hunting, Lore: Twilight Mountains, Polearms (Mai Chong), Spears, any one Bugei or Merchant Skill

Outfit: Katana, wakizashi, mai chong, light armor, kimono, traveling pack; 2 koku

TECHNIQUES

RANK 1: WAY OF THE BOAR

The Boar's tusks are powerful, and can bring low many foes at once. While attacking with a Mai Chong, you gain two free raises if there is at least one other opponent within 5' of your target. These free raises may only be used towards the Extra Attack maneuver, and the extra attack generated by this maneuver must be directed at the second opponent (which is not normally permissible with the Extra Attack maneuver). Add your Fire Ring to the total of all of your damage rolls.

RANK 2: THE BOAR'S GREAT CHARGE

The fighting style used by the Boar Clan is both ferocious and defensive. When using the Full Attack posture with a mai chong, you gain three Free Raises rather than the usual two, and enemies only gain two Free Raises to attack you rather than the usual three. You add your Earth Ring to your TN to Be Hit.

RANK 3: TWIN TUSKS OF THE BOAR

There is no more fearsome opponent than the boar, who fights with every weapon without reservation. You may make an additional attack per round. You also add twice your Fire Ring to the total of your all damage rolls, replacing the Benefit from Rank 1.

RANK 4: THE STRENGTH OF OPPOSITION

A Boar is relentless, forcing his enemies to fight to escape his wrath. Once you have hit and damaged an opponent with your mai chong, you may immediately seize him in a grapple. No roll is necessary for this. You gain a number of Free Raises equal to your School Rank each round. These Free Raises may be used to maintain the grapple or to inflict damage. You add twice your Earth Ring to your TN to Be Hit, replacing the Benefit from Rank 2.

RANK 5: BEYOND THE MOUNTAINS

Despite the distance between them, the Boar have not forgotten the teachings of their Crab ancestors. A number of times per day equal to your Void, you may spend a Void Point to completely negate the damage of one attack directed against you. You must declare you are using this Technique before the

damage is rolled. This Technique may not be utilized in formal Iaijutsu duels. You also add three times your Fire Ring to the total of all damage rolls, replacing the Benefit from Rank 3.

Hotaru Bushi [Firefly Clan] (Bushi)

Originally appeared in *Way of the Daimyo*.

Benefit: +1 Reflexes

Honor: 2.5

Skills: Defense, Horsemanship, Hunting, Investigation, Kenjutsu, Kyujutsu, any one High or Bugei Skill

Outfit: Katana, wakizashi, steed, any 1 weapon, light armor, kimono, traveling pack; 2 koku

TECHNIQUES

RANK 1: THE FIREFLY'S LIGHT

A Hotaru samurai is gifted in quickly assessing a foe, discovering their strengths and guarding against them. At the beginning of a skirmish, before Initiative is rolled, you may make a Contested Roll using your Awareness/Investigation versus your opponent's relevant weapon skill and its associated Trait. If successful, you add your rank in Investigation to your TN to Be Hit versus that opponent. This bonus may not exceed your School Rank + 5. You may also add your Air Ring to the total of all your damage rolls.

RANK 2: FIREFLY IN FLIGHT

Every opponent's style is different, and by carefully observing his opponents, a Firefly samurai may easily avoid their blows. When adopting the Full Defense posture, you may choose to substitute your ranks in Investigation for your Defense Skill. This does not alter the Mastery Level Benefits you gain from Defense. You always add your School Rank to your TN to Be Hit when on Full Defense. You may also add your Earth Ring to the total of all your attack rolls.

RANK 3: PREPARED FOR THE NIGHT

The Firefly Clan was founded by both magistrates and warriors, and the two traditions have blended perfectly in their style of combat. You gain a number of Free Raises per day equal to your School Rank + 2. These Free Raises may be spent on any roll utilizing one of your School Skills. These Free Raises are consumed once they are used, and refresh each sunrise. You may add twice your Air Ring to the total of all your damage rolls, replacing the Benefit from Rank 1.

RANK 4: THE STRENGTH OF DUTY

A Firefly's attack is made stronger with the certainty of acting as duty dictates. You may make an additional attack per round. You add twice your Earth Ring to the total of all your attack rolls, replacing the Benefit from Rank 2.

RANK 5: THE TWILIGHT STRIKE

Despite a largely defensive style of combat, the Firefly teach their students to pounce on any opening an opponent offers, exploiting it ruthlessly and ensuring that the opponent suffers for his negligence. When adopting the Full Defense posture for consecutive rounds, you may make a single attack every other round while remaining on Full Defense. This attack may be made the second consecutive round you remain on Full Defense, and every other round thereafter so long as you adopt that posture. If you adopt any other posture, you must wait for the second round of consecutive Full Defense to gain this attack again. You add your School Rank to the total of your attack and damage rolls when attacking in this manner. You add three times your Air ring to the total of all your damage rolls, replacing the Benefit from Rank 3.

New Paths

★ *Ujina Skirmishers* [*Hare Clan*] (*Bushi*)

Originally appeared in *Hidden Emperor* as Ujina Fighter School.

Technique Rank: 1

Path of Entry: None. This is an entry-level Path.

Path of Egress: Usagi Bushi 1

Benefit: +1 Awareness

Honor: 0.5

Skills: Acting, Etiquette (Sincerity), Kenjutsu, Knives, Sleight of Hand, Stealth, any one Bugei or Low Skill

TECHNIQUE: KNIFE IN THE DARK

The Ujina are the most ruthless hunters imaginable, sacrificing their very honor to eliminate their prey at all costs. When attacking a foe unaware of your presence using the Full Attack posture, you may spend a Void Point and to gain one additional attack during the first round only. Your TN is reduced by 5 this round and for the next two rounds. You also roll one additional die on all Knives and Stealth rolls.

Ronin Schools



A Note Regarding Paths of Egress: When a Path lists “Enter any Ronin Bushi (or Shugenja) School at the appropriate rank,” you may re-enter a School you already possess Ranks in at the next available level, or you may take Rank 1 in a new School.

Advanced Schools

The Machi-Kanshisha (Bushi)

Originally appeared in *Way of the Wolf*.

Requirements:

Rings/Traits: Agility 3

Skills: Staves (Pipe) 3

Disadvantages: Obligation: Kaeru family (4 points)

Other: The Machi-Kanshisha are based in the City of the Rich Frog, and their Techniques may only be learned there, barring a traveling sensei. Typically, only members of the Kaeru family or other Lion vassal families are allowed to attend, although ronin who prove their worth to the Kaeru are allowed to study there in exchange for their oaths of service (the Obligation Disadvantage listed above). With the GM’s permission, a character that meets the requirements listed above may begin a campaign at Rank 1 in this School as long as he possesses no other Techniques.

TECHNIQUES

RANK 1: SMOKE & MIRRORS

Even the simplest weapon can be devastating in the hands of one skilled in its use. You gain a Free Raise on all your attack rolls made with a bo or pipe. When using a bo or pipe, you may reduce the number of Raises required for you to use the Disarm, Feint, and Knockdown combat maneuvers by 1.

RANK 2: CLOUDED MIND

The Machi-Kanshisha style of combat disables opponents rather than causing serious injury, relying on careful strikes targeting nerve clusters often studied by martial monk sects. When you make an attack roll against an opponent, you may spend a Void Point and declare one Raise. If successful, this attack deals normal damage and also forces the opponent to make a Contested Raw Earth roll against you. If you are victorious, your opponent is treated as if he were two Wound Ranks more injured than he actually is, thus incurring more severe penalties. This Technique may not reduce an opponent below the Down Wound Level. The effects of this Technique last for one hour.

RANK 3: WEAR THEM DOWN

The lighting speed of a Machi-Kanshisha’s attacks may intimidate even the most stalwart of opponents. You may make an additional attack per round.

New Paths

The Broken Guard (Bushi)

Originally appeared in *Way of the Wolf* as Tiger’s Teeth.

Technique Rank: 2

Path of Entry: Any Ronin Bushi 1

Path of Egress: Re-enter the same School at Rank 2

Requirements: Honor 2+, Spears 4

TECHNIQUE: THE TIGER’S TEETH

The Broken Guard was a prominent band of ronin active during the Clan War whose specialty was anti-cavalry training. Although the Guard no longer formally exist, their Technique lives on. When wielding a polearm against a mounted opponent, or an opponent at least three feet taller than you, you gain one Free Raise on all your attack rolls and you keep one additional die of damage on all damage rolls. This is cumulative with the normal Benefits for using a polearm.

Canopy of Knives (Ninja)

Originally omitted from *Way of the Ninja*.

Technique Rank: 3

Path of Entry: Any Ronin Bushi School at Rank 1, Forest Killers Path

Path of Egress: Enter any Ronin Bushi School at the appropriate rank

Requirement: Knives 3, Stealth 3, Membership in the Forest Killers

TECHNIQUE: CANOPY OF KNIVES

Those Forest Killers who study the Canopy of Knives approach silently and eliminate their opponents with a precise knife strike. You gain +5 to your Initiative when wielding a knife, and you may an additional attack per round when using a knife. If you have a higher Initiative than your opponent, you also gain a Free Raise on each attack made with a knife.

Cutting the Weave (Ninja)

Originally appeared in *Way of the Samurai*.

Technique Rank: 3

Path of Entry: Weaver Path (Rank 2)

Path of Egress: Enter any Ronin Bushi School at the appropriate rank

TECHNIQUE: CUTTING THE WEAVE

The Weavers often pose as traveling merchants to conceal their true purpose: assassination. You may add your Commerce rank to the total of any of your rolls using Awareness. When an opponent makes Raises on an attack roll against you, you gain an identical number of Free Raises on your attacks against that opponent in the following round.

★*The Eyes of Nanashi (Bushi)*

Originally appeared in *Way of the Samurai* as Law of the Heavens.

Technique Rank: 1

Path of Entry: None. This is an entry-level Path.

Path of Egress: Any Ronin Bushi School at Rank 1

Benefit: +1 Agility

Honor: 2.5

Skills: Athletics, Hunting, Investigation, Kenjutsu, Kyujutsu, Lore: Law, any 1 Skill

Outfit: Katana, wakizashi, tanto, kimono, traveling pack, 2 bu

TECHNIQUE: RIGHTEOUS FURY

The Eyes of Nanashi are the defenders of Nanashi Mura, and consider their duties a sacred task for which they would gladly die. You may add twice your Honor Rank to your TN to be Hit and to the total of your Defense rolls.

★*Flight of Innocence (Bushi)*

Originally appeared in *Mimura: The Village of Promises*.

Technique Rank: 2

Path of Entry: Any Ronin Bushi School at Rank 1

Path of Egress: Re-enter the same School at Rank 2

Requirements: Reflexes 3, Kyujutsu 4

TECHNIQUE: FLIGHT OF INNOCENCE

Archers who master the Flight of Innocence technique have truly learned to fire without thought or even sight, and can fire accurately with their eyes closed or blindfolded. You may fire at a target you cannot see. The TN for such targets are increased by +5, but you do not suffer any additional penalties as a result of your inability to see the target.

★*The Forest Killers (Bushi)*

Originally appeared in *Way of the Wolf* as Fool's harvest.

Technique Rank: 2

Path of Entry: Any Ronin Bushi School at Rank 1

Path of Egress: Re-enter the same School at Rank 2, Canopy of Knives Path

Requirements: Honor 2 or less, any Weapon Skill 3, Way of the Land (Shinomen Mori)

TECHNIQUE: FOOL'S HARVEST

The Forest Killers are ruthless bandits who plague the area around the southern Shinomen Mori, then retreat into its vast depths. You receive a Free Raise on all your Stealth rolls. If you successfully attack an opponent who is unaware of your presence, you gain +10 to your Initiative during the next round so long as you continue to attack the same opponent.

★*The Forgotten Sons (Shugenja)*

Originally appeared in *Way of the Thief*.

Technique Rank: 1

Path of Entry: None. This is an entry-level Path.

Path of Egress: Ronin Shugenja (Traditional Priest or Militant Shugenja) 1

Benefit: +1 Intelligence

Honor: 1.5

Skills: Calligraphy, any 1 Lore Skill, Meditation, Spellcraft 1, Theology (Fortunes), any two Skills

Outfit: Wakizashi, ashigaru armor, calligraphy set, kimono and sandals, scroll stachel, traveling pack; 5 zeni

Affinity/Deficiency: None

TECHNIQUE: THE PATH OF MEMORY

The Forgotten Sons are failed students cast out from other shugenja schools for one reason or another. Many were once minor vassals of Great Clan families, and have united in their attempts to learn more about magic. You gain a number of Free Raises per day equal to your Insight that you may use on the casting of any spell.

Spells: Sense, Commune, Summon, Counterspell, three of any 1 element, 2 of a second element. You may not select Void as one of your elements for the purposes of selecting spells.

★*The Fortune's Grace (Shugenja)*

Originally appeared in *Way of the Wolf* as To Touch the kami and *Way of the Shugenja*.

Technique Rank: 2

Path of Entry: Any Ronin Shugenja School at Rank 1

Path of Egress: Re-enter the same School at Rank 2

Requirements: Air 3, women only, membership requires a vow of celibacy

TECHNIQUE: TO TOUCH THE KAMI

The sisters of Fortune's Grace learn to hear even the faintest whispers of their allies among the kami. You may cast Commune a number of times per day equal to your highest Ring without subtracting from the maximum number of spells you are normally allowed per day. Subsequent castings count against your maximum as normal.

★ *The Gaze of Sun Tao (Bushì)*

Originally appeared in *Second Edition Player's Guide*.

Technique Rank: 1

Path of Entry: None. This is an entry-level Path.

Path of Egress: Ronin Duelist 1

Benefit: +1 Reflexes

Honor: 2.5

Skills: Battle, Hunting, Iaijutsu, Jiu-jitsu, Kenjutsu, Lore: History, any 1 Skill

Outfit: Katana, wakizashi, any 1 weapon, ashigaru armor, well-worn traveling clothes and sandals, traveling pack; 5 zeni

TECHNIQUE: GAZE OF SUN TAO

The teachings of Sun Tao can be applied to any battle, even the formalized dueling style of Iaijutsu. When making an Awareness roll prior to a duel, you add +5 to your total. You may Focus one additional time above your normal maximum number of Focuses in a duel.

The Hidden Weapon (Bushì)

Originally appeared in *Secrets of the Mantis*.

Technique Rank: 2

Path of Entry: Any Ronin Bushi School at Rank 1

Path of Egress: Re-enter the same School at Rank 2

Requirements: Agility 3, Strength 3, Peasant Weapons 3

TECHNIQUE: STRIKE THE CENTER

Members of the Hidden Weapon strike to stun rather than draw attention to themselves by killing needlessly. You may make two Raises on any attack roll to stun an opponent in addition to dealing normal damage. Opponents stunned in this manner may adopt no posture other than Full Defense for a number of rounds equal to your Insight Rank. An opponent may immediately spend a Void Point as a free action to negate the effects of this Technique, but this must be done each time they are stunned.

Law of the Heavens (Bushì)

Originally appeared in *Way of the Wolf* as The Eyes of Nanashi and *Way of the Samurai*.

Technique Rank: 3

Path of Entry: Any Ronin Bushi School at Rank 2

Path of Egress: Re-enter the same School at Rank 3

Requirements: Must possess the Eyes of Nanashi Path Technique

TECHNIQUE: LAW OF THE HEAVENS

Members of the Eyes of Nanashi seek enlightenment through order and vigilance above all things. You may add your rank in Lore: Law to the total of all your attack, damage, and Initiative rolls.

The Order of Isashi (Shugenja)

Originally appeared in *Way of the Wolf* as Isashi's Gift.

Technique Rank: 3

Path of Entry: Any Ronin Shugenja School at Rank 2

Path of Egress: Re-enter the same School at Rank 3

Requirements: Medicine 4, Higher Purpose (heal the sick)

TECHNIQUE: ISASHI'S GIFT

The brotherhood known as the Order of Isashi spread healing and mercy just as their founder did after the second war with Iuchiban. Whenever you cast a spell that reduces wounds or eliminates poison or disease, you gain two Free Raises for casting that spell.

The Poisoned Frog (Bushì)

Originally appeared in *Way of the Ninja*.

Technique Rank: 2

Path of Entry: Any Ronin Bushi School at Rank 1

Path of Egress: Re-enter same School at Rank 2, enter a new Ronin Bushi School at Rank 1, or enter the Machi-Kanshisha School at Rank 1 if all requirements are met.

Requirements: Agility 3, Stealth 3, Honor of 2 or less

TECHNIQUE: THE POISONED FROG

This Technique is a lesser style taught in the dojo of the Machi-Kanshisha in the City of the Rich Frog, and is taught to a select few students. When you attack an opponent unaware of your presence, you can use the advantage of surprise to inflict an especially painful, crippling wound. For every Raise you make on your attack roll for which you gain no Benefit, your opponent adds +5 to the TN of any action he takes. This effect lasts for a number of rounds equal to your Insight Rank. This penalty is cumulative with multiple uses.

The Red Dawn (Bushì)

Originally appeared in *Way of the Thief*.

Technique Rank: 2

Path of Entry: Any Ronin or Phoenix Bushi School at Rank 1

Path of Egress: Re-enter the same School at the appropriate Rank

Requirements: Willpower 3

TECHNIQUE: FACING THE ABYSS

The Red Dawn are the fiercest pirates plaguing the Phoenix shores. You may spend a Void Point as a free action to gain a Fear rating equal to your Insight Rank +1 for the remainder of this round and the following round.

The Scales of the Carp (Courtier)

Originally appeared in *Way of the Wolf* as The Carp Smiles and *Way of the Ninja*.

Technique Rank: 2

Path of Entry: Any Ronin School at Rank 1

Path of Egress: Re-enter the same School at Rank 2

Requirements: Awareness 3, Commerce 3, Etiquette 3

TECHNIQUE: THE CARP SMILES

Ronin merchants in service to the Crab Yasuki, the Scales of the Carp share their patrons' gift for the deal. When making any Contested Roll using Commerce, Deceit, or Etiquette, you gain a bonus to the total equal to your Air Ring plus your Insight Rank.

Serpents of Sanada (Bushy)

Originally appeared in *Way of the Thief*.

Technique Rank: 2

Path of Entry: Any Ronin Bushy School at Rank 1

Path of Egress: Any Ronin Bushy School at Rank 1 (Rank 2 if continuing same School)

Requirements: Athletics 4, any Weapon Skill 3

TECHNIQUE: THE SERPENT'S COIL

Unlike most pirates, the Serpents of Sanada learn to fight together effectively against their enemies. When fighting alongside at least one other Serpent, Techniques granting a bonus to an opponent's TN to be Hit only confer the bonus if the Technique's Rank is greater than the sum of the Insight Ranks of those possessing this Technique that they face.

The Silent Current (Courtier)

Originally appeared in *Way of the Ninja* as Scales of the Carp.

Technique Rank: 2

Path of Entry: Any Ronin School 1

Path of Egress: Re-enter the same School at Rank 2

Requirements: Awareness 3, Commerce 4

TECHNIQUE: THE SILENT CURRENT

This Technique is taught by the ronin group called the Scales of the Carp, and is shared with particularly promising students that are being groomed for leadership positions. Students of the Silent Current learn to study their opponents carefully, glean useful information from even the most casual interactions. Whenever you discuss business with another person, you may make a Contested Awareness/Commerce roll against that individual as a Complex Action. For every 5 points by which your roll exceeds your opponent's, you gain one Free Raise that can be used against him on attack rolls or use of Commerce, Deceit, or Etiquette (Sincerity) over the next week. If these Raises are not used within a week, they are lost. You may not target an individual with this Technique more often than once per week.

Suitengu's Children (Bushy)

Originally appeared in *Way of the Thief*.

Technique Rank: 2

Path of Entry: Any Ronin School Rank 1 or Mantis School at Rank 1

Path of Egress: Re-enter same School at Rank 2

Requirements: Agility 3, Craft: Sailing 3, Lore: The Sea 3, Honor 2 or less

TECHNIQUE: CHILD OF SUITENGU

For the purposes of this Technique, you may designate any one ship of kobune size or larger as your chosen ship. While on board your chosen ship, you receive a Free Raise on all Craft: Sailing rolls. You also gain a Free Raise on any attack roll made while defending your ship or when using it to attack another vessel. Changing your chosen ship designation from one vessel to another requires serving aboard the new vessel for one month.

The Sword of Yotsu (Bushy)

Originally appeared in *Way of the Wolf* as Shelter of the Blameless.

Technique Rank: 2

Path of Entry: Any Ronin Bushy School at Rank 1

Path of Egress: Re-enter the same School at Rank 2

Requirements: Honor 2+, Lore: Law 3, Kenjutsu or Iaijutsu 4, ronin only

TECHNIQUE: SHELTER THE BLAMELESS

The Yotsu believe they are the champions of the weak. When fighting to protect or defend someone else, you gain one additional rolled die on all attack, damage, and Defense rolls.

The Unbroken (Bushy)

Originally appeared in *Way of the Shadowlands*.

Technique Rank: 3

Path of Entry: Any Ronin Bushy School at Rank 2

Path of Egress: Re-enter the same School at Rank 3

Requirements: Lore: Shadowlands 3, Shadowlands Taint (any amount)

Special: The Unbroken occasionally allow non-ronin to train with them if they meet all other requirements.

TECHNIQUE: KHARMIC VENGEANCE

The Unbroken seek to cleanse their Taint by destroying it in others. Whenever you strike a Tainted opponent with an attack, you may choose to inflict yourself any number of Wounds in order to add twice the same amount to your damage roll. Any Tainted opponent you kill in this manner results in you losing two points of Shadowlands Taint.

The Weavers (Ninja)

Originally appeared in *Way of the Wolf* and *Way of the Samurai*.

Technique Rank: 2

Path of Entry: Any Ronin Bushi School at Rank 1

Path of Egress: Re-enter the same School at Rank 2

Requirements: Awareness 3, Acting 2, Poison 2, Stealth 3

TECHNIQUE: TWIST THE WEAVE

The Weavers are an order of assassins trained to enact the Kolat's will, eliminating targets without risking exposure for the Ten Masters. For every successful Raise made on an Acting, Poison, or Stealth roll, you gain an additional Free Raise (that may not be used to increase the final result of your roll by 5) for that roll.

Schools of the Shadowlands



Black Guard (Bushu)

Originally appeared in *Way of the Shadowlands* as Moto Black Guard.

Benefit: +1 Strength

Honor: 0.0

Skills: Defense, Horsemanship, Kenjutsu, Kyujutsu (Horse Archery), Lore: Shadowlands, Yarijutsu, and any one Bugei or Low Skill.

Outfit: Katana, wakizashi, daikyu (with 20 arrows), yari, Light or Heavy armor.

TECHNIQUES

RANK 1: POWER IN THE DARKNESS

The embrace of Fu Leng grants the Moto powers beyond that of normal men, granting him unnatural strength. You may add twice your Shadowlands Taint Rank to the total of all your damage and Raw Strength rolls. Also, you may add your Fire Ring to the total of all your Initiative rolls.

RANK 2: DEATH IS AN ILLUSION

Once fallen, a Moto discovers that his corrupted form is nearly impervious to injury, and may continue fighting at his peak until utterly destroyed. You suffer no TN increases from any Wound Levels. Additionally, you may subtract your Earth Ring from the total of all Wounds you receive.

RANK 3: RIDE BEYOND DEATH

Even corruption cannot sever the bond of a Unicorn and his mount. You may spend a Complex Action and summon an onikage, the corrupt steeds of the Shadowlands. If in the shadowlands, one simply appears nearby. If in Rokugan, the beast erupts from the ground. Additionally, you may add twice your Fire Ring to the total of all Initiative rolls, replacing the Benefit from Rank 1.

RANK 4: THE DARK LORD'S FURY

The rage of Fu Leng resonates within the souls of the Dark Moto. You may make two attacks per round. You may never use the Full Defense posture. Instead, your Defense Skill is added directly to your TN to Be Hit at all times so long as you are conscious and capable of movement. Additionally, you may subtract twice your Earth Ring from the total of all Wounds you receive, replacing the Benefit from Rank 2.

RANK 5: VISAGE OF THE DAMNED

The Dark Moto can summon the essence of their corruption and manifest it in a terrifying display of twisted evil. You may sacrifice an attack to force any opponent with a lower Initiative score than you to take the Full Defense stance on his next initiative. Additionally, you may add three times your Fire

Ring to the total of all Initiative rolls, replacing the Benefit from Rank 3.

Chuda Shugenja (Shugenja)

Originally appeared in *Secrets of the Shadowlands*.

Benefit: +1 Stamina

Honor: 0.0

Skills: Calligraphy, Etiquette (Sincerity), Knife, Lore: Maho, Lore: Shadowlands, any two Skills.

Outfit: Wakizashi, tanto, stained kimono and sandals, traveling pack, scroll satchel

Affinity/Deficiency: Chuda shugenja are deeply entrenched in the study of blood magic. They possess an Affinity for maho spells and a Deficiency for Air spells.

TECHNIQUE: BLESSINGS OF BLOOD

The Chuda have studied the secrets of maho for generations, and understand its secrets better than any other sect in existence. Any blood you spill to fuel a maho spell is treated as if its volume were doubled. You gain a number of Free Raises per day equal to your Shadowlands Taint Rank that may only be spent on casting maho spells.

Spells: Sense, Commune, Summon, 4 maho spells, and 2 spells of any one other element except Void

Ninube Shugenja (Shugenja)

Originally appeared in *Secrets of the Shadowlands*.

Benefit: +1 Awareness

Honor: 0.0

Skills: Athletics, Kenjutsu, Lore: Lying Darkness, Meditation, Ninja Ranged Weapons, Poison, and Stealth (Sneaking)

Affinity/Deficiency: The Ninube are masters of stealth and secrets. They possess an Affinity for Air spells and a Deficiency for Earth spells.

TECHNIQUE: WREATHED IN SHADOWS

The Ninube are unparalleled masters of stealth and shadow magic. You may cast any spell that hides or conceals an object or individual as if you were one shugenja Rank higher. This effect may be cumulative with your Affinity if it affects an Air spell.

Spells: Sense, Commune, Summon, 3 Air, 2 Water, and 1 Fire spell. If you begin the game with any Shadowlands Taint, you may choose to exchange both of your Water spells or your Fire spell for maho spells.

Temple of Onnotangu (Monk)

Originally appeared in *Way of the Shadowlands*.

Honor: 0.0

Skills: Athletics, Jiujitsu, Lore: Maho, Lore: Shadowlands, Meditation, Theology (Shintao), any one Skill.

Benefit: Monks of this sect are skilled in the ways of deception and misdirection. Any successful attempt to discern your Honor Rank indicates that you possess Rank 2, unless your Honor is actually higher or you have committed a dishonorable act in front of that individual. In addition, you roll one additional die on any Skill roll made under the moon's light.

Outfit: Bo or walking stick, coarse hakama and robe, scroll satchel with passages from the Tao; 2 zeni

Temple of Venom (Monk)

Honor: 0.0

Skills: Athletics, Jiujitsu, Lore: Maho, Lore: Shadowlands, Meditation, Theology, any one Skill

Benefit: Monks studying at the Temple of Venom aid the Chuda in their research, and have reaped both the Benefits and drawbacks as a result. You gain one Minor Shadowlands Power at character creation as well as any you might receive as a result of your Taint Rank. When advancing in Rank, any Kiho you gain are Dark Kiho.

Outfit: Bo or walking stick, coarse hakama and robe, scroll satchel with passages from the Tao; 2 zeni

Advanced Schools

Ogre Bushi (Bushi)

Originally appeared in *Way of the Shadowlands*.

Requirements: Although technically an Advanced School by construction, ogre characters may begin play as students of this School using the following information. Ogres will accept humans or Tsuno in their dojo as long as they possess all the School Skills at Rank 3 or greater and have Strength 6.

Benefit: None

Honor: 0.0

Skills: Battle, Defense, Jiujitsu, Hunting, Stealth, any one Weapon Skill, any one Bugei or Low Skill

Outfit: Tattered clothing, Light Armor, enormous club (1k5, -5 Initiative), any 1 weapon

TECHNIQUES

RANK 1: MUHOMONO'S STRENGTH

Named for the legendary king of all ogres, this Technique teaches an ogre to channel all his power into his strikes. You may voluntarily reduce an attack roll by any number of dice (although you may not subtract more dice than you have available to roll) in order to add an equal number of rolled dice to the following damage roll. This is declared before dice

pools greater than 10 are reduced. This Technique may only be used once per round.

RANK 2: MUHOMONO'S SPEED

An ogre warrior is an army unto himself. When wielding a large weapon (no-dachi, polearm, or anything larger), you may voluntarily increase the TN of your attack roll by 10 in order to apply that roll to all targets within 10 feet of you, compared against each TN to be Hit individually. This attack is completely indiscriminate, and hits friend and foe alike. You must declare this Technique is being used before making the attack roll. This Technique may not be used with Grapple attempts. This Technique may only be used once per round.

RANK 3: MUHOMONO'S ARMOR

The legacy of Muhomono is invincibility. Your Carapace rating increases to 9 (for ogres) or is increased by +3 (for all others). This Technique may not reduce an existing Carapace rating.

New Paths

The Beauty of Death (Shugenja)

Originally appeared in *Secrets of the Shadowlands* as Strike the Ancestors.

Technique Rank: 3

Path of Entry: Maho-tsukai 2 or Chuda Shugenja 2

Path of Egress: Re-enter same School at Rank 3

Requirements: Void 4, Lore: History 1, Lore: Maho 3, Meditation 2, Shadowlands Taint 0.4+

TECHNIQUE: STRIKE THE ANCESTORS

Certain Bloodspeaker cells are rumored to have been able to redirect the Taint they acquired through their link to Yomi, cursing their ancestors with the burden of their blood magic. Once per day, you may redirect up to 5 points of Shadowlands Taint acquired by casting a maho spell to your ancestors. You gain no Taint if this reduces the Taint generated by this spell to 0. You may not Benefit from Ancestor Advantages once you utilize this Technique.

Blood-Forged (Shugenja)

Originally appeared in *Secrets of the Shadowlands*.

Technique Rank: 2

Path of Entry: Maho-tsukai 1 or Chuda Shugenja 1

Path of Egress: Re-enter same School at Rank 2

Requirements: Water 3, Lore: Maho 3, Meditation 2

TECHNIQUE: FORGED IN BLOOD

Through Bloodspeaker techniques, certain maho-tsukai can distance themselves from Jigoku, slowing their accumulation of Taint. The TN for any maho spell you cast is increased by 5. Any Taint you acquire from casting maho is decreased by 2 points, to a minimum of 0.

The Cult of the Blood Red Moon (Shugenja)

Originally appeared in *Way of the Shugenja*.

Technique Rank: 2

Path of Entry: Any Shugenja School at Rank 1

Path of Egress: Re-enter the same School at Rank 2

Requirements: Lore: Maho 3, Dark Secret (maho-tsukai), know at least 1 maho spell.

TECHNIQUE: BLEEDING THE ELEMENTS

The Red Moon Cult is a Bloodspeaker cell with advanced maho techniques. Every time you cast a maho spell, you may make a Willpower roll against the same TN as the spell. If successful, you divert all Shadowlands Taint that you would normally acquire from the spell into the surrounding area, causing plants to wither, animals flee, etc. You gain not Taint from the casting of this spell.

Daigotsu's Elite Guard (Bushi)

Originally appeared in *Way of the Samurai*.

Technique Rank: 4

Path of Entry: Daigotsu's Legion 3 or any Great Clan Bushi School 3

Path of Egress: Black Guard 1

TECHNIQUE: EMBRACE THE DARKNESS

By embracing the Taint and the dark lord's favor, Daigotsu's chosen defenders gain virtual indestructibility. You gain a Carapace rating equal to your Shadowlands Taint Rank.

Demon's Breath Acolytes (Shugenja)

Originally appeared in *Secrets of the Shadowlands* as Elemental Disassociation.

Technique Rank: 2

Path of Entry: Maho-tsukai or Chuda Shugenja 1

Path of Egress: Re-enter the same School at Rank 2

Requirements: Awareness 2, Intelligence 3; Lore: Maho 2, Meditation 2

TECHNIQUE: ELEMENTAL DISASSOCIATION

Rather than weakening their link to Jigoku, some power-hungry Bloodspeakers embraced it, quickly falling out of favor with the cult. Through elaborate

rituals, these individuals could appease the kansens and empower their spells. You may spend more turns casting a spell than required. For every additional turn you spend casting a spell above what is required, you gain a Free Raise to cast that spell. The number of additional turns you may spend casting any spell is limited to your Insight Rank.

Gongsun's Cloak (Shugenja)

Originally appeared in *Secrets of the Shadowlands*.

Technique Rank: 3

Path of Entry: Maho-tsukai 2 or Chuda Shugenja 2

Path of Egress: Re-enter the same School at Rank 3

Requirements: Water 4, Battle 2, Lore: Maho 4, Meditation 2

TECHNIQUE: CLOAK OF GONGSUN

Some students of corruption can perceive the subtle ebb and flow of energy from Jigoku, and make use of it to great effect. You may wait until after you see the result of your casting roll to declare Raises when casting maho.

The Workers of Flesh (Shugenja)

Originally appeared in *Secrets of the Shadowlands* as Mohai's Legacy.

Technique Rank: 3

Path of Entry: Maho-tsukai 2 or Chuda Shugenja 2

Path of Egress: Re-enter the same School at Rank 3

Requirements: Agility 3, Awareness 3; Anatomy 2, Lore: Maho 2

TECHNIQUE: MOHAI'S LEGACY

Although most students of maho are paranoid egomaniacs, some have learned the power of working together. You may cast any maho spell as a ritual (which is not normally allowable) so long as you have willing shugenja or maho-tsukai assisting you. Taint accumulated from casting spells in this manner is equally distributed among all participants. Participants may be unaware of the spell's nature until the end, at which point Taint is accumulated.

Monk Schools



New Paths

Brotherhood Wayfinder (Monk)

Originally appeared in *Way of the Open Hand*.

Technique Rank: 2

Path of Entry: Any Brotherhood sect 1

Path of Egress: Re-enter the same sect at Rank 2

TECHNIQUE: PATH OF WISDOM

The wayfinders seek their way in the world, teaching and learning from everyone they meet. A number of times per day equal to your Void + Insight Rank, you may add twice your Void Ring to the total of any Skill roll. You may also grant a similar bonus to others by speaking to them briefly and spending a Void Point. When this Void Point is spent, you must name one Skill. The next time that individual uses that Skill, they gain a bonus equal to your Void Ring to the total of their roll.

Brothers of Rebirth (Monk)

Originally appeared on *Legend of the Five Rings web extras* and in the *Way of the Shugenja*.

Technique Rank: 2

Path of Entry: Thousand Fortunes 1

Path of Egress: Thousand Fortunes 2

TECHNIQUE: KNOW THE CYCLE

Your studies of Tsukune, Fortune of Rebirth, have led to your understanding of your place in the cycle of rebirth, and this has granted you an unworldly serenity. When rolling to resist the effects of Fear, you roll double the normal number of dice. In addition, you may add your total Ranks in all Monk Schools to the total of all your Willpower rolls.

Shinden Tengen (Monk)

Originally appeared in *Way of the Ninja*.

Technique Rank: 2

Path of Entry: Any Brotherhood sect 1

Path of Egress: Re-enter the same sect at Rank 2

Requirements: Only monks who were once Scorpion samurai, or who are affiliated with that clan in some manner, are accepted

TECHNIQUE: SPIRIT OF AIR

The monks of Shinden Tengen are rarely what they seem, and the elements seem eager to aid them in their mis-directions. Any air Kiho you gained by advancing to this Rank may be learned and used as if your Air Ring were one ranks higher.

Thunder Sohei (Monk)

Originally appeared in *Way of the Shugenja*.

Technique Rank: 3

Path of Entry: Temple of Osano-Wo 2

Path of Egress: Temple of Osano-Wo 3

TECHNIQUE: CALLING THE THUNDER

When you learn this Technique, you gain one additional Kiho in addition to any normal Kiho you gained for advancing in Rank. In addition, you master one Kiho that you possessed prior to learning this Technique. This mastered Kiho no longer requires any activation cost (assuming it had one) and lasts for twice its normal duration (one attack becomes two, three rounds becomes six, ten minutes become twenty, etc.).

Miscellaneous Schools



Regarding the Social Position Advantage: Many Paths in the following section require the Social Position Advantage to gain entry. Unless otherwise specified, this refers only to a single level of that Advantage. Although the Status Chart in the Legend of the Five Rings Role-Playing Game lists certain positions (such as gunso or hatamoto) as having higher Status than one level of Social Position confers, it is assumed that characters will begin with lower levels of Status and work to accrue it through play.

Advanced Schools

Breath of Ekaido (Bushi)

Originally appeared in *Mimura: Village of Promises*.

Requirements:

Rings/Traits: Agility 4, Reflexes 4

Skills: Kenjutsu (Katana) 5

Advantages: Allies (Sensei Ekaido) (1/2 points)

Other: The only known dojo where these Techniques can be learned is Master Ekaido's Dojo near the village of Mimura. Ekaido's students are not permitted to teach their Techniques to others; only Sensei Ekaido may do so.

TECHNIQUES

RANK 1: EKAIDO'S WAY

A student of Ekaido's way moves with patience and skill, studying every opponent throughout an encounter. After the first round of combat, your TN to Be Hit increases by your School Rank every subsequent round, to a maximum bonus equal to your School Rank x 5. You may add your Fire Ring to your TN to Be Hit.

RANK 2: EKAIDO'S PATH

The path of Ekaido is one of precision. If you make a successful Called Shot maneuver, you may spend a Void Point in subsequent rounds to attack that same location without requiring Raises for the Called Shot. The window of opportunity for these attacks lasts a number of rounds equal to your School Rank. Called Shots made through use of this Technique do not extend the window of opportunity. You may add twice your Fire Ring to the total of your TN to Be Hit, replacing the Benefit from Rank 1.

RANK 3: EKAIDO'S SECRET

The secret of Ekaido's impenetrable defense is the swift and sudden movement of the blade. When on Full Defense, you may not be targeted with Called Shot, Disarm, Feint, or Knockdown maneuvers. You

may add three times your Fire Ring to the total of your TN to Be Hit, replacing the Benefit from Rank 2.

Governor (Courtier)

Originally appeared in *Way of the Daimyo*.

Requirements:

Rings/Traits: Awareness 4, Perception 4, Intelligence 4

Skills: Courtier 4, Etiquette 4, Lore: Law 5

Advantages: Social Position (Governor)

Other: You must possess the Inheritance (Governorship) Advantage or the Gentry Technique (from the Gentrified Samurai Path) to access this Advanced School.

TECHNIQUES

RANK 1: THE CITY LISTENS

A skilled governor hears and sees all that transpires within his city. Nothing escapes his notice. You may roll a number of bonus dice equal to your School Rank on all High Skill Rolls made within your governorship (with the exception of any Weapon Skills). In addition, you gain 5 Station (City) points.

RANK 2: THE CITY SPEAKS

A just and skilled governor inspires tremendous loyalty in those who serve him. The default Rank of all soldiers or guards under your command as determined by the City Construction System (see *Way of the Daimyo*) is increased by 1. In addition, you receive 5 additional Station (City) points.

RANK 3: THE CITY LIVES

A truly great leader inspires greatness in others. All koku-producing holdings within your governorship produce an additional koku each tax season. You receive 10 additional Station (City) points.

Master General (Bushi)

Originally appeared in *Way of the Daimyo*.

Requirements:

Rings/Traits: Water 4, Intelligence 4

Skills: Battle 5, Defense 4, Engineering (Siege) 3

Advantages: Social Position (Military Commander), Tactician

Other: Must possess at least 10 Station (Warlord) points.

TECHNIQUES

RANK 1: EYES OF THE ARMY

Scouting and reconnaissance are essential to any army's well being. A master general learns to use scouts wisely in gaining vital information regarding his enemies. You gain one level of Saboteur and

Scout for your army for free. You also gain 5 Station (Warlord) points.

RANK 2: ARMS OF THE ARMY

A true master of warfare inspires confidence and certainty in his men. You may choose one Maneuver from the list of Maneuvers your army may legally perform. You gain a bonus to your roll equal to your Insight Rank when rolling to conduct that Maneuver. You may use this bonus a number of times per day equal to your School Rank. You also gain an additional 5 Station (Warlord) points.

RANK 3: HEART OF THE ARMY

There is no greater loyalty a soldier can offer than to follow any order, even if it means death. Once per battle, when a unit under your command fails a Morale roll by 5 or less, you may automatically change the result to a success. You also gain 5 Station (Warlord) points.

New Paths

Black Lotus Smuggler (Any)

Originally appeared in *Way of the Thief*.

Technique Rank: 2

Path of Entry: Any School at Rank 1

Path of Egress: Re-enter the same School at Rank 2

Requirements: Black Lotus Initiate Advantage

TECHNIQUE: THE LOTUS SECRET

You may select any Low Skill. Whenever you are using this Skill, whether on a Skill Roll or a Contested Roll, you may choose to re-roll the result, keeping whichever of the two results that you prefer. If someone else makes any roll based on your use of this Skill, you may choose to make them re-roll once, keeping whichever of the two results that you prefer. Suitable examples of targets for this effect include a magistrate using Perception/Investigation to detect the use of Forgery, a courtier using Awareness/Courtier to detect your use of Deceit, or a guard using Perception/Investigation (Notice) trying to detect you while using Stealth. You may not re-roll your result and force your opponent to re-roll his on a single Contested Roll. You may only choose one to re-roll.

★Gentrified Samurai (Any)

Originally appeared in *Way of the Daimyo*.

Technique Rank: Any

If used as an entry-level Path, a character must meet the requirements below and use the following information for character creation. A character beginning with this Technique may egress into Rank 1 of any non-restricted School affiliated with his clan without the need to purchase the Multiple Schools Advantage.

Path of Entry: Any

Path of Egress: Re-enter the same School at the appropriate Rank

Requirements: Inheritance (Governorship) Advantage, Way of the Land (relevant area)

Benefit: +1 Awareness

Honor: 2.5

Skills: Calligraphy, Courtier, Etiquette, Investigation, Lore: Law, any two High or Bugei Skills

Outfit: Kimono, traveling pack, katana, wakizashi, scroll satchel with calligraphy set, 8 koku

TECHNIQUE: GENTRY

You have been granted a settlement or stronghold to oversee as part of your duties for your lord and clan. You begin with 10 Station (City) points to construct this holding, plus any additional Station (City) points you gain through Advantages, Techniques, or other means. You also gain a Free Raise on all your Social Skill Rolls made while within the confines of the settlement or stronghold under your care.

★Gunso (Bushi)

Originally appeared in *Way of the Daimyo*.

Technique Rank: Any

If used as an entry-level Path, a character must meet the requirements below and use the following information for character creation. A character beginning with this Technique may egress into Rank 1 of any non-restricted School affiliated with his clan without the need to purchase the Multiple Schools Advantage.

Path of Entry: Any

Path of Egress: Re-enter the same School at the appropriate Rank

Requirements: Social Position (Gunso)

Benefit: +1 Perception

Honor: 2.5

Skills: Battle, Defense, Etiquette, Hunting, Lore: Bushido, Lore: History, any High or Bugei Skill

Outfit: Katana, wakizashi, yumi with 20 arrows of any type, light armor, helm, traveling pack, kimono, any 2 weapons, 3 koku

TECHNIQUE: MASTER'S TACTICS

As military officers, gunso are taught to utilize their resources to their maximum potential. You gain 10 Station (Warlord) points to spend on troops, supply routes, holdings, and features (see Way of the Daimyo). You may add your Insight Rank to all Maneuver rolls.

★Hatamoto (Courtier)

Originally appeared in *Way of the Daimyo*.

Technique Rank: Any

If used as an entry-level Path, a character must meet the requirements below and use the following information for character creation. A character begin-

ning with this Tech-nique may egress into Rank 1 of any non-restricted School affiliated with his clan without the need to purchase the Multiple Schools Advantage.

Path of Entry: Any

Path of Egress: Re-enter the same School at the appropriate Rank

Requirements: Social Position (Hatamoto), Allies (at least 5 points worth)

Benefit: +1 Awareness

Honor: 3.5

Skills: Courtier 2, Etiquette (Sincerity) 2, Lore: Heraldry, Storytelling, any one High or Bugei Skill

Outfit: Kimono, fan, traveling pack, wakizashi, tanto, small iron box, 5 koku

TECHNIQUE: VOICE OF THE EMPIRE

Hatamoto are gifted in representing their lords in all manner of situations. You receive 15 Station (Ambassador) points. Additionally, you receive one Free Raise on any Social Skill Roll made when speaking on behalf of your lord.

Legion of Two Thousand (Bushī)

Originally appeared in *The Hidden Emperor*.

Technique Rank: 3

Path of Entry: Any Bushi School at Rank 2

Path of Egress: Re-enter the same School at Rank 3

Requirements: Kenjutsu 4, Kyujutsu 3, Honor 3, Irreproachable Advantage

TECHNIQUE: NEVER STAND ALONE

A legionnaire is trained to draw strength from his comrades. At any time, you may have a number of designated “comrades” equal to your Void Ring. When fighting in a skirmish alongside your “comrades,” you gain a number of Free Raises equal to your Insight Rank that may be spent on any action taken while participating in that skirmish. Also, when fighting alongside at least one “comrade,” you may increase or reduce the result of any Skill Roll you make during combat by an amount equal to your Insight Rank.

★Master Keeper (Monk)

Originally appeared in *Way of the Daimyo*.

Technique Rank: Any

If used as an entry-level Path, a character must meet the requirements below and use the following information for character creation. A character beginning with this Technique may egress into Rank 1 of any Monk or Shugenja School affiliated with his clan without the need to purchase the Multiple Schools Advantage.

Path of Entry: Any Monk or Shugenja School at any Rank

Path of Egress: Re-enter the same School at the appropriate Rank

Requirements: Social Position (Temple Keeper), Clear Thinker

Benefit: +1 Willpower

Honor: 2.5

Skills: Athletics, Calligraphy, Jujitsu, Lore: Brotherhood of Shinsei, Meditation, Theology (Shintao), any one Skill

Outfit: Simple robes, sandals, calligraphy set, scroll satchel, 1 weapon, 1 koku

TECHNIQUE: FOSTER THE EMPIRE

Through meditation and the serene act of administration, a temple keeper comes to understand the true nature of the universe. You learn any one Kiho, for which you must meet all prerequisites. You gain one Free Raise you may use any time you are casting a spell or using a Kiho. You also gain 10 Station (Keeper) points.

★Master Sensei (Any)

Originally appeared in *Way of the Daimyo*.

Technique Rank: Any

If used as an entry-level Path, a character must meet the requirements below and use the following information for character creation. A character beginning with this Technique may egress into Rank 1 of any non-restricted School affiliated with his clan without the need to purchase the Multiple Schools Advantage.

Path of Entry: Any

Path of Egress: Re-enter the same School at the appropriate Rank

Requirements: Social Position (Sensei), Higher Purpose (To teach)

Benefit: +1 Intelligence

Honor: 2.5

Skills & Outfit: When selecting this path as an entry path, determine what your Path of Egress will be. You gain the Skills and Outfit of that School. You may substitute Instruction for any 1 Skill from that School's initial Skills.

TECHNIQUE: THE TRUE METHODS

The path of the sensei is very different from the path of a bushi. You gain 10 Station (Sensei) points and may purchase Master Sensei Advantages. A number of times per day equal to your Insight Rank, you may apply a bonus equal to your ranks in Instruction to any Skill Roll. You may choose one of your School Skills. All experience costs to improve that Skill are reduced by 1 experience point.

Nameless Ones (Shugenja)

Originally appeared in *Way of the Shadowlands*.

Technique Rank: 2+

Path of Entry: Any shugenja School at Rank 2 or higher

Path of Egress: Re-enter the same School at the appropriate Rank

Requirements: Void 3, Ishiken-do Advantage, at least 4 points of Disadvantages representing physical disfigurements

Special: Nameless Ones are created when the Lying Darkness (or its successor, the Shadow Dragon) gains influence over an unsuspecting shugenja by aiding his struggle against the Taint. Ideally, this Path should only be taken after a shugenja has survived a dangerous encounter with the Shadowlands that has left him physically disfigured in some way.

TECHNIQUE: NAME THE DARKNESS

Transformed and disfigured by the conflict of Taint and Void within them, the Nameless Ones have an understanding of and instinctive sense for the Taint that few can understand. Any spell you cast against a target possessing the Shadowlands Taint automatically receives a number of Free Raises equal to your Void Ring.

Steal the Light (Ninja)

Originally appeared in *Way of the Ninja*.

Technique Rank: 4

Path of Entry: Any School at Rank 2

Path of Egress: Re-enter the same School at Rank 3

TECHNIQUE: STEAL THE LIGHT

You have been trained to strike precise nerve clusters that can cripple an opponent's senses. You may take two Raises on any melee attack to roll an additional die of damage and render the target blind, deaf, or mute (your choice) for a number of rounds

equal to your Water Ring. This Technique may only be used on humans.

Thunder Guard (Bushi)

Originally appeared in *Way of the Thief*.

Technique Rank: 2

Path of Entry: Any Bushi School at Rank 1

Path of Egress: Re-enter the same School at Rank 2

Requirements: Appointment by a city official, Way of the Land (Ryoko Owari Province)

TECHNIQUE: THUNDER'S STRIKE

Thunder Guards are taught to protect their city at any cost, and in doing so they must fight to win with no regard for honor. Once per skirmish, you may make a Raise to double the number of dice you roll for damage. This damage is non-lethal, and is healed completely after one hour.

Tiger's Claw (Ninja)

Originally appeared in *Way of the Ninja*.

Technique Rank: 3

Path of Entry: Any School at Rank 2

Path of Egress: Re-enter the same School at Rank 3

TECHNIQUE: THE TIGER'S CLAW

A Kolat assassin cannot afford to allow an opponent the chance to strike back. On the first round of any combat when you are attacking an opponent that is unaware of your presence, you may make an additional attack per round against that opponent. In addition, you always gain one Free Raise when attacking any opponent unaware of your presence.

School Related Information

Kitsu Sodan-Senzo Spells (Ancestor Spells)

Sodan-senzo interact with ancestor spirits in much the same way that traditional shugenja interact with the kami. Just as a traditional shugenja first learns to sense, commune with, and summon the kami, so do the sodan-senzo first sense, commune with, and summon ancestral spirits before ever working with the kami.

The basic spells of the sodan-senzo use Traits rather than Rings. Each spell has a different base ability. To successfully cast the spell, the sodan-senzo must roll his Trait plus his School Rank and keep a number of dice equal to your Trait. Your casting TN is 10 plus the spell's Mastery Level x 5. A sodan-senzo may cast a number of Ancestor spells per day equal to his Honor Rank plus his School Rank plustwo.

You can learn and cast other spells normally. If you wish to learn the standard versions of Sense, Commune, and Summon you must learn them normally.

SENSE ANCESTOR (ANCESTOR SPELL)

Mastery Level: 1
Duration: Concentration
Area of Effect: 15' Radius
Range: Self

Sodan-senzo can sense the ties that bind the living to the Spirit Realms. With a successful Perception roll, you may perceive the presence of karmic bonds between ancestors and their descendants as well as between two living beings. You can identify any ancestor with a link to the living in their presence, and can recognize the presence of the Karmic Bond advantage as well as the other person who shares the bond. This spell allows you to see the Profession, Drive, and Devotion of the ancestor.

COMMUNE WITH ANCESTOR (ANCESTOR SPELL)

Mastery Level: 1
Duration: Concentration
Area of Effect: One Ancestral Spirit
Range: 100'

Sodan-senzo may speak with the spirits of the dead. A successful Awareness roll opens a dialogue with the targeted ancestor (who must be known to you, possibly via successful use of Sense Ancestor). Successful use of this spell allows you to ask the ancestor one question; the ancestor is honor-bound to answer, although the ancestor may not be

particularly friendly about it. Good role-playing on your part may allow for further questions at the discretion of the GM.

Special Raises: One additional question per two Raises.

SUMMON ANCESTOR (ANCESTOR SPELL)

Mastery Level: 1
Duration: 1 Hour
Area of Effect: Self
Range: Self

Kitsu may summon the essence of ancestral spirits, suffusing their being with their power. Effectively, this spell allows you to Benefit from ancestral advantages as if you had taken them at character creation. You may roll your Willpower to summon an ancestor. The TN to cast the spell is increased by the Devotion of the Ancestor times three.

Ancestor creation rules and restrictions apply to this ancestor. Multiple ancestors may be summoned at one time, but you may only simultaneously summon a number of ancestors equal to your Honor Rank or School Rank, whichever is higher. You must fulfill the requirement of any summoned ancestor at least twice within one week; otherwise, the TN of all the Ancestor spells you cast are increased by ten for a week.

Advantages

BLOODLINES (5 Points)

Your Kitsu ancestry is far more potent than most, as you have the blood of heroes in your veins. The bonus gained from any Ancestor spell is increased by two (three questions instead of two with Commune With Ancestor, increased Benefits with Summon Ancestor).

HALF-BLOOD KITSU ANCESTRY (KITSU SHUGENJA ONLY) (3 Points)

Although the Kitsu blood in your veins is not pure enough for you to commune with the ancestors, you have some small proficiency with the spirits. You can cast Sense Ancestor as a sodan-senzo of the same School Rank.

INHERITANCE (GOVERNORSHIP) (8 Points)

The administration of a stronghold, village, or city has been passed to you, and you are now responsible for ensuring its safety and prosperity. The mechanical Benefits of this Advantage are different from other Inheritance Advantages in that you do not gain a Free Raise on a specific roll. Instead, you

lose no Honor for use of the Commerce Skill so long as it involves your governorship, and you roll one additional die on all your Commerce rolls (for a settlement) or Battle rolls (for a stronghold).

BLACK LOTUS INITIATE (4 Points)

You have been indoctrinated into the basics of the Black Lotus Cartel. At the beginning of each day, you gain a number of dice equal to your Insight

Rank. These dice may be spent as extra rolled dice on any Social Skill Roll made with anyone with an Honor of 2 or less, or when attempting to deceive someone in authority (a magistrate, superior, or city guard, for instance). These dice may only be used once per day, and are restored each sunrise. Bonus dice not spent are lost at sunrise.

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L5R 3E..... Legend of the Five Rings Third Edition
4W The Four Winds
SUP School Update Project, aka this document

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