



le Scriptorium

presents:

a Mastercraft
setting



ROKUGAN



CONVERSION GUIDE

A MASTERCRAFT CAMPAIGN SETTING

Aegis, Glimmerrat, Morgenstern ...

REFERENCES

FC: Fantasy Craft, 2nd printing
AC: Adventure Companion

ACKNOWLEDGEMENTS

This document only presents simple rule adaptations and a few new rules to play in the world of Rokugan using *Fantasy Craft*. You will need the *Legend of the Five Rings* core rulebook to learn more about the setting. Also, there are plenty of detailed supplements from one of the four existing editions that will certainly enhance your game experience.

Fantasy Craft is a game by Alex Flagg, Scott Gearin and Patrick Kapera and is the property of *Crafty Games*. *Legend of the Five Rings* and *Rokugan* are both properties of *Alderac Entertainment Games*.

CAMPAIGNS

Campaign Qualities

To emulate the oriental genre featured in Rokugan, here are a few suggested campaign qualities.

CODE OF HONOR

The world of Rokugan observes several strict social codes and taboos. Each time a hero willingly and publicly violates one of these codes, he suffers a Reputation loss equal to his Honor (or more). If this drops his Reputation below 0, the remainder becomes a debt against future rewards.

Consequently, eta, criminals, and most ronin with 0 Honor do not care the slightest bit about these social conventions and are basically not concerned by this social rule! The *Legend of the Five Rings* core rulebook describes many social rules honorable samurai must follow. Here is a short list to give you an idea:

- You must not commit any crime.
- You must not play games of chance.
- You must not consume sake on duty.
- You must follow the bushido.
- You must bow to your peers.
- You must kneel to your superiors.
- You must address other samurai properly.
- You must honor your hosts with proper gifts.

- You must honor and protect your spouse and family.
- You must honor your ancestors, the Fortunes, and the Kami.
- You must not engage yourself in impure activities, like trading (except when it deals with your battle equipment), touching the dead, or hiding to surprise your enemies. This basically means that the general use of Lie, Mask, Bargain, Mend, Stabilize, Treatment, Conceal Action, Disable, Stash, Sneak, and Ambush checks is proscribed. This does not mean you may not use these skills, but if anyone spots you, your Reputation will be stained.

BUSHIDO (PERMANENT)

In Rokugan, all characters possess a quality called Honor ranging from 0 to 5. It is an intrinsic measure of a character's moral fiber and devotion to the tenets of bushido, the principles that define the duty of a samurai. It is a measure of a man's nobility and purity, and is not subject to the perception of others. A samurai with high Honor is loyal to a fault and lives or dies by the sanctity of his word. By contrast, a character with a low Honor is untrustworthy and overly concerned with worldly matters.

Hereafter is a list of each Honor value and the corresponding reputation of the character.

0. A «scoundrel» or «villain» free to do almost anything. Deeply untrusted by all but fellow 0 honor folk. Ignores honor bonuses and penalties.
1. An «ordinary man» seldom concerned with honorable choices. Can probably name most of the honorable virtues if asked. Gains miniscule Honor bonuses (+1), suffers miniscule honor penalties (−1).
2. A «follower of bushido» who cares about honor but does not feel driven to excel. Will be excused for making mostly pragmatic decisions as long as core traditions are upheld. Gains small Honor bonuses (+2), suffers small honor penalties (−2).
3. Considered «honorable» by others and an example of 'what a samurai is supposed to be'. Makes 'the honorable choice'. Upholds bushido even at modest cost to themselves. Minimum Honor for most honor-based feat and class requirements. Gains solid Honor bo-

- nuses (+3), suffers significant honor penalties (−3).
4. Considered a «exceptionally honorable» individual whose actions are extremely reliable (and predictable). Considered slightly extreme even by most other samurai. Performs honorable actions in virtually all situations, even at a lasting personal cost to themselves, but may be reluctant to harm/sacrifice others to uphold their honor. Gains major Honor bonuses (+4), suffers painful honor penalties (−4).
 5. A «paragon of honor» who may be looked to as a living example of idealized, perfectly honorable behavior. While admired, they are also unapproachable by most samurai. Will follow the honorable path at any cost to themselves or others. Any lapse or failure draws concern or scorn. Gains huge Honor bonuses (+5), suffers crushing honor penalties (−5).

Unless your Talent indicates otherwise, you start with an Honor of 2. From this base, you may adjust your Honor up or down by 1 point. This becomes your character's permanent Honor score. Honor will generally *not* change in the course of the campaign and you must adjust your roleplay towards this goal accordingly. So choose carefully. For quick reference, you will find on Table XX a chart of the various Clans and families Honor, as defined by the new Talents described page XX.

If the GM feels the character's behavior during an adventure has been significantly better than what his Honor suggests, he suffers a minor XP penalty of roughly 5% per point of Honor shift on the total XP reward. For example, a character with Honor 1 who acted like a Honor 3 samurai suffers gains only 90% of the total XP reward at the end of the adventure. However, his good deeds may have granted him some Reputation rewards -- and

even XP rewards, paradoxically. Conversely, if the character's behavior has been significantly worse than what his Honor suggests, he suffers a similar penalty and his dishonorable deeds may have implied some Reputation losses (per the Code of Honor campaign quality for instance).

In addition to these roleplaying requirements, high and low Honor may grant access to several character options (as the 0 Honor character being unaffected by Code of Honor). But in the same time, extreme values of Honor make character vulnerable to several effects as well.

For instance, people get along best with characters with similar Honor. They may shy away from folks that have higher honor (too stiff or fanatical) and be mistrustful of those with lower honor than themselves (underhanded, sneaky, and treacherous). Hence, a Honor 4 courtier will have its place in a high court, while a Honor 0 shinobi will be a better man to deal with the lowly bandits of an undercity. While characters with «middle» (2 or 3) Honor do not have access to many character options meant for low or high Honor individuals, they have the ability to get along quite well with almost anyone. This means that Honor has a direct effect on initial Disposition, as indicated by Table XX.

TABLE XX: HONOR AND DISPOSITION

Honor values	Disposition penalty
Within 1	+0
Separated by 2	−5
Separated by 3	−10
Separated by 4	−15
Separated by 5	−20

To get a rough idea of a character's honor, one must succeed with a Recognition check (*FC 187*).

We lied. Honor may change in the course of a campaign, but always by GM input. If he feels a PC's personality really has evolved permanently, maybe because of dramatic events, he may adjust his Honor by 1 point. Also, in certain rare situa-

TABLE XX: TALENTS AND HONOR

Clans (Honor)	Clan Families (Honor)
Crab (1)	Hida (1), Hiruma (2), Kaiu (1), Kuni (2), Toritaka (2), Yasuki (1)
Crane (2)	Asahina (3), Daidoji (2), Doji (3), Kakita (2), Yasuki (2)
Dragon (2)	Hitomi (1), Hoshi (2), Kitsuki (3), Mirumoto (2), Tamori (2), Togashi (2)
Lion (2)	Akodo (2), Ikoma (2), Kitsu (3), Matsu (3)
Mantis (1)	Moshi (1), Tsuruchi (1), Yoritomo (1)
Phoenix (2)	Agasha (2), Asako (2), Isawa (3), Shiba (2)
Scorpion (1)	Bayushi (1), Shosuro (1), Soshi (1), Yogo (1)
Unicorn (2)	Horiuchi (2), Ide (2), Iuchi (2), Moto (2), Shinjo (2), Shōnen Utaku (2), Shōjo Utaku (3)



tions, a character can be partially or completely dishonored. In this case, he suffers a temporary Honor penalty that may decrease his Honor down to a minimum of 0, affecting all relevant mechanics. If the character wants redemption, he may regain his Honor with enough efforts (GM's discretion).

MIRACLES

The Kami are very real. Actually, they are the main reason why the empire and the Shadowlands have fought each other for so long. The available Alignments in this campaign setting are described in the Interests chapter.

Generous Universe: The Kami reward the faithful. Each time a character performs a service supporting his Alignment, he gains two action dice.

Strict Universe: Characters are with the Empire, or with the Shadowlands. There is no middle ground. Every character gains an Alignment at the start of the game and may never change or lose it.

TAINT (PERMANENT)

Parts of the world are tainted and corrupt those who wanders there, or evil creatures are so vile they spread the taint like a disease to those they touch. In a Tainted campaign, characters may gain Taint by staying too long on tainted lands or by being hit by tainted entities.

This campaign quality should not be used in Shadowlands campaigns, since the characters already have embraced the Taint.

Each time a character enters a tainted zone and each day thereafter, he gains Taint depending of how tainted the region is (from 1 for mildly tainted places to 5 for Jigoku itself). Each time a character suffers damage from a tainted creature, he gains 1 Taint as well. Any time a character's Taint increases, he must succeed with a Will saving throw (DC equal to the accumulated Taint). Should he fail, he becomes *tainted I* and his accumulated Taint resets to zero.

Each day spent praying in a consecrated ground, the character loses 1 Taint.

Tainted (I–IV plus special): The character suffers a –2 penalty with Will saves and Charisma-based skill checks per grade suffered. If a character with *tainted IV* is tainted again, he fully embraces the Taint and instead becomes an NPC under the GM's control. A character may *never* lose *tainted* grades.

Other Campaign Qualities

Code of Honor, Bushido, Miracles, and Taint are the four basic campaign qualities to be used in a Rokugan setting. However, if you wish to alter slightly the power balance of the game, here are a few additional suggestions.

If you wish to make combats as deadly as in the *LSR RPG*, Dominant Heroes, Fragile Heroes, and Hewn Limbs should give every PC a pause whenever a fight is about to start: This might be their last.

If you wish to insist on the mystical side of the game, with a strong influence of the Kami over the PC's life, Bold Heroes, Luck Abounds and Miracles (Beneficent Universe) will help you a great deal.

If you want to focus your adventures on social investigations, winter courts, or some kind of war of influence, Complex Heroes, Reputable Heroes, and Triumphant Heroes will give your players additional opportunities for good roleplaying. Paranoia, Tense, and Rampant Corruption are also excellent qualities for delicate situations.

In the dreadful Shadowlands, such options like Savage Wilds and Tense should certainly be used, and Taint will make all its sense. No one can survive very long in the lands of Fu Leng.

Finally, ninja-centered adventures might benefit from the use of Wire Fu, which will give the PC a little bit more ... leverage.

Action dice and Void points

In Rokugan, the Void represents your inherent ability to draw upon the harmony between all elements to achieve greatness. Drawing upon the Void is rarely seen for what it truly is, but often as a burst of heroic effort, or simple dumb luck. Action dice represent this concept perfectly, and hence, each ability revolving around action dice can be seen as affecting a character's relation with the Void.

ORIGINS

Most of the existing Specialties and Talents may be used without any problem. You might want to rename some of these, though, in order to give them a more "oriental" feel.

SPECIES

Humans are by far the most dominant species of the Rokugan empire. There are a few non-human species accross the land, though, including the wise Kenku, the savvy Kitsune, the ancient Naga, and the Nezumi or “ratling”. Also, if you are playing with the “other” side, Ogres, Creations, Goblins, and Giants are a perfect match to represent Oni, Undeads, and other Shadowlands horrors.

HUMANS

Humans are the normality in the Rokugan. They can be found anywhere in the region, from the lands of the clans to the western reaches to the deepness of the Shadowlands.

KENKU

These wise anthropomorphic ravens are kenjutsu masters and mysterious creature that generally prefer not to interfere with men’s business.

KITSUNE

These anthropomorphic foxes are Rokugan’s faeries. Smart and gifted with an otherworldly sense of humour, they trick humans as often as they help them out.

NAGA

You are one of the ancient and proud Naga, a people that dwelled in Rokugan long before the fall of the Kami. Most of your people slumber, awaiting the time when they will arise to confront the vile forces of the Foul. You are generally a peaceful soul, but when roused to anger you are a terrible enemy.

You have a humanoid torso that sits atop a long, sinuous tail that resembles that of a great snake. Most of your people have green skin coloration, but you may even be brown or black. Your serpentine eyes and sharp fangs give you a foreign, exotic look.

Common Personality Traits: Aloof, contemplative, misunderstood, mysterious, reserved

Common Physical Traits: Green skin, hissing voice, pronounced fangs, scales, slitted pupils

Example Names: Bhalash, Eshru, Isha, Qarash, Sysh

Splinter Race Feats: Naga Bloodline. Unless you choose this feat, you’re a ‘greensnake’.

Type: Large (1×2) serpentine folk with a Reach

of 1. Your maximum wounds equal your Constitution score × 1.5 (rounded down).

- **Attributes:** +2 Constitution, +2 Wisdom, –2 Charisma
- **Base Speed:** 40 ft.
- **Burden of Ages:** Your will to live has been worn down by long ages of struggle and you find it difficult to express the fire of the younger species. Any effect that cures or restores your vitality has only 1/2 the normal effect (rounded up).
- **Enlightened Survival:** Your maximum Survival rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Free Hint:** Once per session, you may request a free hint from the GM. If he refuses, you gain 1 bonus action die.
- **Restricted Actions:** Kick Attacks, as well as Breed Animal, Train Animal and Ride check you make are considered untrained.
- **Taint Resistant:** You may never acquire Taint for any reason, and you gain a +2 bonus on saves made to resist Taint-based attacks.

NEZUMI

You are one of the rat-like Nezumi, an ancient people whose civilization was destroyed by the fall of Fu-Leng. Although the chittering, thieving and slightly humorous Nezumi of today are a pale shadow of the proud creatures that they once were, many of their tribes still live within the Shadowlands, refusing to leave their old homes behind.

You stand on your hind legs with a hunch, and can easily drop to all fours if necessary to run at high speed. Your skin is pink, but it is covered with shaggy fur and you have a long, pink tail. You also have a pronounced snout and sharp front teeth that can do a lot of damage when you’re in a tight spot.

Common Personality Traits: Furtive, hyperactive, paranoid, simple, twitchy

Common Physical Traits: Patchy fur, prehensile tail, snuffling, squeaky voice, twitching whiskers

Example Names: A’tck, Ik’krt, Ikm’atch-tek, Kan’ok’ticheck, Te’tek’kir

Splinter Race Feats: Nezumi Tribe. Unless you choose this feat, you’re of the ‘tattered ear’ tribe.

Type: Medium bipedal folk with a reach of 1. Your maximum wounds equal your Constitution



score.

- *Attributes*: +2 Constitution, –2 Charisma
- *Base Speed*: 40 ft.
- *Climbing Claws*: You gain a +2 bonus with Climb checks.
- *Enlightened Sneak*: Your maximum Survival rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- *Iron Gut*: You gain a +2 insight bonus with saves against disease and poisons.
- *Keen Senses*: Your hearing and scent ranges are doubled and you gain a +4 bonus with related Awareness and Perception tests.
- *Limited Proficiencies*: You begin play with 2 fewer proficiencies (minimum 0).
- *Low-Light Vision*: You ignore the effects of dim and faint light.
- *Natural Attack*: You gain the Bite I natural attack (see Fantasy Craft, page 235). If you gain a natural attack from multiple sources, the attack's grade becomes equal to the highest single grade + 1 per additional benefit granting the same attack, to a maximum of V (e.g. Bite IV, Bite III, and Bite I become Bite V).
- *Pheromones*: You may leave pheromonal messages for other Nezumi, communicating simple single word concepts. Such messages persist for up to a month.
- *Repulsive Habits*: You suffer a –2 penalty to Appearance (see Fantasy Craft, page 153).
- *Restricted Actions*: Calm, Disguise, and Relax checks you make are considered untrained.
- *Reviled*: The Disposition of non-Nezumi decreases by 10.
- *Taint Resistant*: You may never acquire Taint for any reason, and you gain a +2 bonus on saves made to resist Taint-based attacks.

TALENTS

In addition to existing Talents, characters with a strong affinity with their Clan or family, or simply archetypal samurai, may select the Talent associated with their social origin.

Hereafter, you will find a list of all Great and Minor clans — including their main families —, the Imperial families, the Brotherhood of Shinsei, major ronin families, and Shadowlands families. Each

item proposes a short description of the group and a new Talent for archetypal characters.

CRAB CLAN

Descendants of the mighty Kami Hida, the Crab Clan are the defenders of Rokugan. They patrol the Empire's southwestern border, where it meets the twisted Shadowlands. Daily, Crab warriors perish upon the Great Carpenter Wall, giving their lives that the other clans may live in peace and security, a security that has been purchased with a thousand years of Crab blood.

The Crab value duty above all — even above honor. To the Crab, victory matters more. If they fall in their duty, if they are defeated, then honor will do little to protect those who depend on them. As a result, many find the Crab gruff, unkempt, and downright rude, but no one questions their strength or courage.

CRAB

You are the wall against which the tide of Jigoku will break.

- **Attributes**: +2 to lower of Strength or Constitution
- **Base Speed**: 30 ft.
- **Honor**: 1.
- **Always Ready**: You may always act during surprise rounds.
- **No Pain**: You ignore the first fatigued or shaken condition you gain in each scene.
- **Thick Hide 2**: You're considered to be wearing partial armor that provides Damage Reduction 2. This DR does not stack with other armor (only the best protection applies). If you gain thick hide from multiple sources. Your hide offers the highest single DR value + 1 per additional hide benefit.

Hida Family

The Hida family rules the Crab Clan. Descended from the Kami whose name they bear, they are fierce warriors with an extreme range of emotions. The Hida family's rule of their clan has never been questioned, for the Hida have always recognized the talents of each family that serves them. Whereas many Crab are larger than average, Hida bushi tend to be even taller and more muscular.

HIDA

Descended from the Kami Hida, you are a fierce, passionate warrior.

- **Attributes:** +2 Strength, –2 Charisma
- **Base Speed:** 30 ft.
- **Honor:** 1.
- **Blunt Proficiency:** You gain the Blunt proficiency.
- **Crunch!:** Your Strength-based damage rolls inflict 1 additional damage.
- **Rock Solid:** You gain 1 additional wound point per level.
- **Unbreakable:** Each time you suffer attribute impairment, it decreases by 1 (minimum 0).

Hiruma Family

The Hiruma are a grim and humorless family, and for good reason. As their once tainted territories lie beyond the formidable protection of the Kaiu Wall, the Hiruma must be ever vigilant and prepared for attack. Hiruma have a reputation of speaking few words, though when they do speak they do so with a bitter, cynical view.

HIRUMA

You are lean and tough, a natural survivor.

- **Attributes:** +2 Constitution, –2 Charisma
- **Base Speed:** 40 ft.
- **Honor:** 2.
- **Agile Defense:** Your base Defense increases by 1.
- **Calling:** You may gain levels as an Harrier or Monster Slayer beginning at Career Level 4 if you meet all other prerequisites for that class.
- **Enlightened Survival:** Your maximum Survival rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Iconic Classes:** If your level in any base class is higher than your level in either Explorer or Scout, your starting action dice decrease by 1.
- **Lean Season:** You require only 1 common meal per day.
- **Tenacious Spirit:** You gain 1 additional vitality per level.

Kaiu Family

The Kaiu are a family of engineers, smiths, and

siege masters. They are the pragmatic scholars of their clan, turning all of their boundless energies into the eternal art of war. The Kaiu Wall stands as their proudest accomplishment. Kaiu are keen, patient strategists and will observe a problem from all angles before considering a solution.

KAIU

Patient and hard-working, you are the backbone of the Crab Clan.

- **Attributes:** +2 Intelligence, –2 Charisma
- **Base Speed:** 30 ft.
- **Honor:** 1.
- **Enlightened Craft:** Your maximum Craft rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Improved Stability:** You're considered 1 Size category larger for carrying capacity, trample attacks, and resisting bull rush and trip attempts so long as you are standing firmly on the ground and not climbing, flying or riding.
- **Inquisitive Mind:** You gain 2 additional interests.
- **Siege Proficiency:** You gain the Siege proficiency.
- **Slow and Steady:** the cost to activate your Downtime errors and those of your teammates increases by 2 action dice.

Kuni Family

The most infamous family of the Crab, the painted kabuki faces of the Kuni family are met with fear and suspicion in almost every court. They are the Crab Clan's shugenja, mystics with deep insight into the dark horrors that the Crab Clan faces every day. The Kuni move with a constant, hyper energy. Their eyes are sharp and piercing, always searching for any sign of corruption.

KUNI

Your kabuki painted face is met with fear and suspicion, and rightly so.

- **Attributes:** +2 Wisdom, –2 Charisma
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Calling:** You may gain levels as an Inquisitor or Monster Slayer beginning at Career Level



4 if you meet all other prerequisites for that class.

- **Enlightened Intimidate:** Your maximum Intimidate rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Iconic Classes:** If your level in any base class is higher than your level in either Assassin or Priest, your starting action dice decrease by 1.
- **Menacing Threat:** You may Threaten up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately.
- **Sharp Mind:** you gain 1 additional skill point per level.

Toritaka Family

The youngest and smallest of the Crab families, the Toritaka were once known as the Falcon Clan. The Torikata dwell in a place called Tani Hitokage, or the Valley of Spirits. All manner of strange ghosts and spirits wander regularly into the valley, and the Torikata took upon themselves to understand and, when left with no other choice, fight them. A Torikata is always calm, focused, and controlled.

TORITAKA

You are an expert in matters of the spirit world.

Requirements: Alignment

- **Attributes:** +1 Wisdom
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Double Boost:** You may spend and roll 2 action dice to boost Wisdom-based skill checks.
- **Enlightened Resolve:** Your maximum Resolve rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Higher Calling:** Characters with opposing Alignments suffer a –1 Penalty with skill checks targeting or opposed by you.
- **If I Recall...:** You gain a +5 bonus with Knowledge checks.

Yasuki Family

Once member of the Crane Clan, the Yasuki fa-

mily is the most curious of the Crab families. While there are Crane and Crab who bear the name Yasuki, only their daimyo, Yasuki Hachi, serves both clans. The Crab Yasuki are obsessed with wealth and commerce, a family of wily traders and smooth businessmen. The Yasuki have a reputation for aggressive bargaining, and will not balk at bending the occasional law to get a better deal.

YASUKI

Your weapons are gold and silver, and in your hands they are lethal.

- **Attributes:** +2 Charisma, –2 Constitution
- **Base Speed:** 30 ft.
- **Honor:** 1.
- **Enlightened Haggle:** Your maximum Haggle rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Repartee Basics:** You gain the Repartee Basics feat.
- **Thrifty:** Your Prudence rises by 2.

CRANE CLAN

The Crane pursue excellence in all things. Their founder, the Kami Doji, was the most beautiful and eloquent of her brothers and sisters, and it was she who established the traditions now customary in the Emperor's Court. Doji's husband Kakita established the formal dueling system of iaijutsu, and served as the Emperor's personal champion. Throughout history, the Crane have been intertwined with the Imperial line, providing beautiful brides for the vast majority of Rokugan's Emperors.

The Crane are the Emperor's Left Hand, defending his honor and his Empire in court and maintaining the traditions laid down by their founder. Their preferential status with the Imperial line is renown, as they tend to have fewer taxes and more gifts heaped upon them. They are masters of court, and have the wealth commensurate with such a position.

CRANE

You are the benchmark by which other Samurai define themselves.

- **Attributes:** +2 to lower of Dexterity or Charisma
- **Base Speed:** 30 ft.

- **Honor:** 2.
- **Agile Defense:** Your base Defense increases by 1.
- **Decisive:** You gain a +5 bonus with Initiative.
- **Flashy:** Your Panache rises by 2.

Asahina Family

The line of Asahina was not part of the Crane Clan at the dawn of the Empire. It was founded by the shugenja Isawa Asahina, who forsook his Phoenix heritage to become a ronin servant of the Crane, and then the founder of the Crane's first true shugenja school. Since that time, the Asahina family have been known for their zeal for peace and the introspective arts of crafting and divination.

ASAHINA

Your aversion to violence grants you great spiritual strength.

- **Attributes:** +2 Wisdom
- **Base Speed:** 30 ft.
- **Honor:** 3.
- **Encouragement:** Once per scene, you may speak to one of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene.
- **Enlightened Crafting:** Your maximum Crafting rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Limited Proficiencies:** You begin play with 2 fewer proficiencies (minimum 0)
- **The Extra Mile:** You gain the The Extra Mile feat.

Daidoji Family

The Daidoji family was founded by the Kami Doji, who declared her son Doji Hayaku's name was now Daidoji — "Defender of the Doji" — after he went into the Shadowlands and came back with the sword of his lost sister. The Daidoji have become the strong right arm of the Crane Clan, serving as their yojimbo, war parties, and enforcers. The Daidoji take their traditions from their founder, causing many of them to bleach their hair white in tribute.

DAIDOJI

You are the strong right arm of the Crane.

- **Attributes:** +2 Constitution, -2 Charisma
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Calling:** You may gain levels as an Edgemaster or Harrier beginning at Career Level 4 if you meet all other prerequisites for that class.
- **Cheap Shot:** You gain the Cheap Shot trick.
- **Edged Proficiency:** You gain the Edged proficiency.
- **Enlightened Tactics:** Your maximum Tactics rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Sure-footed:** Your encumbrance loads are increased by 50% and when you run, your move multiplier is increased by 1.
- **Iconic Classes:** If your level in any base class is higher than your level in either Scout or Soldier, your starting action dice decrease by 1.
- **Tenacious Spirit:** You gain 1 additional vitality per level.

Doji Family

Descendants of the Lady Doji, the Doji strive for a single goal — excellence. Since the beginning of the Empire, the Doji family has always maintained a close relationship with the Imperial Throne. The image that most have of a Crane is the picture of a Doji samurai: beautiful, graceful, and immaculate. The Doji almost always bleach their hair white to honor Daidoji Hayaku.

DOJI

Your beauty is the stuff of legend.

- **Attributes:** +2 Charisma, -2 Constitution or Wisdom
- **Base Speed:** 30 ft.
- **Honor:** 3.
- **Charming:** Once per session, you may improve the Disposition of one non-adversary NPC by 5.
- **Comely:** You gain the Comely feat.
- **Enlightened Impress:** Your maximum Impress rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Natural Elegance:** Your Appearance bonus

increases by 1.

Kakita Family

Outside the Crane, the Kakita are known primarily as swordsmen due to their founder and the powerful Kakita Dueling Academy. They take every endeavor as seriously as any samurai's sworn duty, and as a result excel in whatever they apply themselves to. Kakita are lithe and graceful in their appearance, the most elegant predators.

KAKITA

You are the very best at what you do.

- **Attributes:** +1 to any attribute of your choice, –1 to any other attribute of your choice
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Celebrated:** Your Legend increases by 2.
- **Enlightened Skill:** Choose one skill. Your maximum rank with that skill increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Prodigal Skill:** You gain the Prodigal Skill feat.

Yasuki Family

Men and women of the Yasuki tend to be far less accustomed to a pampered lifestyle than their kin in the rest of the Crane Clan, and often prefer to do something themselves instead of working through intermediaries. They are wily and down-to-earth, which makes them excellent at the one thing their family is known for — trade. A friendly rivalry has developed among Yasuki on either side of the Crab and Crane Clans division.

YASUKI

The Crane Yasuki share the same Talent as the Crab Yasuki.

DRAGON CLAN

The Kami Togashi was the most enigmatic of his siblings, poorly understood even by the other children of the Sun and Moon. He and his followers among the Dragon Clan retreated to the mountains and remained there, interacting with the Empire

only on rare occasions. The bushi of their clan practice the daisho technique, a unique fighting style that utilizes both swords at once, and are familiar with the techniques of shugenja. Dragon shugenja are likewise familiar with the weapons traditionally used by bushi, a distinction that sets them apart from other priests. Strangest of all, the Dragon have multiple orders of tattooed monks among their number, men and women who bear mystical tattoos allowing them powers and abilities beyond those possessed by mortals.

The Dragon mystify everyone, perhaps even themselves. Their methods and outlook stand out among those of the other Great Clans, often considered aloof and mysterious by outsiders.

DRAGON

The most difficult act in the world is to sit still.

- **Attributes:** +2 to lower of Strength or Wisdom
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Always Ready:** You may always act during surprise rounds.
- **Broad Learning:** You gain 2 additional Studies.
- **Enlightened Resolve:** Your maximum Resolve rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Free Hint:** Once per session, you may request a free hint from the GM. If he refuses, you gain 1 bonus action die.

Kitsuki Family

In the three centuries since their creation, the Kitsuki family has developed a reputation throughout the Empire as incredibly skilled magistrates, held in the same regard as long-standing institutions like the Doji family magistrates and the Kuni witch hunters. The Kitsuki are unconcerned with reputation, however, and consider the pursuit of justice to be the ultimate reward.

KITSUKI

Your keen mind and piercing gaze often pick up on things that others miss.

- **Attributes:** +2 Intelligence, –2 Constitution
- **Base Speed:** 30 ft.

- **Honor:** 3.
- **Double Boost:** You may spend and roll 2 action dice to boost Intelligence-based skill checks.
- **Enlightened Investigate:** Your maximum Investigate rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Free Hint:** Once per session, you may request a free hint from the GM. If he refuses, you gain 1 bonus action die.
- **Sharp Mind:** you gain 1 additional skill point per level.

Mirumoto Family

In a clan famous for its non-traditional practices, the Mirumoto are the anchor that connects the others to the rich culture and traditions of Rokugan. This might seem an impossible task given the oddities of the other Dragon families, but for all the attention the others draw to themselves, the Mirumoto comprise nearly three-quarters of the Dragon Clan's numbers. The Mirumoto, known for their calm outward appearance and straightforward nature, can often spring into a ferocious rage if their honor is called into question.

MIRUMOTO

Trained in the art of *niten* you are deadly opponent, whatever your calling.

- **Attributes:** +1 Wisdom
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Always Ready:** You may always act during surprise rounds.
- **Edged Proficiency:** You gain the Edged proficiency.
- **Split Decision:** As a full action, you may simultaneously take 2 Ready actions, each with separate triggers and reactions. After the first trigger occurs, the other Ready action is lost.
- **Whirling Strike:** You gain the Whirling Strike trick.

Tamori Family

Younger even than the Kitsuki, the Tamori family is subject to much controversy among many

loyal servants of the Toturi Dynasty. Among the Empire's most martial shugenja, they draw much criticism from more traditional families. True to their Dragon nature, they show little concern for the opinion of others, and continue their strange magical practices.

TAMORI

Someday your fascination with explosives is going to get you into trouble...

- **Attributes:** +2 Wisdom, -2 Charisma
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Alchemy Basics:** You gain the Alchemy Basics feat.
- **Calling:** You may gain levels as an Alchemist or Paladin beginning at Career Level 4 if you meet all other prerequisites for that class.
- **Iconic Classes:** If your level in any base class is higher than your level in either Keeper or Priest, your starting action dice decrease by 1.
- **Inquisitive Mind:** You gain 2 additional interests.
- **Tenacious Spirit:** You gain 1 additional vitality per level.

Alchemist, but ...

Yes, *sorcery* is not used, so how can one become an Alchemist? Well, with a few changes. Remove the corresponding conditions of entry and replace *path of the crucible* and each *circle of power* ability with a free Gear or Skill feat. Finally, remove the spell points progression and increase the BAB progression to medium (like the Assassin) and you're good to go.

The Order of Hitomi, Lady of the Moon

None among the Dragon are feared so much as the tattooed warriors from the Order of Hitomi. Known as Kikage Zumi, these tattooed men are far more sinister and threatening than their brothers among the other orders, and are poorly understood by the other Dragon families.

KIKAGE ZUME

You are one of the *kikage zume*, sinister and violent.



- **Attributes:** +2 Strength, –2 Intelligence
- **Base Speed:** 30 ft.
- **Honor:** 1.
- **Crunch!:** Your Str-based damage rolls inflict 1 additional damage.
- **Enlightened Athletics:** Your maximum Athletics rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Menacing Threat:** You may Threaten up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately.
- **Unarmed Proficiency:** You gain the Unarmed proficiency.

The Order of Hoshi, the Celestial Wanderer

By far the smallest Tattooed Order, the Hoshi balance the puzzling nature of the Togashi and the sinister nature of the Hitomi. For more reclusive than other orders, many in the Empire are unaware that their order still exists. Devotees of Hoshi, known as *tsurai zume*, see conflict as an unnecessary and ultimately corrupting influence that hinders mankind's spiritual development.

TSURAI ZUME

You are one of the *tsurai zume*, slight of build and sharp of wit.

- **Attributes:** +2 Wisdom, –2 Constitution
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Double Boost:** You may spend and roll 2 action dice to boost Wisdom-based skill checks.
- **Enlightened Blend:** Your maximum Blend rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **If I Recall...:** You gain a +5 bonus with Knowledge checks.
- **Unarmed Proficiency:** You gain the Unarmed proficiency.

The Order of Togashi, the

Eternal Dragon

The Togashi are the oldest of the Tattooed Orders, having been established during the Empire's earliest days. Of the three Tattooed Orders, the Togashi are the most widely known by outsiders. They are an energetic, enigmatic group, most likely of all tattooed men to take an active role in the Empire, and yet are the most likely to act seemingly at random, without rhyme or reason.

ISE ZUME

You are one of the *ise zume*, possessed of startling speed and reflexes.

- **Attributes:** +2 Dexterity, –2 Charisma
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Always Ready:** You may always act during surprise rounds.
- **Double Boost:** You may spend and roll 2 action dice to boost Dexterity-based skill checks.
- **Enlightened Acrobatics:** Your maximum Acrobatics rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Unarmed Proficiency:** You gain the Unarmed proficiency.

LION CLAN

If the Crane sit at the Emperor's Left Hand, then the Lion are surely to his Right. The Lion are the most militant and aggressive of all clans. They revere bushido and loyalty to the Emperor as life's two most essential governing principles. They maintain the largest standing army in the Empire, rivaled only by that of the Unicorn Clan. Many of history's most brilliant generals have been a product of Lion training, and while it is not strictly true, many still believe the old adage that no Akodo-trained general has ever been defeated on the battlefield.

The Lion's rigidity and strict adherence to tradition has resulted in difficult diplomatic relations with other clans, most notably the Crane and Scorpion, but in recent years the Unicorn as well.

Lion

You are the epitome of what it is to be Samurai.

- **Attributes:** +2 to lower of Strength or Charisma
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Bow Proficiency:** You gain the Bow proficiency.
- **Edged Proficiency:** You gain the Edged proficiency.
- **Favored Classes:** Choose either Lancer or Soldier. If you have at least 1 level in that class, you gain the next level's class abilities. You gain no other benefits from the next level such as skill points, vitality, base attack bonus, saves, etc. If you reach level 20 in your chosen class, you instead gain a bonus feat from any tree.

Akodo Family

Ever stoic and unshakable, the Akodo have suffered considerable trials during the last century, trials that have nearly destroyed a family with a long, rich history of stability and adherence to bushido. The Akodo are the descendants of Akodo One-Eye and his sworn followers. They are among the most traditional bushi families.

AKODO

You are one of the most valiant warriors that Rokugan has ever produced.

- **Attributes:** +1 Strength, +1 Wisdom
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Called Shot:** You gain the Called Shot trick.
- **Calling:** You may gain levels as an Edgemaster or Golden Lion beginning at Career Level 4 if you meet all other prerequisites for that class.
- **Enlightened Tactics:** Your maximum Tactics rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Heroism:** You gain a +1 bonus with all attack and skill checks you make during a Dramatic Scene.
- **Iconic Classes:** If your level in any base class is higher than your level in either Captain or Soldier, your starting action dice decrease by

1.

- **Tenacious Spirit:** You gain 1 additional vitality per level.

Ikoma Family

The Ikoma are an exercise in contradictions. The family produces equal numbers of historians and tacticians, choosing two wildly different paths of study that the family considers inextricably linked. The majority of Ikoma are exactly what they appear to be — devoted to bushido utterly.

IKOMA

Courtier, scholar, and the loud-and-proud face of the Lion!

- **Attributes:** +2 Charisma, −2 Wisdom
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Double Boost:** You may spend and roll 2 action dice to boost Charisma-based skill checks.
- **Encouragement:** Once per scene, you may speak to one of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene.
- **Enlightened Sense Motive:** Your maximum Resolve rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Sharp Mind:** you gain 1 additional skill point per level.

Kitsu Family

The Kitsu family was born during the war with Fu Leng, from the union of intelligent leonine creatures who bore this name and the five daughters of Akodo. The Kitsu have inherited a rich magical tradition, producing powerful shugenja who aid the Lion armies on the battlefield.

KITSU

The ancestors have whispered in your ear since your birth.

Requirement: Alignment

- **Attributes:** +2 Wisdom, −2 Intelligence
- **Base Speed:** 30 ft.
- **Honor:** 3.
- **Ancestral Guidance:** You take the first step



along the Ancestors Path.

- **Free Hint:** Once per session, you may request a free hint from the GM. If he refuses, you gain 1 bonus action die.
- **Higher Calling:** Characters with opposing Alignments suffer a –1 Penalty with skill checks targeting or opposed by you
- **Origin Skill:** Choose one additional Origin skill.

Matsu Family

In many ways, the Matsu are the most straightforward family in the Empire. They hide nothing, presenting their true nature to the world, their thoughts and opinions laid bare for the world to see. This outlook attracts few admirers, however, as the true nature of a Matsu tends to be furious, unrelenting warrior who is quick to criticize others for their fallings.

MATSU

You are tall and proud, and your temper is the stuff of legend...

- **Attributes:** +2 Strength, -2 Wisdom
- **Base Speed:** 40 ft.
- **Honor:** 3.
- **All-Out Attack:** You gain the All-Out Attack feat.
- **Calling:** You may gain levels as a Beastmaster or Golden Lion beginning at Career Level 4 if you meet all other prerequisites for that class.
- **Crunch!:** Your Strength-based damage rolls inflict 1 additional damage.
- **Fully Engaged:** You gain the Fully Engaged trick.
- **Iconic Classes:** If your level in any base class is higher than your level in either Lancer or Soldier, your starting action dice decrease by 1.

MANTIS CLAN

The Mantis were not created by the Kami, but rather by the will and determination of a long line of extraordinary mortal men. Denied his rightful claim to leadership of the Crab Clan, Kaimetsu-uo instead forged the first Minor Clan along with his followers, carving out a meager existence from tropical islands off Rokugan's coast. The Mantis be-

came a Great Clan on the second Day of Thunder when Yoritomo led the Mantis into battle alongside the other clans in battle against the Shadowlands.

Other clans consider the Mantis pirates and opportunists. Their naval strength is unmatched, allowing them frequently contact with nations beyond Rokugan. While the Mantis struggle to cast aside their reputation as thugs and pirates, the truth remains that many are aware such practices are quite common among their members.

MANTIS

You may be crude and foul-mouthed, but you sure as hell get the job done.

- **Attributes:** +2 to lower of Strength or Dexterity
- **Base Speed:** 30 ft.
- **Honor:** 1.
- **Pathfinder Basics (aquatic):** You gain the Pathfinder Basics (aquatic) feat.
- **Thrifty:** Your Prudence rises by 2.

Moshi Family

The most traditional family — some might say the only one — of the Mantis Clan, the Moshi are matriarchal, at one time devoted almost exclusively to reverence of Amaterasu, the Sun Goddess. The Moshi, formerly known as the Centipede Clan, comprise the bulk of all shugenka among the Mantis. The Moshi are highly conservative and traditional, women in particular.

MOSHI

You are the calm at the eye of the storm.

- **Attributes:** +2 Wisdom, –2 Strength
- **Base Speed:** 30 ft.
- **Honor:** 1.
- **Amaterasu's Chosen:** You take the first step along the Path of the Sun.
- **Encouragement:** Once per scene, you may speak to one of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene.
- **Enlightened Resolve:** Your maximum Resolve rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Inquisitive Mind:** You gain 2 additional Interests.

Tsuruchi Family

The Tsuruchi are a strange family, born from the ashes of the Wasp Clan. The Tsuruchi are a particularly athletic family, accustomed to rough mountain living and the vigorous tracking of criminals throughout the Empire. Speed is highly valued, and traditional Tsuruchi training places great emphasis on feats of dexterity.

TSURUCHI

Thou shalt not get away with it.

Requirement: Alignment

- **Attributes:** +2 Dexterity, –2 Charisma
- **Base Speed:** 30 ft.
- **Honor:** 1.
- **Bow Proficiency:** You gain the Bow proficiency.
- **Calling:** You may gain levels as a Deadeye or Harrier beginning at Career Level 4 if you meet all other prerequisites for that class.
- **Enlightened Survival:** Your maximum Survival rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Higher Calling:** Characters with opposing Alignments suffer a –1 penalty with skill checks targeting or opposed by you
- **Iconic Classes:** If your level in any base class is higher than your level in either Scout or Soldier, your starting action dice decrease by 1.
- **Keen Sight:** Your visual range increments are equal to your Wis score ×50 ft. You also ignore range penalties from the 2nd and 4th range increments while you're aiming.
- **Steady Shot:** You gain the Steady Shot trick.

Yoritomo Family

The Mantis Clan's ruling family, very much aware of their unique status in the Empire, are the only ruling family not descended from the blood of a Kami. The Yoritomo proud of their long and illustrious history as any other family. The hardships of their life at sea tend to make Yoritomo large, powerful individuals with little regard for social niceties, much like their Crab cousins.

YORITOMO

You are the storm's voice.

- **Attributes:** +2 Strength, –2 Wisdom
- **Base Speed:** 30 ft.
- **Honor:** 1.
- **Cheap Shot:** You gain the Cheap Shot trick.
- **Crunch!:** Your STR based damage rolls inflict 1 additional damage.
- **Enlightened Acrobatics:** Your maximum Acrobatics rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Improved Stability:** You're considered 1 Size category larger for carrying capacity, trample attacks, and resisting bull rush and trip attempts so long as you are standing firmly on the ground and not climbing, flying or riding.
- **Tenacious Spirit:** You gain 1 additional vitality per level.

PHOENIX CLAN

Shiba was unquestionably the wisest Kami, so much so that he cast aside pride and arrogance to vow to protect the descendants of Isawa, the greatest shugenja of his age. Since that day, the Phoenix have been guided by the Isawa family's desire for enlightenment, ensuring their position as the greatest shugenja in the Empire. Three of the clan's four families are devoted to studying the elements, with the Shiba working to defend and protect the clan's lands.

It was Shiba who recorded the conversation between the Emperor and Shinsei during the first war with the Shadowlands. His notes allowed the Isawa to become the preeminent shugenja in Rokugan, and all other clans recognize their mastery. The Phoenix are well-respected for this acumen, although many consider them arrogant and haughty as well. While the Lion are the Right Hand and the Crane the Left, the Phoenix are surely his Voice, carrying the message of peace whenever the clans would turn against one another.

PHOENIX

You are dedicated to peace, but resolute in the application of violence.

- **Attributes:** +2 to lower of Intelligence or Wisdom.
- **Base Speed:** 30 ft.



- **Honor:** 2.
- **Arrow Cutting:** You gain the Arrow Cutting trick.
- **Enlightened Resolve:** Your maximum Resolve rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Fortunate:** You gain the Fortunate feat.

Agasha Family

The smallest and youngest family of the Phoenix Clan, the Agasha family is descended from shugenja who left the Dragon Clan during the reign of Hitomi. Agasha are rarely seen outside the lands of the Phoenix, preferring to remain among themselves and their new clan. Despite their seclusion, the Agasha have garnered a reputation as versatile and canny researchers of unusual magic.

AGASHA

You are versatile and canny, if a little insular...

- **Attributes:** +2 Intelligence, -2 Charisma
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Free Hint:** Once per session, you may request a free hint from the GM. If he refuses, you gain 1 bonus action die.
- **Sharp Mind:** You gain 1 additional skill point per level.
- **Well Rounded:** You gain the Well Rounded feat.

Asako Family

The Asako pride themselves on their reputation as scholars and healers, much like their founder was. Few are equal to their skill in natural and supernatural medicine, with even Imperial families requesting their knowledge with great frequency. Members of this family tend to be either the gregarious and outgoing emissaries they send to the courts, or recluses who would rather deal with parchment than people.

ASAKO

You are a walker on the Path of Man.

- **Attributes:** +2 Wisdom
- **Base Speed:** 30 ft.
- **Honor:** 2.

- **Aloof:** Your error range on Impress and Sense Motive checks increases by 2 when targeting anyone who doesn't share your Origin.
- **Double Boost:** You may spend and roll 2 action dice to boost Wisdom-based skill checks.
- **Free Hint:** Once per session, you may request a free hint from the GM. If he refuses, you gain 1 bonus action die.
- **Inquisitive Mind:** You gain 2 additional interests.
- **Last Chance:** You may spend and roll 2 action dice to boost any save.

Isawa Family

Few families have histories and traditions as proud and complex as that of the Isawa family. As scholars and masters of the arcane, they are well aware of the difference between perception and reality. So great is their wisdom and skill that the word of an Isawa shugenja is often considered the end of the matter when it comes to magic.

ISAWA

Your words carry weight on a great many things.

- **Attributes:** +2 Intelligence, -2 Constitution
- **Base Speed:** 30 ft.
- **Honor:** 3.
- **Celebrated:** Your Legend increases by 2.
- **Enlightened Spellcasting:** Your maximum Spellcasting rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Favored Classes:** Choose either Priest or Sage. If you have at least 1 level in that class, you gain the next level's class abilities. You gain no other benefits from the next level such as skill points, vitality, base attack bonus, saves, etc. If you reach level 20 in your chosen class, you instead gain a bonus feat from any tree.

Shiba Family

The Shiba hold an unusual position for a family descended from their Clan's Kami. When Shiba bent his knee before Isawa, he swore an oath that his family has maintained for the entire history of

the Phoenix Clan, one that leaves them as both the servitors and protectors of the Isawa. Because of Shiba's sacrifice, his family rarely shows any trace of needless pride, but they do maintain the stubbornness common to the Clan. Many Shiba emulate their ancestor by applying themselves to peaceful arts and study alongside their martial training.

SHIBA

Your contemplative exterior hides a surprising stubborn streak.

- **Attributes:** +1 Wisdom
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Basic Combat Expert:** You are considered to have 2 additional Basic Combat feats for any ability based on the number of Basic combat feats you have.
- **Calling:** You may gain levels as a Bloodsworn or Edgemaster beginning at Career Level 4 if you meet all other prerequisites for that class.
- **Iconic Classes:** If your level in any base class is higher than your level in either Lancer or Soldier, your starting action dice decrease by 1.
- **Step In:** Once per combat, you may choose to receive all of 1 attack's damage on an adjacent character. Your Damage Reduction and Damage Resistance apply normally.
- **Tenacious Spirit:** You gain 1 additional vitality per level.
- **Warding Strike:** You gain the Warding Strike trick.

SCORPION CLAN

When the Empire was formed, the Emperor gave each clan a duty to perform in his name. The duty given to the Scorpion is the topic of much debate among other clans, and the Scorpion are not talking. Ostensibly, the Scorpion were given the duty of protecting the twelve Black Scrolls, powerful artifacts used to bind the power of Fu Leng. Others believe, however, that the Scorpion's true duty is to keep the clans continually at odds with one another, ensuring that none will ever have the strength to rise against the Emperor.

For this reason, they are called the Emperor's Underhand, a family of spies, manipulators, and assassins who value loyalty above all else. Honor

is not beyond them, but it is a tool to be used and discarded when convenient. They are the dagger that strikes from shadow and eliminates threats before they become dangerous. The Scorpion have a broad definition of "threat," however, and the true motivation behind their schemes is not often clear to say the least. Many clans despise them as a result, though their web of blackmail and secrets is wound so tightly that few would oppose them.

SCORPION

Even when you're smiling there's a sting in your tail...

- **Attributes:** +2 to lower of Dexterity or Charisma
- **Base Speed:** 30 ft.
- **Honor:** 1.
- **Covert Expert:** You're considered to have 2 additional Covert feats for any ability based on the number of Covert feats you have.
- **Enlightened Intimidate:** Your maximum Intimidate rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Lightning Reflexes:** You gain the Lightning Reflexes feat.
- **Reviled:** The disposition of non-scorpions decreases by 10.

Bayushi Family

The Bayushi are the unquestioned rulers of the Scorpion Clan, as they have been since the time of their namesake. They are a proud family, well aware of the unique reputation their clan holds and eternally prepared to preserve that reputation. Ironically in many ways this family, seen by many to be the most dishonorable of families, directly embodies what it means to be a samurai — a master of the pen and the sword, prepared for any threat, ever ready to spill their blood for the Emperor but even more prepared to spill the enemy's.

BAYUSHI

Everyone lies — even you.

- **Attributes:** No modifiers
- **Base Speed:** 30 ft.
- **Honor:** 1.
- **Always Ready:** You may always act during

surprise rounds.

- **Cheap Shot:** You gain the Cheap Shot trick.
- **Double Boost:** You may spend and roll 2 action dice to boost Charisma-based skill checks.
- **Flashy:** Your Panache rises by 2.
- **Inscrutable:** The error range of all Sense Motive checks targeting you increases by 2.
- **Light Sleeper:** Sleeping is never a terminal situation for you.
- **Reviled:** The disposition of non-scorpions decreases by 10.

Shosuro Family

This family is as misunderstood as the Scorpion Thunder who founded it. To the public eye, the Shosuro seem little more than aides de camp to the Bayushi, a lesser family of courtiers and warriors who further Bayushi goals. The truth, which the Shosuro labor tirelessly to conceal, lies in something much darker. The Shosuro are a family of spies, saboteurs, and assassins.

SHOSURO

You kabuki skills often apply in places other than the theater.

- **Attributes:** +2 Dexterity, -2 Wisdom or Charisma
- **Base Speed:** 30 ft.
- **Honor:** 1.
- **Agile Defense:** Your base Defense increases by 1.
- **Ambush Basics:** You gain the Ambush Basics feat.
- **Cat Fall:** You suffer 1 less die of damage from falling.
- **Enlightened Impress:** Your maximum Impress rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Inscrutable:** The error range of all Sense Motive checks targeting you increases by 2.
- **Reviled:** The disposition of non-scorpions decreases by 10.
- **Venom Master:** You gain the Venom Master trick.

Soshi Family

A family of shugenja, the Soshi family is the religious heart of the Scorpion Clan. The Soshi are particularly talented in the use of Air magic. Illusions, misdirection, and observation are the sorts of magic they relish using.

SOSHI

A little advice can help anyone; even your enemies.

- **Attributes:** +2 Intelligence, -2 Strength
- **Base Speed:** 30 ft.
- **Honor:** 1.
- **Encouragement:** Once per scene, you may speak to one of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene.
- **Enlightened Prestidigitation:** Your maximum Prestidigitation rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Iron Will:** You gain the Iron Will feat.
- **Reviled:** The disposition of non-scorpions decreases by 10.
- **Sharp Mind:** you gain 1 additional skill point per level.

Yogo Family

The Yogo family has borne the curse of its founder — that of being doomed to betray whoever they love — for centuries. They turn their magical studies toward battling maho and the Taint out of vengeance for their terrible curse. The family has become pariahs outside their clan. The Yogo endure this distrust with quite resolve, for in their heart they suspect they do not truly deserve trust.

YOGO

Cursed or not, you serve your clan with distinction.

- **Attributes:** +2 Intelligence, -2 Charisma
- **Base Speed:** 30 ft.
- **Honor:** 1.
- **Fortune's Fool:** You gain the Fortune's Fool feat.
- **If I Recall...:** You gain a +5 bonus with Knowledge checks.

- **Reviled:** The disposition of non-scorpions decreases by 10.
- **Tenacious Spirit:** You gain 1 additional vitality per level.

UNICORN CLAN

Once known as the Ki-Rin Clan, the samurai who followed the Kami Shinjo departed Rokugan a few years after the first Day of Thunder. It was Shinjo's hope that other threats to the Empire could be averted by discovering them first. For eight centuries, they roamed the world, exploring strange lands and cultures. Less than three hundred years ago, they returned to Rokugan as the Unicorn Clan and resumed their rightful place among the Great Clans. When Shinjo returned during the War against the Darkness, she purged her clan of subversive influences and appointed a barbarian from across the Burning Sands as the new Champion of her people.

The Unicorn are vastly different from other clans, influenced more than any other clan by gaijin cultures. The ruling Moto family have unique traditions and practices that cause many to mark them as gaijin or barbarians, an accusation that the Moto do nothing to refute. Many hold them in low regard, but fear them for their military might.

UNICORN

You are a free spirit, blessed with an open mind and uncanny luck.

- **Attributes:** +2 to lower of Strength or Constitution
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Fortunate:** You gain the Fortunate feat.
- **Naive:** The cost for non-Unicorns to activate critical successes when opposing your Impress and Sense Motive checks is reduced by 1 die.
- **Parry:** You gain the Parry trick.
- **Ride:** You gain the Ride as an additional Origin skill.
- **Sterner Stuff:** The *keen* quality of all attacks against you is reduced by 4.

Horiuchi Family

The youngest family of the Unicorn Clan, the Horiuchi were founded three generations ago. Most

Horiuchi are scholars to some degree and quite well versed in several supernatural topics, but there are a great many bushi among their ranks. The Horiuchi have been led to several breakthroughs in the art of *meishodo*, the Unicorn art of magic produced through charms and fetishes instead of scrolls.

HORIUCHI

Growing up on the edge of the Shinomen forest has given you a unique outlook.

- **Attributes:** +2 Wisdom, -2 Strength
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Broad Learning:** You gain 2 additional studies.
- **Enlightened Survival:** Your maximum Survival rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Limited Proficiencies:** You begin play with 2 fewer proficiencies (minimum 0).
- **Naive:** The cost for non-Unicorns to activate critical successes when opposing your Impress and Sense Motive checks is reduced by 1 die.
- **Origin Skill:** Choose one additional Origin skill.
- **Pathfinder Basics:** You gain the Pathfinder Basics (forest/jungle) feat.
- **Ride:** You gain the Ride as an additional Origin skill.

Ide Family

Through much of the Unicorn's history since returning to Rokugan, the ide have been key in keeping relations between their Clan and the rest of the Empire as cordial as possible. In any role, the Ide usually achieve the upper hand with their inborn ability to relate with others on a personal level.

IDE

Your easy smile hides a viciously shrewd mind.

- **Attributes:** +2 Charisma, -2 Dexterity
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Charming:** Once per session, you may improve the Disposition of one non-adversary NPC by 5.
- **Encouragement:** Once per scene, you may



speak to one of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene.

- **Enlightened Impress:** Your maximum Impress rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Mark:** You gain the Mark feat.
- **Ride:** You gain the Ride as an additional Origin skill.

Iuchi Family

Like the rest of the Unicorn, the Iuchi are both notorious and respected for their unique approach to their arts. The Iuchi are extremely curious scholars and will search as long as it takes to find the answer to some mysterious subject that is presented to them. Iuchi surprise others with the wide range of subjects they are knowledgeable in, and not always in a good way.

IUCHI

You are untraditional in your ways, even for a Unicorn.

- **Attributes:** +1 Wisdom, –1 Strength
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Enlightened Crafting:** Your maximum Crafting rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Inquisitive Mind:** You gain 2 additional interests.
- **Naive:** The cost for non-Unicorns to activate critical successes when opposing your Impress and Sense Motive checks is reduced by 1 die.
- **Origin Skills:** Choose 2 additional Origin skills.
- **Ride:** You gain the Ride as an additional Origin skill.
- **Sharp Mind:** you gain 1 additional skill point per level.

Moto Family

The Moto were once part of a band of nomadic raiders called the Ujik-hal that the Ki-Rin Clan encountered early in their journey. After the Clan re-

turned to Rokugan, they were considered the fury of the Unicorn. Moto warriors are fierce enough in battle to give even the Hida pause, and cunning enough to outmaneuver the traps of Scorpion commanders. They are skilled hunters, trackers, warriors, horsemen, and survivalists.

MOTO

You are just one step away from being a savage barbarian.

- **Attributes:** +2 Strength, –2 Charisma
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Grueling Combatant:** Each time an adjacent opponent attacks you and misses, he suffers 2 points of subdual damage.
- **Naive:** The cost for non-Unicorns to activate critical successes when opposing your Impress and Sense Motive checks is reduced by 1 die.
- **No Pain:** You ignore the first *fatigued* or *shaken* condition you gain in each scene.
- **Ride:** You gain the Ride as an additional Origin skill.
- **Tenacious Spirit:** You gain 1 additional vitality per level.

Shinjo Family

The descendents of Lady Shinjo possess many of the qualities that she was well known for. Today, the Shinjo exist in a shadow of their former glory. Their skills as hunters, trackers, and scouts are now turned to the command of their Khan in the name of war and glory. The Shinjo are compassionate, wise, and courageous, awaiting the time that they may once again bring honor to the name of their family.

SHINJO

Though your family has fallen from grace, you still fight with honor.

- **Attributes:** +2 Constitution, –2 Wisdom
- **Base Speed:** 30 ft.
- **Honor:** 2.
- **Basic Skill Mastery (horseman):** You gain the Basic Skill Mastery (horseman) feat.
- **Lean Season:** You require only 1 common meal per day.
- **Light Sleeper:** Sleeping is never a Terminal

Situation for you.

- **Linguist:** You gain 2 additional Languages.
- **Naive:** The cost for non-Unicorns to activate critical successes when opposing your Impress and Sense Motive checks is reduced by 1 die.
- **Ride:** You gain the Ride as an additional Origin skill.

Utaku Family

The Utaku family was founded by the Unicorn Thunder herself, a nearly silent woman named Otaku. Since that time, the family has been dominated by the women in the family, and only female warriors of the family are allowed to ride mounts into combat. Today, the Utaku are considered the most elite of cavalry warriors.

SHŌNEN UTAKU

You may not be a horseman, but you are possessed of a blazing inner strength.

- **Attributes:** +2 Strength, -2 Intelligence
- **Base Speed:** 40 ft.
- **Honor:** 2.
- **Enlightened Athletics:** Your maximum Athletics rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Guts:** You gain the Guts feat.
- **Naive:** The cost for non-Unicorns to activate critical successes when opposing your Impress and Sense Motive checks is reduced by 1 die.
- **Natural Elegance:** Your Appearance bonus increases by 1.
- **Sterner Stuff:** The keen quality of all attacks against you is reduced by 4.

SHŌJO UTAKU

You are tall, strong and handsome, in a way that only an Utaku could be.

- **Attributes:** +2 Strength, -2 Intelligence
- **Base Speed:** 30 ft.
- **Honor:** 3.
- **Animal Partner:** You gain the Animal Partner (Utaku War Horse) feat.
- **Enlightened Ride:** Your maximum Ride rank increases to your Career Level + 5. Only the highest bonus from any single enlighte-

ned ability may apply to each skill.

- **Naive:** The cost for non-Unicorns to activate critical successes when opposing your Impress and Sense Motive checks is reduced by 1 die.
- **Natural Elegance:** Your Appearance bonus increases by 1.
- **Ride:** You gain Ride as an additional Origin skill.
- **Sterner Stuff:** The *keen* quality of all attacks against you is reduced by 4.

MINOR CLANS

Save for the Mantis, the Great Clans have existed since the Empire was founded. Since that time, many Emperors have found cause to reward their most loyal subjects by permitting them to create a Minor Clan, tiny groups similar to the Great Clans by on a vastly smaller scale. Minor Clans typically control small tracts of land and are made up of a single family of samurai, often numbering only a few dozen at most.

Minor Clans in existence during the Lotus Era include the Badger, Bat, Fox, Hare, Monkey, Ox, Sparrow, and Tortoise Clans, with the Tortoise being ostensibly the most powerful given their position as the Minor Clan representative to the Imperial Court. Minor Clans that have been destroyed or absorbed include the Boar, Centipede, Falcon, Snake, and Wasp Clans.

Badger Clan

ICHIRO FAMILY

The Badger were given the Ichiro family name and set to guard the northern mountains of Rokugan against any gaijin invasion from the north. The attack came, but from an unexpected enemy. The demonic Hideo no Oni, a creature of Jigoku, destroyed most Badger holdings, leaving the Clan exhausted and almost powerless.

Bat Clan

KOMORI FAMILY

The Bat Clan is the youngest of all Minor Clans, having formed only within the last year. Bat ter-



ritories lay on the remote island where Komori's monastery stands. As most of the current members of the clan are former Mantis Clan shugenja, they obviously resemble their Yoritomo and Moshi cousins.

Dragonfly Clan

TONBO FAMILY

The Dragonfly Clan was formed by a Phoenix samurai who chose a Dragon over her promised Lion. Needless to say the Lion have never forgiven this offense and they have already proved they are eager to shed Dragonfly blood. Nevertheless, these peaceful shugenja live in the northern mountains, under the protection of the Dragon and Phoenix Clans, and avoiding the Lion as well as they can.

Fox Clan

KITSUNE FAMILY

The Fox are composed of ex Ki-Rin members who stayed behind when their brethren left to the west. After being driven off their lands by the Lion, they settled in the haunted woods of Kitsune Mori where they became the first officially recognized Minor Clan. The Fox have a deep connection with the nature, the spirits, and the mysterious kitsune. In the opinion of many, the Fox have changed since the generations spent in Kitsune Mori.

Hase Clan

USAGI & UJINA FAMILIES

The Hase is the only Minor Clan to possess two independent families. They specialize in the hunt of the devious, mostly the maho tsukai and the kolat. They have a reputation of keen insight, great sense of human motives, and unpredictable combat techniques.

Monkey Clan

TOKU FAMILY

The Monkey is certainly the most respected of the

Minor Clans. Founded by the heroic ronin Toku by imperial decision, it is a family of magistrates and honorable samurai whose sole mission is to protect the Emperor and apply his law. Their dedication can intimidate even the Lion, and they are known for their unshakable resolve.

Ox Clan

MORITO FAMILY

Constitution +1
Lancers!

Sparrow Clan

SUZUME FAMILY

Charisma +1

Turtle Clan

KASUGA FAMILY

Wisdom +1

THE IMPERIAL FAMILIES

All clans serve the Emperor, but the Otomo, Miya, Toturi, and Seppun families serve him directly, with no need for a clan. Each family performs a vital function for the Emperor: the Miya are his heralds, carrying his edicts to the people; the Otomo are his courtiers, protecting and maintaining the Imperial Court even in his absence; the Seppun are his guardians, devoting their lives to protecting him from all harm; the Toturi, finally, are the Emperor's most elite and fanatical servants, sworn directly to his name and prepared to throw down their lives in his defense without question.

Miya Family

The Miya family are the Emperor's voice in distant lands.

- **Attributes:** +2 Dexterity, -2 Strength
- **Honor:** 3.

- **Base Speed:** 30 ft.
- **Agile Defense:** Your base Defense increases by 1.
- **Enlightened Impress:** Your maximum Impress rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Lean Season:** You require only 1 common meal per day.
- **Riding Mounts Focus:** You gain the Ride Skill's Riding Mounts focus.
- **Sharp Mind:** you gain 1 additional skill point per level.

Otomo Family

The Otomo family safeguard the Emperor's political might.

- **Attributes:** +2 Charisma, -2 Dexterity
- **Honor:** 3.
- **Base Speed:** 30 ft.
- **Enlightened Bluff:** Your maximum Bluff rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Repartee Basics:** You gain the Repartee Basics feat.
- **Style Expert:** You're considered to have 2 additional Style feats for any ability based on the number of Style feats you have.

Seppun Family

The Seppun family guard the Emperor with their lives.

- **Attributes:** +2 Strength, -2 Charisma
- **Honor:** 3.
- **Base Speed:** 30 ft.
- **Crunch!:** Your Strength-based damage rolls inflict 1 additional damage.
- **Edged Proficiency:** You gain the Edged proficiency.
- **Enlightened Intimidate:** Your maximum Intimidate rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- **Step In:** Once per combat, you may choose to receive all of 1 attack's damage on an adjacent character. Your Damage Reduction and Damage Resistance apply normally.

Toturi Family

Wisdom +1

THE BROTHERHOOD OF SHINSEI

The people of Rokugan are very much a spiritual people, surrounded as they are by evidence of fivine beings and elemental spirits. Some choose to devote their life to studying the balance of all things and the wisdom contained within the Tao of Shinsei, the compiled wisdom taken from the teachings of Shinsei, the Little Prophet. Some choose to study the Tao early in life, while many samurai shave their heads and enter a monastery at the time of their retirement.

The Brotherhood of Shinsei is the governing body that oversees thousands of shrines and temples throughout Rokugan, unconcerned with materialism, and with politics. Their only driving goals: foster spiritual enlightenment and cultural improvements.

The Order of Osano-Wo

The Order of the Seven Fortunes

The Order of the Seven Thunders

The Order of the Ten Thousand Temples

THE RONINS

No matter how prosperous or beleaguered the Empire becomes, there are always samurai who serve no master but themselves. To these samurai, known as ronin, or "wavemen," the notion of a life without duty is far worse than death. Some ronin are born to this lot, the child of a samurai who



chooses not to recognize his offspring for whatever reason. Others are cast out for failure, denied even the honorable redemption of seppuku. Still others choose to abandon all oaths for a life of personal freedom, a choice no true samurai could ever make.

Ronin are generally regarded as a lower class by most clan samurai. Even the Minor Clan can look down upon ronin, for they have nothing to call their own and no lord or comrades to protect them. Peasants frustrated with a lifetime of service to arrogant samurai can celebrate petty victories against ronin, refusing them service or slighting them in other ways. Though a difficult lifestyle results from the decision to affiliate oneself with the ronin, for some the freedom they gain surpasses the awkwardness.

Ronin possess too many different Talents to make any sort of significant generalization.

Ronin are very limited in their career choices. Only ex-samurai and shugenja can be more or less easily found, and even they do not share their knowledge lightly. Consequently, ronin may only take levels in the Priest and Soldier base classes.

Kaeru Family, Lords of the Wealthy Frog

Charisma +1

Tsi Family, Fate's Smiths

Wisdom +1

Yotsu Family, Defenders of the Weak

Intelligence +1

THE SHADOWLANDS

For every light, a shadow falls. Just as the Kami created the Great Clans and Empire of Rokugan, the Fallen Kami created the Shadowlands. This vast region to the south of Rokugan is a twisted, nightmarish place corrupted by the power of Jigoku, the Realm of Evil. Somewhere deep within the Shadowlands lies the Festering Pit of Fu Leng, a vast portal into Jigoku, where demons and evil spirits cross freely from their realm into the realms

of mortals.

The Shadowlands teems with life, all of it twisted and evil, demons called oni, goblins, ogres, trolls, and countless other creatures, many of them unique. In the past decade, a powerful new leader has taken control of the Lost, living humans who have succumbed to the Taint. This man, Daigotsu, has carved a vast empire of his own, a dark reflection of Rokugan, deep within the Shadowlands. Few mortal souls have seen his City of the Lost and lived to tell the tale.

Characters from the Shadowlands often possess one of the following Talents: Strong,

Characters from the Shadowlands can take levels in the following base classes: Soldier, . As well as in the following expert classes: Beastmaster,

Daigotsu Family

Strength +1

Chuda Family

Wisdom +1

Goju Family

Dexterity +1

The Order of Kokujin

Any +1

INTERESTS

ALIGNMENTS

While there are only two main beliefs in Rokugan — the followers of the Kami and those who worship Fu Leng — they are not responsible for most of a samurai's ethics and moral.

Indeed, Alignments in Rokugan are much more faction-intended and represent both beliefs and a strong allegiance. For example, all Great and Minor Clans, the Imperial families and the ronin worship the Kami. However, their philosophy may be extremely different and two Clans may even be deadly

TABLE XX: ALIGNMENTS

Name	Weapon	Alignment Skills	Paths	Avatar	Opposed*
Crab	Tetsubo	Athletics, Haggle, Search, Survival	Crystal, Earth, Fire, Water	Elemental Spirit	Shadowlands
Crane	Bo	Bluff, Crafting, Haggle, Prestidigitation	Air, Ancestors, Fire, Nemurani	Elemental Spirit	Shadowlands
Dragon	Katana	Athletics, Crafting, Investigate, Search	Air, Crystal, Earth, Fire	Dragon Aspect	Shadowlands
Lion	Katana	Investigate, Ride, Survival, Tactics	Ancestors, Earth, Fire, Water	Ancestral Champion	Shadowlands
Mantis	Kama	Acrobatics, Haggle, Ride, Survival	Air, Fire, Sun, Water	Orochi	Shadowlands
Phoenix	Naginata	Investigate, Prestidigitation, Ride, Search	Air, Earth, Fire, Void, Water	Phoenix Aspect	Shadowlands
Scorpion	Jitte	Bluff, Disguise, Investigate, Sneak	Air, Crystal, Darkness, Earth	Living Shadow	Shadowlands
Unicorn	Yari	Crafting, Haggle, Ride, Survival	Air, Crystal, Nemurani, Water	Kirin Aspect	Shadowlands
Imperial	Katana	Athletics, Investigate, Ride, Tactics	Ancestors, Fire, Good, Sun	Ancestral Champion	Shadowlands
Minor Clan	Wakizashi	Haggle, Prestidigitation, Sneak, Survival	Air, Earth, Fire, Water	Elemental Spirit	None
Ronin	Wakizashi	Blend, Haggle, Prestidigitation, Survival	Air, Earth, Fire, Water	Elemental Spirit	None
Bloodspeaker	Dagger	Blend, Bluff, Crafting, Investigate	Blood, Evil, Nemurani, Water	Blood Elemental	All Others
Shadowlands	Club	Disguise, Ride, Search, Survival	Curses, Darkness, Death, Evil	Oni	All Others
Spider	Naginata	Blend, Bluff, Sneak, Tactics	Air, Death, Void, Water	Kumo Aspect	Imperial

* Alignments may temporarily gain and lose Opposed Alignments as their respective factions go to war.

foes during certain periods.

Shugenja commonly possess abilities and spells based on the power of the four elements. However, some priest academies have specific traditions and teach other, less traditional forms of magic, like the shadow magic of the Scorpion Soshi or the void magic praised by the Phoenix Isawa.

Table XX: Alignments summarizes each Alignment available in Rokugan and its main characteristics. You will find the descriptions of new Paths below, and those of new Avatars in a future document featuring NPCs and monsters.

ANCESTORS

Ancestors I: You gain the Ancestral Influence feat. You may select any ancestral benefit, ignoring Alignment restrictions.

Ancestors II: You may Turn Spirits once per scene per Ancestors step.

Ancestors III: You and all allies with the Ancestral Influence feat able to see and hear you gain a +2 morale bonus to Defense.

Ancestors IV: Once per adventure as a free action, you may select an additional benefit from your Ancestral Influence feat (again ignoring Alignment restrictions). This benefit lasts until the end of the current adventure.

Ancestors V: You may grant the Ancestral Influence feat to each of your teammates until the end of the current adventure. If a teammate already has this feat, he may instead choose a second benefit matching his Alignment.

BLOOD

Blood I: You may begin or stop *bleeding* as you wish. Each round you take damage from *bleeding*, your attacks inflict +1 damage.

Blood II: You gain a trick.

Bloody Strike (Attack Trick): If your attack uses a *bleed* weapon, your target automatically starts *bleeding* (save is not rolled).

Blood III: You gain Edged Resistance 4.

Blood IV: You gain the Salt the Wound trick and your Tire actions gain *bleed*.

Blood V: Your threat range increases by 2 when you attack *bleeding* characters.

CRYSTAL

NEMURANI

Nemurani I: You gain the Charm Binding Basics Feat.

Nemurani II: You may keep a number of magic items you crafted yourself equal to your Nemurani step without them counting towards the number of prizes you may keep.

Nemurani III: You gain the Charm Binding Mastery Feat.

Nemurani IV: You gain the Essence Binding Basics Feat.

Nemurani V: You gain the Charm Binding Supremacy Feat.



VOID

The Void is Rokugan's interpretation of the Fortune Path.

LANGUAGES

There are but three main languages spoken in the Empire, but also countless of local idioms.

Everyone speaks common Rokugani, the language of common people and merchants.

The so-called high Rokugani, on the other hand, is meant for the court and official proceedings. Most samurai are taught the high Rokugani.

The Kami is an ancient tongue, spoken before the world was even created, and is still used by shugenja to communicate with the elemental spirits. All shugenja must learn this language.

There are many nonhuman languages as well, including those of the Nezumi (sometimes spoken by a few Crab), the Naga, the Kenku, the Kitsune, and the Tsuno. Of course, the Oni also have a dark language of their own.

Finally, some barbarian languages are known by a few samurai, mostly from the Mantis and Unicorn Clans, who have had contacts with gaijins in the past — and sometimes presently as well.

STUDIES

There are so many subjects of study making a list is rather difficult. But here are some of the most frequent Studies undertaken in the world of Rokugan, in addition to those suggested in *Fantasy Craft*: the Kami (including Fu Leng), the Seven Fortunes, the Seven Thunders, the Bushido, the Maho, the Four Elements, the Void, a specific Great Clan, the minor clans, the Imperial families, the ronin, the Emperors, a character's Ancestors, the winter courts, the Burning Sands, the Shadowlands, gaijin technology, a specific non-human species, *étiquette*, etc.

SKILLS & FEATS

Most skills and feats from *Fantasy Craft* can be used in Rokugan without trouble. You will find hereafter a new crafting focus, as well as a few new feats.

CRAFTING FOCUS

All existing focuses apply to a Legend of the Five Rings game. But there is one specific to the world of Rokugan that deserves to be mentioned.

Calligraphy is the art of drawing rokugani symbols with ink and quill. This is really a self-consistent art, way different from classic scribing. Many courtiers engage themselves in calligraphy duels to prove their skill in this extremely praised art.

NEW FEATS

Many of these new feats refer to Duelling Focus or otherwise to the new duelling rules described in the Combat Chapter. You may want to read this one first.

Basic Combat Feats

FOCUS

Your poise and precision are impressive ... and deadly.

Benefit: You gain a trick.

Perfect Focus (Opposed Roll Trick): You gain a +5 bonus to this check. You may use this trick a number of times per scene equal to your starting action dice, but if you succeed, you may not use this trick again for the remainder of this scene.

INNER FIRE

Rise and rise again.

Benefit: Once per scene as a full action you may recover vitality points equal to your Career Level $\times 3$ ($\times 5$ during dramatic scenes). You also lose the *baffled*, *paralyzed*, and/or *sprawled* conditions. However, you may not apply tricks to your actions for the remainder of the scene.

IRON MOUNTAIN BASICS

The crab wears its shell well.

Prerequisites: Base Attack Bonus +1 or higher

Benefit: You suffer no Armor Check Penalties from wearing moderate or full armor. You also gain an advanced action.

The Mountain does not Move (Initiative Action): After taking melee or subdual damage, if you are wearing moderate or full armor you may make a

Fortitude save (DC equal to the damage suffered before DR or resistances are applied). With success, the damage you take after DR and resistances drops to exactly 1 (and any special effects from the attack are still felt). You may take this action a number of times per scene equal to the number of Basic Combat feats you have.

IRON MOUNTAIN MASTERY

Persistence is your favorite virtue.

Prerequisites: Alignment (Crab Clan), Iron Mountain Basics

Benefit: The lower of your Strength or Constitution rises by 1. Also, you gain a trick.

Belligerence (Battlefield and Dueling Trick): You may add your Strength modifier or Constitution modifier to this check instead of your lowest attribute modifier.

IRON MOUNTAIN SUPREMACY

Your tireless example inspires your troops to fight on.

Prerequisites: Iron Mountain Mastery, Blunt forte

Benefit: The lower of your Strength or Constitution rises by 2. All troops under your command gain +1 Force each.

THE FACE OF MY ENEMY

The greater the foe, the more glorious the kill!

Benefit: The threat range of your attacks against special characters increases by 1. When you inflict the final, killing blow on a special adversary, you and each teammate with The Face of My Enemy able to see and hear you gain Reputation equal to 1/3 that adversary's Threat Level (rounded up). All of your other teammates gain 1 Reputation.

Melee Combat Feats

BAYUSHI STYLE

You are like a scorpion, holding your sting until your prey has no chance to escape.

Prerequisites: Scorpion samurai, Expert Disarm

Benefit: Your Dueling Focus increases by 1. Also, after successfully disarming an opponent and catching his weapon, you may use this weapon to make a free attack against him.

BUSHIDO TECHNIQUE

A duel is all about honor.

Prerequisites: Honor 3 or greater

Benefit: Your Dueling Focus increases by your Honor.

CRAVEN OPPORTUNIST

Honorable characters are easy preys for your skills.

Prerequisites: Honor 1 or lower, Cheap shot trick

Benefit: When you use Cheap shot, you may increase the penalty (or the speed reduction in squares) to the target's Honor.

FEATHER TECHNIQUE

You have mastered an ancient technique that blends fluidity with strength.

Benefit: Your Dueling Focus increases by 1. Also, you may consider any katana you wield as a fencing blade *and* a sword.

MIRROR TECHNIQUE

You have beaten opponents more skilled than you ... with their own skill.

Benefit: Your Dueling Focus increases by 1 and you gain a strategy.

Matching Focus (dueling strategy): Once per duel, you may accept a -2 penalty to your check. If you win this challenge, your Dueling Focus increases to equal your opponent's current Dueling Focus if it is greater.

ONE STRIKE BASICS

You have studied Kakita's The Sword and begin to comprehend the lessons there in.

Prerequisites: Dueling Focus +2 or higher

Benefit: You gain a bonus to your initiative checks equal to your Dueling Focus. During duels, if the results of a dueling check are tied, you gain 1 success. You also gain a trick.

The Sudden Strike (Dueling Trick): You gain a cumulative +1 bonus to all subsequent dueling checks until the end of the current duel.

ONE STRIKE MASTERY

Your sensei has taught you to seek... perfection.

Prerequisites: Alignment (Crane Clan), One

Strike Basics

Benefit: The number of successes you need to win a duel is always equal to your opponent's Dueling Focus (minimum 1). You also gain a trick.

One strike, two cuts (Katana Attack Trick): If you hit by 4 or more, you inflict the katana's damage a second time. If you hit by 10 or more, both damage rolls gain AP 4. You may use this trick once per round.

ONE STRIKE SUPREMACY

Now you know what it is to 'tread upon the blade'.

Prerequisites: One Strike Mastery

Benefit: You begin each duel with 1 success. You also gain a trick.

Strike with No Thought (Dueling Trick): Your opponent's Dueling Focus is reduced by 2 until the end of this duel. You may use this trick once per duel.

RED LEAF TECHNIQUE

Your focus can be so deep that your enemies often become distracted.

Benefit: Your Dueling Focus increases by 1 and you gain a strategy.

Split the Leaf (dueling strategy): Once per duel, you may accept a -2 penalty to your check. Your opponent must roll an additional die for this challenge and may not select the highest die.

OVERWHELMING VOID TECHNIQUE

You have learned to channel the power of the Void through your dueling skills.

Prerequisites: Crane samurai

Benefit: Your Dueling Focus increases by 1 and you gain a strategy.

Overwhelming Grace (dueling strategy): Once per duel, you may spend an action die. The next time you win a challenge during this duel, you gain an additional success.

RISING SUN TECHNIQUE

You are so unpredictable that you surprise your foes even with classic tricks.

Benefit: Your Dueling Focus increases by 1 and you gain a strategy.

Return of Courage (dueling strategy): Once per duel, accept a -4 penalty to your check. If you win this challenge, you may use any other strategy you

have already used during this duel 1 additional time during this duel.

TWO HEAVENS BASICS

You are a student of the Dragon Clan's famous two weapons style.

Prerequisites: Base Attack Bonus +1 or higher

Benefit: If you are armed with both a katana and a wakizashi you gain a +2 bonus to Defense. If you have a weapon as a Prize, you may keep a second weapon as a Prize without it counting against the number of Prizes you may keep.

TWO HEAVENS MASTERY

Your style relies on fluid action overwhelming rigid forms.

Prerequisites: Alignment (Dragon Clan), Two-Heavens Basics

Benefit: You may apply a +3 magic bonus or -3 magic penalty to any Spellcasting check that includes you as a target. Once per round you may Anticipate an opponent in a stance as a free action.

TWO HEAVENS SUPREMACY

When the enemy advances, let him go by.

Prerequisites: Two-Heavens Mastery

Benefit: You gain DR 4 against the attacks of characters in a stance. You also gain a trick.

Sun and Moon Slash (Katana Attack Trick): If you hit by 4 or more and have a wakizashi readied, you inflict the wakizashi's damage on the target. If you hit by 10 or more, both damage rolls gain bleed.

UNFETTERED ATTACK

There's nothing holding you back now!

Benefit: While you have no teammates or allies within 30 feet of you, you gain *thick hide* equal to your Honor and may use the following trick.

Unfettered Fury (Melee Attack Trick): If this attack hits, the minimum damage it may inflict is equal to the lower of your Intimidate or Resolve ranks. You may use this trick a number of times per combat equal to the number of Melee Combat feats you have.

Unarmed Combat Feats

MEDITATION

Find your center and *breathe*.

Benefit: You gain a +1 bonus to attack checks against characters with a lower Wisdom score than yourself. Your maximum vitality increases by the lower of your ranks in Resolve or Search.

TATTOOED MONK

You were blessed with mystical tattoos that grants you a limited form of power over the elements.

Prerequisites: Dragon monk, Level 1 only

Benefit: You gain the Elemental Heritage feat and may take it up to seven times, ignoring all prerequisites. However, each additional time you do, you lose 2 vitality. You may still gain the Elemental Legacy feat only once.

Chance Feats

GLIMPSE OF THE UNICORN

To catch a glimpse of the Unicorn is said to grant the greatest of luck. So far you're a believer.

Benefit: At the beginning of each scene you may roll a d6 with the following results:

1. You gain a +1 luck bonus to all skill checks until the end of the current scene.
2. You gain a +2 luck bonus to all saves until the end of the current scene.
3. You begin each combat this scene with at least 3 Edge.
4. Your maximum wounds increases by 4 until the end of the scene and you gain 4 wound points.
5. You gain a +5 luck bonus to the first action die you roll this scene.
6. Nothing. Once per scene, if you have the Unicorn Alignment, you may roll a second time.

STRENGTH OF PURITY

In Rokugan honor is a force more powerful than steel.

Prerequisites: Honor 3 or greater

Benefit: At the beginning of each combat you gain 3 Edge.

Covert Feats

1,000 MASKS BASICS

Do not act like the character. Be the character.

Benefit: Each time you enjoy a downtime of 1 day or longer you may 'take on a role' by choosing an Alignment and 2 Studies. You may go into and out of character playing that role as a full action. While 'in character' you gain the chosen Interests and any attempt to determine your Alignment reveals the chosen Alignment instead of your actual Alignment. You may only take on one role at a time.

1,000 MASKS MASTERY

The mirror asks no questions and offers no lies.

Prerequisites: Alignment (Scorpion Clan), 1,000 Masks Basics

Benefit: When you take on a role you may choose one additional Study and a Basics/Mastery/Supremacy feat chain that has your chosen Alignment as a prerequisite (typically as part of the "Mastery" feat for Rokugan Alignments). While you are in character, you gain the chosen "Basics" feat as a temporary feat if you meet all of its prerequisites other than Alignment.

1,000 MASKS SUPREMACY

The secrets of your enemy become your secrets too.

Prerequisites: 1,000 Masks Mastery

Benefit: Once per adventure you and your teammates may spend a total of 5 action dice to allow you to take on a new role as a free action. While you are in character, you also gain the "Mastery" feat you chose for your role as a temporary feat if you meet all of its prerequisites other than Alignment.

SHADOW DUELIST

You have given up on loyal fighting. But preferring the shadows does not mean you are not proficient with a blade.

Benefit: Your Dueling Focus is set to one-half the number of Covert feats you possess (rounded up) if not already higher. Further bonuses do not increase this value. When you take this feat you may reassign any weapon proficiencies you had previously spent on gaining Focus.



Species Feats

NAGA BLOODLINE

You are part of a rare, dying bloodline.

Prerequisites: Naga, Level 1 only

Benefit: Choose a bloodline.

- *Asp*: Your Strength rises by 1, and you may spit venom (blinding attack II: 20 ft. ray; Will DC 15 or become blinded for 2d6 rounds).
- *Chameleon*: You gain *aquatic II* and *chameleon II* for a terrain of your choice.
- *Cobra*: Your Intelligence rises by 2, and whenever you spend an action die you may add your Intelligence modifier to the result. However, your Strength and Dexterity both drop by 2.
- *Constrictor*: Your Strength rises by 2, your unarmed attacks gain the *grab* quality, and you gain Squeeze I. However, your Charisma drops by 2 and you gain *lumbering*.

NEZUMI TRIBE

You were born into one of the smaller, rarer Nezumi clans.

Prerequisites: Nezumi, Level 1 only

Benefit: Choose a tribe.

- *Broken Shinbone*: Your Charisma rises by 2 and you gain a +2 bonus on Impress checks.
- *Crippled Bone*: Your Strength rises by 2 and you gain *thick hide 2* (see Fantasy Craft page 13) and Cold Resistance 5. However, your Intelligence and Wisdom drop by 2 and you gain *feral*.
- *Chipped Tooth*: Your Dexterity rises by 2 and you gain *aquatic I*, *superior swimmer I* and a +2 bonus on Swim checks.
- *Grasping Paw*: Your Dexterity rises by 2 and your visual range increments are equal to your Wisdom score × 50 ft. You also ignore range penalties from the 2nd and 4th range increments while you're Aiming. However, your Charisma drops by an additional 2 and you gain *light sensitive*.
- *Green-Green-White*: Your Wisdom rises by 2, and when in a forest you may always act during surprise rounds and your Travel Speed increases by 2 MPH. Additionally, you gain a +2 bonus with Sneak checks. However, you may never take a step on any Path.

- *Squeaky Eyeball*: Your Wisdom rises by 2 and you take the first step along the Path of Knowledge.
- *Third Whisker*: Your Intelligence rises by 2, and once per scene you may request a hint from the GM. If he refuses, you gain 1 bonus action die. However, your Strength drops by 2 and your size decreases to Small.

Spellcasting Feats

ELEMENTALIST

You are a powerful shugenja, master of the elements or the Void.

Prerequisites: Any Elemental or Void Path at Step V

Benefit: Your Species feats count as Spellcasting feats whenever the number of your Spellcasting feats is used. Further, you gain a benefit depending on which Path you have fully completed.

LIST

Special: You may select this feat more than once, choosing a different Path each time.

SPELL DUELIST

You are not the kind of shugenja that sends his yojimbo to duel in his stead.

Benefit: Your Dueling Focus is set to one-half the number of Spellcasting feats you possess, rounded up, if not already higher. Further bonuses do not increase this value. When you take this feat you may reassign any weapon proficiencies you had previously spent on gaining Focus.

Style Feats

COURT BASICS

You are a social predator with a killer instinct.

Benefit: Whenever you succeed with a Detect Lie check, you may spend an action die to bamboozle your target and make her reveal the clue she was lying about. People don't like being tricked and confusing someone has consequences. At the end of the scene, the target's Attitude toward the character worsens by 1 grade.

COURT MASTERY

You always end up stainless, even after the most vicious war of influence.

Prerequisites: Court Basics

Benefit: Whenever you suffer Reputation loss from exposure, the loss is reduced by 5 (minimum 0). Also, your target's Attitude does not decrease after a successful Browbeat or Coerce check.

COURT SUPREMACY

Your manipulation skills make everyone your best friend.

Prerequisites: Court Mastery

Benefit: When you call upon a contact, the result of the Impress/Persuade check you automatically obtain is increased by 10 (*FC 191*). Also, your apparent incentives are always one category higher (*FC 75*).

COURT DUELIST

You can defend your own honor.

Benefit: Your Dueling Focus is set to one-half the number of Style feats you possess, rounded up, if not already higher. Further bonuses do not increase this value. When you take this feat you may reassign any weapon proficiencies you had previously spent on gaining Focus.

FEALTY BASICS

You have earned a certain status among your clan, maybe not by the sword, but by clever choices.

Benefit: The starting Disposition of each member of your clan increases by 5. Also, you may increase the Trust of each of your Contacts belonging to your clan for 15 Reputation instead of 25.

Note: Clan should be seen as a vague notion here, it can also describe an order, a brotherhood or an important family, like the Seppun.

FEALTY MASTERY

You are raising into power, gaining both allies and enemies inside your clan.

Prerequisites: Fealty Basics

Benefit: Your Military or Noble Renown increases by 1. Also, while you are on your clan's lands, your Military and Noble Renown are considered 2 ranks higher for determining which Favors you may use.

FEALTY SUPREMACY

Your influence among your clan is vast, rivalling with that of the highest officials.

Prerequisites: Fealty Mastery

Benefit: The starting Disposition of each member of your clan increases by an additional 5 (total 10). Also, when you request a Favor a member of your clan can reasonably perform, its Reputation cost decreases by 2 (minimum 1).

TELLING THE TALE

You are able to turn your deeds into stories that will be retold forever.

Prerequisites: Player Character only.

Benefit: Your Legend increases by +1. At the end of each adventure, you may make an Impress check (DC 20 + the adventure's Threat Level). If your check is successful, you and each teammate gains 1 Reputation. A character may gain a maximum of 2 Reputation per adventure from any number of characters with this feat.

TRAPPINGS OF WORDS

Your wits are so twisted that honorable people are powerless.

Prerequisites: Honor 1 or lower

Benefit: On a successful Outmaneuver check, your target's error ranges increase by his Honor. Also, you gain a trick:

Yo Fat Ancestors! (Taunt Trick): The target suffers a penalty to resist your Taunt equal to his Honor.

Terrain Feats

PATHFINDER BASICS

Below is a new terrain for this feat.

- *Shadowlands:* You gain Taint Resistance 1.

Note: The Shadowlands terrain is the basic terrain to be used in the region to the south of the Kaiu wall. Any terrain-related character option allows for the selection of the Shadowlands terrain.

GEAR

Rokugan is an oriental- and essentially japanese-inspired feudal setting. Consequently, only gear



TABLE XX: ARMOR UPGRADES

Name	DR	Effect	DP	ACP	Speed	Disguise	Const	Comp	Weight	Era	Cost
<i>Craftsmanship</i>											
Crab	—	+2 damage (unarmed/grapple)	—	—	—	−4	—	+2	—	Primitive	+50%
Crane	—	—	—	+1	+5 ft.	—	—	+5	−50%	Primitive	+200%
Dragon	—	Spell Damage Resistance 4	—	—	—	—	—	—	—	Primitive	+50%
Lion	—	+2 gear bonus with Intimidation	—	—	—	—	—	—	—	Primitive	+50%
Mantis	—	Falling Resistance 2; +2 gear bonus with Sneak in 1 terrain	—	—	—	—	—	+2	—	Primitive	+50%
Phoenix	+1	—	—	—	—	—	+1 save	+5	—	Primitive	+100%
Scorpion	—	—	+1	—	—	+4	—	+2	—	Primitive	+50%
Unicorn	—	Subdual Resistance 4	—	—	—	—	—	+2	—	Primitive	+100%

from the feudal and earlier eras is available.

GOODS

SUPPLIES

Jade finger: A jader finger is about the size of a finger and protects its wearer against the Taint of the Shadowlands and its horrors. The finger grants Taint Resistance 1. After it has prevented 5 Taint, the jade finger turns into dust.

ARMOR

Clan-upgraded armors are rare and expensive. They are generally offered only to those with high positions within the Clan, or as extremely valuable presents to esteemed guests.

Armor Upgrades

Crab: Kaiu-crafted armors have horns and blades erupting from each plate, making it the definitive armor for (very) close combat.

Crane: Light and flexible, Kakita armors have the reputation to be as easy to wear as normal clothing.

Dragon: Imbued by years of training with Dragon shugenja, Mirumoto armors protect their wearers against the arcane.

Lion: Adorned with an authentic lion mane, Matsu armors have a fearsome appearance.

Mantis: Made for stalkers, Tsuruchi armors are camouflaged and reinforced against the occasional fall.

Phoenix: Shiba have a tradition for robust armors that protect the vitals of devoted yojimbo.

Scorpion: The Bayushi family make armors that barely hinder the wearer's movements and look mostly like regular cloth.

Unicorn: The Shinjo have a history of long journeys and have created armors that protect against the element's fury.

WEAPONS

Thankfully, many *Fantasy Craft* weapon possess an alternate name for oriental settings. In addition, this short list of the most found weapons in the Emerald Empire introduces some new equivalences.

Blunt Weapons

Bo: The bo, a *quarter staff*, is a simple weapon often appreciated by travelers and martial artists.

Sang kauw:

Dai tsuchi: The dai tsuchi is the favored weapon of the Crab for its efficiency against hulls. It is a *warhammer*, often with the *Crab* upgrade.

Jitte/sai: These peasant weapons have for main purpose to disarm rather than truly harm.

Jo: This *short staff* is often seen by pair in the hands of skilled warriors.

Kusarigama: The kusarigama is a chain with a kama on one end and a weight on the other, i.e. a *chain* with the *armor-piercing* and *hook* upgrades.

Kyoketsu-shogi: The kyoketsu-shogi is basically a silk rope ended by a sharp hook, which acts like a *bullwhip* with the *hook* upgrade.

Manrikikusari: Often used by ninja, the manrikikusari is a simple lested *chain*.

Nunchaku: This peasant weapon offers various ways to disturb your enemy.

Pipe/manchi kanshisha: This pipe/weapon is almost exclusively used by the Kaeru family for the

maintain of order, and acts like a *club*.

Sang kauw: This uncommon *shod staff* is exclusively used by few skilled sohei.

Tetsubo: The tetsubo was the favored weapon of Hida Yakamo, now Lord Sun. This massive weapon is nothing but a *great club*.

Tonfa: The tonfa is a mostly defensive weapon whose ability to parry attacks is greatly appreciated.

Edged Weapons

Aiguchi/tanto: While the aiguchi has a hilt and the tanto does not, both these weapons are simple *daggers*.

Bisento: Primarily used by warrior-monks, the bisento is a heavy form of *pole dagger*.

Fan blade: Appreciated by courtiers and generals, this concealed weapon has a mostly defensive use.

Kama: This sickle-inspired weapon is favored by the Mantis for its cultural association with the Clan's founder, Yoritomo.

Katana: Classic and revered, the katana is a piece of art and the weapon of predilection of the vast majority of samurai.

Kumade: This strange rake is almost useless in combat and may work as a *crude mancatcher*.

Lance: This classic and devastating mounted weapon is mostly used by the Ox and Unicorn samurai.

❑ **New Polearm: Mai Chong** ❑
This unusual weapon is almost exclusively used by the last bushi of the Boar Clan. It is made of a long wooden pole, tipped with five horns.
Dmg 1d8; Threat 20; Qualities *Massive, reach +1*; SZ/Hand M/2h; Const Hard 2; Comp 12W;
❑ Weight 12 lbs.; Era Ancient; Cost 30s ❑

Masakari: This is a simple *axe*, mostly used by peasants and ashigaru.

Nagamaki: This saber blade mounted on a wooden hamp is favored by Phoenix bushi.

Naginata: The naginata is a very respected polearm often used by elite units, including the Phoenix Wing of the Skies and the Utaku battlemaidens.

Ninja-to: The ninja-to is a completely despised weapon known to be used only by ninja.

No-dachi: The no-dachi is a larger version of the katana which is often used against the cavalry.

Ono: The ono, a *broad axe*, is another Crab favored weapon for its powerful blows.

Parangu: This weapon often found in the hands

of Mantis sailors is a simple *machette*.

Sasumata/sodegarami: Both these weapons are basically *mancatchers*.

Scimitar: Favored by the Unicorn and particularly the Moto, the scimitar is a powerful two-handed weapon that can act as a *claymore*.

Wakizashi: The wakizashi is more a mark of social status than an actual weapon, but it is more or less some sort of *short sword*.

Yari: This spear that can also be hurled is used by many samurai and works like a *throwing spear*.

Hurled Weapons

Blowgun: Ninja often use this inexpensive weapon to propel poisoned darts.

Nage-yari: This quite uncommon weapon is nothing but a *javelin*.

Shuriken: The shuriken is ultimate ranged weapon of the ninja, mostly for its concealability.

Tsubute: This improvised thrown weapon is just a *small rock*.

Bows

Daikyu: This asymmetrical longbow is favored by most of Rokugan samurai.

Hankyu: Favored by harriers and ninja, this easily concealable bow is a *hand bow*.

Shinjo horsebow: The bow used by the Unicorn cavalry and infantry is a *short bow*.

Tsuruchi longbow: Rivalled only by the famous daikyu, this is of course a *longbow*.

Yumi: This classic samurai bow is a *reflex bow*.

Weapon Upgrades

Clan-upgraded weapons are not likely to be found in the hands of an outsider. If one were to be "found" unattended, it would be dishonorable not to return it to its rightful Clan. Sometimes, though, they are offered to honorable samurai as invaluable presents or rewards.

Crab: Kaiu blades, hammers, and tetsubo are massive and devastating, giving even Oni a pause.

Crane: The beautiful Doji blades are sought in the whole Empire for their superb steel engravings.

Dragon: Mirumoto blades are especially designed for two weapons fighting.

Lion: Akodo blades are powerful tools in the hand of the righteous, a deadly punishment for the

TABLE XX: WEAPON UPGRADES

Name	Effect	Const	Comp	Weight	Era	Cost
<i>Craftsmanship</i>						
Crab	always inflict lethal damage; target suffers 1 stress damage with a miss	—	+2	—	Primitive	+100%
Crane	+2 gear bonus with Impress	—	+5	–25%	Primitive	+150%
Dragon	grants Whirling Strike trick (FC 223)	—	—	—	Primitive	+100%
Lion	+2 threat range vs. lower Honor	—	+2	—	Primitive	+150%
Mantis	adds <i>lure</i> quality; negates underwater combat penalties	—	+2	—	Primitive	+50%
Phoenix	adds <i>guard</i> +1 quality or increases existing <i>guard</i> quality by +1	—	+2	+25%	Primitive	+25%
Scorpion	+2 points of sneak attack damage	—	—	–25%	Primitive	+50%
Unicorn	adds <i>cavalry</i> quality; +2 damage when mounted	—	+2	—	Primitive	+100%

unhonorable.

Mantis: The Yoritomo family forges unusual blades that remain just as useful underwater.

Phoenix: Shiba weapons are more tools of defense, just like the bushi that use them.

Scorpion: Shosuro blades are vicious, nasty weapons that slip easily between plates and scales.

Unicorn: The Utaku family forges weapons that prove extremely efficient on horseback.

RENOWN

TABLE XX: MILITARY RENOWN TITLES

Rank	Title
1	Hohei
2	Nikutai
3	Gunso
4	Chui
5	Taisa
6	Shireikan
7	Rikugunshokan
8	Rikugunshokan
9	House Daimyo
10	Clan Daimyo

COMBAT

Combat in the world of Rokugan often appear at three very distinctive scales: duel, a conflict often used to defend one's honor or to prove a point; skirmish, a regular fight involving a small number of troops (e.g. the PC group); and battle, a large scale conflict involving hundreds or even thousands of warriors on each side.

You will find hereafter rules for dueling, based

on old previews of the *Fantasy Craft* core rulebook, and finally not included in the published version. Rules for large scale battles — and official, updated rules for dueling — will most likely appear in a future *Mastercraft* supplements.

DUELING CONFRONTATION

Dueling is a combat sub-system modeling the explosive violence often seen in samurai drama. While any character is inherently capable of participating in a duel based on their initiative score and Base Attack Bonus, some characters specialize in these types of confrontations.

Dueling Focus is a new value that measures a character's practice and preparation for dueling. Characters with at least 1 weapon forte may spend weapon proficiencies to purchase Dueling Focus. Each proficiency increases the character's Dueling Focus by +1.

Conducting the Duel

If the duel begins outside of combat both participants must roll Initiative. The duel is resolved as a series of opposed checks. Before each check, the character with the lower initiative must declare any "complex check", "dueling" or "opposed roll" trick he will be using with the current check, then the character with the higher initiative may do the same. Both characters then make opposed rolls using their Base Attack Bonus + lowest attribute modifier + Dueling Focus. The highest roll wins, earning a success. In the event of an exact tie, neither character gains a success. A character may concede at any time, awarding his opponent

enough successes to immediately win the duel (see below). Up to two dueling checks are resolved each round and are considered to take place during the initiative count of the duelist with the highest initiative score.

To win the duel, a character must accumulate a number of successes equal to his opponent's Dueling Focus or starting action dice, whichever is higher. After earning his final success, the winner may ready 1 or 2 weapons as a free action (if necessary) and immediately gains a half action. If he chooses to attack his opponent with this half action the attack check or checks are considered to be 'natural 20s' and he may convert them to critical hits without paying action dice. Unlike most automatic rolls, the winner may boost this roll with action dice.

In the event that both characters win at the same time, both characters receive the half action and associated benefits. These actions are resolved simultaneously.

If either character takes damage from an outside source, the duel is canceled. Interrupting a duel in this fashion is a dishonorable act.

Formal Duels

Formal duels take place outside of combat, and may be designated as "to first blood" if both participants agree to that condition (otherwise they are always "to the death"). If a character challenged to a duel has a BAB 5 or more less than the challenger's BAB, he may request a champion to fight in his stead. The challenged character still shares the fate of his champion.

A formal duel "to first blood" is satisfied if the winner inflicts any damage at all upon winning, and gracious victors will often forego converting the attack to a critical hit. If an ability reduces this damage to 0, the duel continues as a normal combat until one character inflicts any damage upon the other.

A formal duel "to the death" will continue with normal combat beginning the following round (assuming the loser is not killed or incapacitated instantly by the critical hit).

Combat Duels

Combat duels occur spontaneously during normal combat. When a special character is struck

with a melee or unarmed attack, he may spend 2 action dice to make a Reflex Save with a DC equal to the attack check. If successful, the attack is canceled and a duel begins between those characters.

Combat duels end after the winner receives and takes his half action and both characters act normally beginning with the following round.

NEW TRICKS

These new tricks add more variety to a duelist options. They do not increase Dueling Focus, however, so all duelists must choose between variety and raw power.

Calm Down (Dueling Trick): For a moment, you evade all stress and exhaustion to find peace. Once per duel, you may accept a -8 penalty on your check. If you succeed, you lose all accumulated stress *or* subdual damage.

Gaze (Dueling Trick): You watch your adversary in the eye, letting him know you don't expect to lose. You may accept a -4 penalty on your check. If you succeed, you also automatically succeed with a Threaten action targeting your opponent.

Opening (Dueling Trick): *Watch this!* You may accept a -8 penalty on your check to make a Bluff (Dex) check instead of a standard dueling check.

Provoke (Dueling Trick): A weird look, a specific hand posture, it does not take much to tell your opponent who lowly you think of him, tricking him to attack. You may accept a -4 penalty on your check. If you succeed, your opponent may not choose any strategy whose penalty is less than -4 for the next opposing check.

Strike First (Dueling Trick): You only have one tiny chance. But if you succeed, it will all be over. You may accept a -12 penalty on your check. If you succeed, you win the duel instantly.

Unnerve (Dueling Trick): Your constant twitching is unnerving. You may accept a -4 penalty on your check. If you succeed, you also automatically succeed with a Tire action targeting your opponent.

Willpower (Dueling Trick): Your determination is the key to victory. You may accept a -8 penalty on your check to make a Resolve (Wis) check instead of a standard dueling check.









