

School Update Project, Part 2: The Lion, The Mantis, The Phoenix
By Brian Yoon & Shawn Carman
Development Assistance by the L5R Third Edition Playtest Teams

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The Lion Clan

Akodo Bushi

This school is updated in Legend of the Five Rings Roleplaying Game: Third Edition.

Akodo War College

This school is updated in The Four Winds: The Toturi Dynasty from Gold to Lotus.

Akodo Scout (New Path, formerly Akodo Forward Sentry)

Technique Rank: 3

Path of Entry: Akodo Bushi 2

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

Technique: Honor in the Shadows — Akodo scouts are taught to remain unseen, observing and analyzing their foes so that when they strike, they have only to strike once. For the purposes of this technique, your Akodo Bushi School Rank is considered to be one higher. You gain a bonus to all Stealth rolls equal to double your Akodo Bushi School Rank. For each round you observe a foe without taking any other actions, you gain a Free Raise per round to use against that opponent in combat. This benefit lasts only for the first four rounds of combat. You may only gain a number of Free Raises in this manner equal to your Akodo Bushi School Rank.

Ikoma Heralds (New Path, formerly Ikoma Battle-crier)

Technique Rank: 2

Path of Entry: Ikoma Omoidasu 1

Path of Egress: Matsu Bushi 1 or Ikoma Tactician 1

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

Ikoma Omoidasu

This school is updated in Legend of the Five Rings Roleplaying Game: Third Edition.

Ikoma Spymaster

Benefit: +1 Awareness

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

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

Beginning Honor: 1.5

Techniques

Rank 1: Taking the Measure

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

Rank 2: The Lion Cannot Fail

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

Rank 3: Perception Becomes Victory

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

Rank 4: Words, Not Steel

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

Rank 5: Command the Weak Mind

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

Ikoma Tactician

This school is updated in *The Four Winds: The Toturi Dynasty From Gold to Lotus*.

Kitsu Shugenja

This school is updated in *Legend of the Five Rings Roleplaying Game: Third Edition*.

Kitsu Sodan-Senzo

Benefit: +1 Willpower

Honor: 3.5

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

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

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

Technique: Spirit of the Ancestors – The Sodan-senzo are blessed with the ability to speak to shiryō, the blessed ancestor spirits so revered by samurai, a magic respected by all honorable souls. You may cast Ancestor spells, which are not available to non-Kitsu.

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

Ancestor Spells

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

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

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

Sense Ancestor (Ancestor Spell)

Mastery Level: 1

Duration: Concentration

Area of Effect: 15' Radius

Range: Self

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

Commune With Ancestor (Ancestor Spell)

Mastery Level: 1

Duration: Concentration

Area of Effect: One Ancestral Spirit

Range: 100'

Sodan-senzo may speak with the spirits of the dead. A successful Awareness roll opens a dialogue with the targeted ancestor (who must be known to you, possibly via successful use of Sense Ancestor).

Successful use of this spell allows you to ask the ancestor one question; the ancestor is honor-bound to answer, although the ancestor may not be particularly friendly about it. Good role-playing on your part may allow for further questions at the discretion of the GM.

Special Raises: One additional question per two Raises.

Summon Ancestor (Ancestor Spell)

Mastery Level: 1

Duration: 1 hour

Area of Effect: Self

Range: Self

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

Ancestor creation rules and restrictions apply to this ancestor. Multiple ancestors may be summoned at one time, but you may only simultaneously summon a number of ancestors equal to your Honor Rank or School Rank, whichever is higher.

You must fulfill the requirement of any summoned ancestor at least twice within one week; otherwise, the TN of all the Ancestor spells you cast are increased by ten for a week.

Sodan-senzo Advantages

Bloodlines (5 Points)

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

Half-Blood Kitsu Ancestry (Kitsu Shugenja only, 3 Points)

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

Lion's Pride

Requirements

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

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

Advantages: Combat Reflexes, any Honorable Higher Purpose

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

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

Rank 1: The Fury of Matsu

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

Rank 2: The Crossways Cut

You gain an additional attack per round. You gain a bonus to your Initiative rolls equal to double your Honor Rank. For every two Raises the opponent has on his attack roll against you, you gain +5 to your TN to be Hit for that attack.

Rank 3: Matsu's Technique

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

Lion Wardens

This school is updated in The Four Winds: The Toturi Dynasty from Gold to Lotus.

Matsu Beastmaster

Requirements

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

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

Advantages: Death Trance

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

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

Techniques

Rank 1: One With the Pride

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

Rank 2: The Lion's Strike

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

Rank 3: With the Soul of a Lion

The Beastmaster has formed a bond with the leader of his pride that cannot be broken. When fighting with your second (see below), you direct the creature's actions through a subtle form of body language invisible to outsiders. You may choose what action the lion will take each round and you roll for the lion as if you were taking the action yourself. The lion gains a number of experience points each session equal to double your total School Rank in Lion Schools, which may be spent in any way you choose. If your familiar lion is ever killed, this Technique becomes unusable until a new lion can be trained (not until you gain 25 further points of Insight). Finally, you gain a bonus to all Bugei skills equal to double your Water Ring (replacing the bonus gained in the first Rank).

Matsu Warcats

Earth: 5

Water: 4

Fire: 2

Agility: 4

Air: 3

Rolls When Attacking: Bite 5k3, Claw 6k4

Rolls For Damage: Bite 5k4, Claw 4k3

TN to be Hit: 20

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

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

Matsu Bushi

This school is updated in Legend of the Five Rings Roleplaying Game: Third Edition.

Matsu Elite Guard

Technique Rank: 4

Path of Entry: Matsu Bushi 3

Path of Egress: Matsu Bushi 4

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

The Mantis Clan

Moshi Shugenja

This School is updated in Legend of the Five Rings Role-playing Game, Third Edition.

Storm Riders (Advanced School)

Requirements:

Rings/Traits: Water 4, Stamina 4

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

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

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

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

Techniques:

Rank 1: Strength of Suitengu

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

Rank 2: Child of Osano-Wo

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

Rank 3: The Thunder Unleashed

The sea's secrets are at the Storm Rider's command. So long as you cast only Water spells or spells that affect the weather in some way (such as Fury of Osano-Wo or Tempest of Air, for example), you gain an additional casting action per round. This would allow you to cast two Mastery Level 1 spells in one round, or a higher Mastery Level spell in less rounds than it would normally require.

Tsuruchi Bounty Hunter (Formerly Tsuruchi Archer)

This School is updated in Legend of the Five Rings Role-playing Game, Third Edition.

Tsuruchi Legion (New Path)

Technique Rank: 5

Path of Entry: Tsuruchi Bounty Hunter 4

Path of Egress: Tsuruchi Bounty Hunter 5

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

Tsuruchi Swordsman (Formerly Tsuruchi Kenkyaku)

This School is updated in The Four Winds: the Toturi Dynasty from Gold to Lotus.

Yoritomo Bushi

This School is updated in Legend of the Five Rings Role-playing Game, Third Edition.

Yoritomo Courtier (Formerly Mantis Courtier)

This School is updated in Legend of the Five Rings Role-playing Game, Third Edition.

Yoritomo Elite Guard (New Path)

Technique Rank: 4

Path of Entry: Yoritomo Bushi 3

Path of Egress: Yoritomo Bushi 4

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

Yoritomo Shugenja

This School is updated in The Four Winds: the Toturi Dynasty from Gold to Lotus.

The Phoenix Clan

Agasha Alchemist (New Path, formerly Agasha Ikakeya)

Technique Rank: 3

Path of Entry: Agasha Shugenja 2

Path of Egress: Agasha Shugenja 3

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

Agasha Shugenja

Benefit: +1 Intelligence

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

Honor: 2.5

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

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

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

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

Asako Courtier

This School is updated in Legend of the Five Rings Role-playing Game, Third Edition.

Asako Henshin

This School is updated in Legend of the Five Rings Role-playing Game, Third Edition.

Asako Inquisitor (New Path)

This School is updated in The Four Winds: the Toturi Dynasty from Gold to Lotus.

Brotherhood of Heaven's Wing (Advanced School)

Requirements:

Rings/Traits: Void 4

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

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

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

Techniques

Rank 1: Mark of Heaven

Members of the Brotherhood are taught special meditation and acupuncture techniques that

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

Rank 2: Way of the World

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

Rank 3: Wing of Glory

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

Defenders of Uikku (New Path)

This School is updated in The Four Winds: the Toturi Dynasty from Gold to Lotus.

Elemental Guard (Advanced School)

Requirements:

Rings/Traits: Chosen Ring at 4, Void 4

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

Advantages: Blessing of the Elements (Specific Element)

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

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

Techniques

Rank 1: Name of the Elements

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

Rank 2: Touch of the Elements

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

Rank 3: Shape of the Elements

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

Isawa Ishiken

The Isawa Ishiken School no longer exists as a separate School, but rather may be created using a combination of the Isawa Shugenja School and the Ishiken-do Advantage. Alternately, if your GM agrees, you may choose to use the Isawa Tensai School mechanics to represent a character's inherent talent for Void magic.

Isawa Shugenja

This School is updated in Legend of the Five Rings Role-playing Game, Third Edition.

Isawa Tensai

This School is updated in The Four Winds: the Toturi Dynasty from Gold to Lotus.

Order of Chikai (New Path)

This School is updated in The Four Winds: the Toturi Dynasty from Gold to Lotus.

Shiba Artisans (New Path)

Technique Rank: 2

Path of Entry: Any Shiba School at Rank 1

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

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

Shiba Bushi

This School is updated in Legend of the Five Rings Role-playing Game, Third Edition.

Shiba Elite Guard (New Path)

Technique Rank: 4

Path of Entry: Shiba Bushi 3 or Shiba Yojimbo 3

Path of Egress: Enter the opposite School at Rank 4

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

Shiba Illusionist (Formerly Shiba Tejina)

Benefit: +1 Awareness

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

Honor: 2.5

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

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

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

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

Shiba Yojimbo

This School is updated in The Four Winds: the Toturi Dynasty from Gold to Lotus.