

Updated Imperial Schools

Emerald Magistrate (Advanced School) [Bushi]

Requirements:

Ring/Trait: Fire 4, Perception 4

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

Advantages: Clear Thinker

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

Techniques:

Rank 1: Saibankan's Method

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

Rank 2: For the Empire

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

Rank 3: In the Emperor's Name

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

Jade Magistrate (New Path) [Shugenja]

Technique Rank: 4

Path of Entry: Any shugenja School Rank 3

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

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

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

Miya Herald (Formerly Miya Shisha)

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

Otomo Courtier (Formerly Otomo Seiyaku)

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

Otomo Infiltrators (New Path) [Courtier]

Technique Rank: 2

Path of Entry: Otomo Courtier 1

Path of Egress: Doji Magistrate 1

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

Satoshi's Legacy (New Path) [Bushi]

Technique Rank: 2

Path of Entry: Miya Herald 1

Requirements: Deceit (Intimidation) 3

Path of Egress: Miya Herald 2

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

Seppun Guardsman (Formerly Seppun Miharu)

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

Seppun Magistrate (New Path, formerly Seppun Investigator)

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

Seppun Shugenja

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

Updated Minor Clan Schools

Badger: Ichiro Bushi

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

Boar: Heichi Bushi

Benefit: +1 Strength

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

Honor: 2.5

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

Techniques:

Rank 1: Way of the Boar

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

Rank 2: The Boar's Great Charge

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

Rank 3: Twin Tusks of the Boar

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

Rank 4: The Strength of Opposition

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

Rank 5: Beyond the Mountains

Despite the distance between them, the Boar have not forgotten the teachings of their Crab ancestors. A number of times per day equal to your Void, you may spend a Void Point to completely negate the damage of one attack directed against you. You must declare you are using this Technique before the damage is rolled. This Technique may not be utilized in formal Iaijutsu duels. You also add three times your Fire Ring to the total of all damage rolls, replacing the benefit from Rank 3.

Dragonfly: Tonbo Shugenja

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

Fox: Kitsune Shugenja

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

Hare: Ujina Skirmishers (New Path, formerly Ujina Fighter School) [Bushi]

Technique Rank: 1

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

Benefit: +1 Awareness

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

Honor: 0.5

Path of Egress: Usagi Bushi 1

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

Hare: Usagi Bushi School

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

Monkey: Toku Bushi

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

Ox: Morito Bushi

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

Sparrow: Suzume Bushi

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

Tortoise: Kasuga Bushi

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

Updated Ronin Schools

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

The Broken Guard (New Path) [Bushi]

Technique Rank: 2

Path of Entry: Any Ronin Bushi 1

Requirements: Honor 2+, Spears 4

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

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

Canopy of Knives (New Path) [Ninja]

Technique Rank: 3

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

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

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

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

Clouded Mind

This Technique has been absorbed into the Machi-Kanshisha School found below.

Cutting the Weave (New Path) [Ninja]

Technique Rank: 3

Path of Entry: Weaver Path (Rank 2)

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

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

The Eyes of Nanashi (New Path) [Bushi]

Technique Rank: 1

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

Benefit: +1 Agility

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

Honor: 2.5

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

Path of Egress: Any Ronin Bushi School at Rank 1

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

Flight of Innocence (New Path) [Bushi]

Technique Rank: 2

Path of Entry: Any Ronin Bushi School at Rank 1

Requirements: Reflexes 3, Kyujutsu 4

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

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

The Forest Killers (New Path) [Bushi]

Technique Rank: 2

Path of Entry: Any Ronin Bushi School at Rank 1

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

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

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

The Forgotten Sons (New Path) [Shugenja]

Technique Rank: 1

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

Benefit: +1 Intelligence

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

Honor: 1.5

Outfit: As Traditional Priest

Affinity/Deficiency: None

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

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

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

The Fortune's Grace (New Path) [Shugenja]

Technique Rank: 2

Path of Entry: Any Ronin Shugenja School at Rank 1

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

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

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

The Gaze of Sun Tao (New Path) [Bushi]

Technique Rank: 1

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

Benefit: +1 Reflexes

Skills: Battle, Hunting, Iaijutsu, Jujutsu, Kenjutsu, Lore: History, any 1 Skill

Honor: 2.5

Outfit: As Ronin Duelist

Path of Egress: Ronin Duelist 1

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

The Hidden Weapon (New Path)

Technique Rank: 2

Path of Entry: Any Ronin Bushi School at Rank 1

Requirements: Agility 3, Strength 3, Peasant Weapons 3

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

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

Law of the Heavens (New Path) [Bushi]

Technique Rank: 3

Path of Entry: Any Ronin Bushi School at Rank 2

Requirements: Must possess the Eyes of Nanashi Path Technique

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

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

The Machi-Kanshisha (Advanced School) [Bushi]

Requirements:

Rings/Traits: Agility 3

Skills: Staves (Pipe) 3

Disadvantages: Obligation (Kaeru family) (4 points)

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

Techniques:

Rank 1: Smoke & Mirrors

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

Rank 2: Clouded Mind

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

Rank 3: Wear Them Down

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

The Order of Isashi (New Path) [Shugenja]

Technique Rank: 3

Path of Entry: Any Ronin Shugenja School at Rank 2

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

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

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

The Poisoned Frog (New Path) [Bushi]

Technique Rank: 2

Path of Entry: Any Ronin Bushi School at Rank 1

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

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

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

The Red Dawn (New Path) [Bushi]

Technique Rank: 2

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

Requirements: Willpower 3

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

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

The Scales of the Carp (New Path) [Courtier]

Technique Rank: 2

Path of Entry: Any Ronin School at Rank 1

Requirements: Awareness 3, Commerce 3, Etiquette 3

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

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

Serpents of Sanada (New Path) [Bushi]

Technique Rank: 2

Path of Entry: Any Ronin Bushi School at Rank 1

Requirements: Athletics 4, any Weapon Skill 3

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

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

The Silent Current (New Path) [Courtier]

Technique Rank: 2

Path of Entry: Any Ronin School 1

Requirements: Awareness 3, Commerce 4

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

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

Suitengu's Children (New Path) [Bushi]

Technique Rank: 2

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

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

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

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

The Sword of Yotsu (New Path) [Bushi]

Technique Rank: 2

Path of Entry: Any Ronin Bushi School at Rank 1

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

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

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

The Tessen

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

The Unbroken (New Path) [Bushi]

Technique Rank: 3

Path of Entry: Any Ronin Bushi School at Rank 2

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

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

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

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

The Weavers (New Path) [Ninja]

Technique Rank: 2

Path of Entry: Any Ronin Bushi School at Rank 1

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

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

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