

School Update Project, Part 1: The Crab, the Crane, & the Dragon
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The School Update Project is a web enhancement designed to convert existing Schools, New Paths, and Advanced Schools from Second Edition to Third Edition. Many of these Schools already appear in the Third Edition Rulebook, or are slated to appear in the forthcoming *Four Winds* or *Creatures of Rokugan 2* books, and thus are not reprinted here. Many required only minor modification, and appear largely as they did in previous books. Please keep in mind that these Schools may eventually be reprinted in later sourcebooks, and as a result they may undergo additional revision at that time. Any future publication of these Schools may diverge from their publication here.

The Crab Clan

Advanced School: Hida Avenger

This School is updated in the forthcoming *Four Winds* sourcebook.

Hida Berserker School (Bushi)

Originally appeared in *Way of the Crab*.

Benefit: +1 Stamina

Honor: 1.5

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

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

Technique: Fury of Hida

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

At any time, you may come out of your enraged state by making a Willpower check with a TN of 20. If you calm your rage, you lose all bonuses and penalties that this school imposes while you are enraged. If you calm your rage in the presence of an enemy, you may not become enraged for the rest of the day.

At Rank 3, you gain an additional attack per round. At Rank 5, you gain another additional attack per round while in the Full Attack posture.

Damned Berserkers (Bushi)

Originally appeared in *Way of the Shadowlands*.

Benefit: +1 Willpower

Honor: 1.0

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

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

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

Techniques

Rank 1: Burning the Shadow

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

Rank Two: Turn the Dark Lord's Blade

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

Rank Three: Shout at the Darkness

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

New Path: Dead-Eyes Berserker

Originally appeared in *Way of the Samurai*.

Technique Rank: 3

Path of Entry: Hida Berserker 2

Path of Egress: Hida Bushi 1

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

Hida Bushi School

This school is updated in *Third Edition*.

New Path: Hida Elite Guard (Bushi)

Originally appeared in *Way of the Samurai*.

Technique Rank: 4

Path of Entry: Hida Bushi 3

Path of Egress: Hida Bushi 4

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

Ancestral Hiruma School (Bushi) (Formerly “Hiruma Lost School”)

Originally appeared in *Bearers of Jade*.

Benefit: +1 Willpower

Honor: 2.5

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

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

Techniques

Rank 1: Torch's Flame Flickers

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

Rank 2: Wolf's Little Lesson

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

Rank 3: Hummingbird Wings

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

Rank 4: Shark Smells Blood

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

Rank 5: Daylight Wastes No Movement

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

Hiruma Scout School (Bushi)

This school is updated in *Third Edition*.

Hiruma Stalkers

This School is updated in the forthcoming *Four Winds* sourcebook.

Kaiu Engineering School

This School is updated in the forthcoming *Four Winds* sourcebook.

Kuni Shugenja School

This school is updated in *Third Edition*.

Kuni Witch Hunters (Bushi)

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

Benefit: +1 Awareness

Honor: 1.5

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

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

Techniques

Rank 1: To Strike the Darkness

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

Rank 2: To See the Darkness

The witch hunter becomes attuned to the signs of elemental corruption. When interacting with others, you can make a contested Awareness/Etiquette roll against the target to see if he shows any indications of being a potential maho-tsukai or shows any psychological signs of the Taint. By calling a Raise, you can prevent the subject from realizing he has let something slip. Additionally, if you spend a Void Point, you can make an Awareness/Lore: Shadowlands roll (TN 25) to sense the presence and proximity of the

Taint anywhere within 150'. You cannot sense Taint in specific individuals, but gain a general idea of where it is.

Rank 3: To Ride the Darkness

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

Rank 4: To Repel the Darkness

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

Rank 5: To Shatter the Darkness

The witch hunter cuts down Tainted enemies with devastating power, and inflicts excruciating pain on the corrupted. When attacking a target with the Shadowlands Taint, you gain a number of Free Raises equal to your School Rank that can only be used for damage or for an additional attack. If you kill someone who possesses the Shadowlands Taint, it does not count as an attack for this round. Additionally, whenever you hit an opponent, you may spend a Void Point to increase the opponent's current Wound Rank penalty by 10.

New Path: Tokaji's Might

Originally appeared in *Secrets of the Crab*.

Technique Rank: 2

Path of Entry: Kuni Witch Hunter 1

Path of Egress: Kuni Witch Hunter 2

Technique: Witch's Bane — A properly trained tsukai-sagasu is capable of the swift elimination of maho-tsukai, punishing them with the wrath of the Crab for treason against the Celestial Order. Each time a maho spell is cast in your presence, you may spend a Void Point to gain a +1k1 bonus to all attack rolls against the caster until the end of the combat. This ability may be used several times in combat, with cumulative effects, but each time must be in response to a different maho casting. Additionally, you add your Earth Ring to all melee and unarmed damage rolls. **Your ranks in Tokaji's Might are added to your School Rank for determining your Mastery Level as a shugenja.**

New Path: Tokaji's Power

Originally appeared in *Secrets of the Crab*.

Technique Rank: 3

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

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

Technique: Dispel the Darkness — The tsukai-sagasu has become adept at speaking

with the kami and sensing maho. You gain access to Sense, Commune, Counterspell, and Summon, regardless of what school you entered from. You gain a number of Free Raises equal to your Insight Rank when casting Counterspell against someone attempting to cast maho. You can automatically sense when a maho spell is being cast within 150', and what element is being used for the spell. If you were not prepared to counter the spell, you may spend a Void Point to immediately take an action to Counterspell the maho spell. Your ranks in Tokaji's Might are added to your School Rank for determining your Mastery Level as a shugenja.

Toritaka Bushi School

Originally appeared in *Way of the Samurai*.

Benefit: +1 Willpower

Honor: 2.5

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

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

Techniques

Rank 1: The Falcon's Eyes

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

Rank 2: The Falcon Takes Flight

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

Rank 3: The Falcon's Wings

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

Rank 4: Vigilant and Strong

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

Rank 5: Claws of the Falcon

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

Yasuki Merchant School

This school is updated in *Third Edition* as the Yasuki Courtier School.

Yasuki Taskmaster School (Bushi)

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

Benefit: +1 Willpower

Honor: 1.5

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

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

* The whip is a DR 0k1 weapon that uses the Peasant Weapons Skill.

Techniques

Rank 1: Fear is a Gift

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

Rank 2: Taking the Gift

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

Rank 3: Giving the Gift

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

Rank 4: Fear's Bane

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

Rank 5: The Test of Might

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

The Crane Clan

New Path: Asahina Archer (Bushi)

Originally appeared in *The Hidden Emperor*.

Technique Rank: 3

Path of Entry: Any Crane Bushi School 2

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

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

Asahina Shugenja School

This School is updated in *Third Edition*.

New Path: Asahina Sohei (Shugenja)

Originally appeared in *Way of the Shugenja*.

Technique Rank: 3

Path of Entry: Asahina Shugenja 2

Path of Egress: Asahina Shugenja 3

Technique: Vengeful Wind – A handful of students find the merging of shugenja and monastic traditions taught by the Asahina unpalatable, and instead embrace the militant mindset of the warrior monk. You may substitute your Air Ring for any Trait when making a Jujutsu roll. You add twice your Air to the damage of all unarmed attacks. Your rank in this Path is added to your Asahina Shugenja School Rank for the purpose of casting spells.

Daidoji Harrier School

This School is updated in *Third Edition*.

New Path: Daidoji Heavy Regular (Bushi)

Originally appeared in *Secrets of the Crane*.

Technique Rank: 2

Path of Entry: Any Crane Bushi School 1

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

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

Daidoji Iron Warriors

This School is updated in the forthcoming *Four Winds* sourcebook.

New Path: Daidoji Trading Council

Originally appeared in *Secrets of the Crane*.

Technique Rank: 1

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

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

Benefit: +1 Awareness

Honor: 2.5

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

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

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

Daidoji Yojimbo School

This School is updated in the forthcoming *Four Winds* sourcebook.

Doji Courtier School

This School is updated in *Third Edition*.

New Path: Doji Elite Guard (Bushi)

Originally appeared in *Way of the Samurai*.

Technique Rank: 4

Path of Entry: Kakita Bushi 3, Daidoji Yojimbo 3

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

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

Doji Magistrate School

This School is updated in the forthcoming *Four Winds* sourcebook.

New Path: Empress' Guard (Bushi)

Originally appeared in *Secrets of the Crane*.

Technique Rank: 3

Path of Entry: Kakita Bushi 2, Doji Magistrate 2

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

Technique: Haranobu's Blessing – Members of the Empress' Guard are blessed with its founder's legendary stamina and alertness. Your Stamina Rank is doubled when you roll to resist fatigue or poison. You add your Honor Rank to the total of all your attack and

Perception rolls. When defending the Empress herself, you may spend a Void Point to gain an additional attack per round.

New Path: Hoturi's Blade

Originally appeared in *Way of the Samurai*.

Technique Rank: 3

Requirements: Courtier 4, Kenjutsu 4

Path of Entry: Kakita Bushi 2

Path of Egress: Doji Courtier 1

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

Kakita Artisan School (Artisan)

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

Benefit: +1 Awareness

Honor: 3.5

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

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

Techniques

Rank 1: Soul of the Artisan

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

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

Bonsai or Ikebana: The arts of bonsai and flower arranging are more about creating a positive energy flow through a space than creating physical beauty. If you spend fifteen minutes in a room, you may assess its energy and tailor your creations to suit it. Creating a flower arrangement or tailoring a bonsai to suit the room requires a Void/Artisan: Ikebana or Void/Artisan: Bonsai roll against a TN determined by the room's size (10 for an individual's private chambers, 20 for a standard audience chamber, 50 for the vast Imperial Court chamber, etc.). It requires fifteen minutes to create the final product if materials are available, but you gain a Free Raise on the roll for every additional fifteen minutes you spend on it, up to a maximum number of Free Raises equal to your School Rank. Once the bonsai or arrangement is in place, all in its presence who

engage in no activity more strenuous than quiet conversation (no Contested Social Skill Rolls) recover Void Points as if they are meditating. This effect lasts for a number of Rokugani hours equal to your School Rank after you make the roll, after which the effect dissipates.

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

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

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

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

Painting or Sculpting: These are unique among the arts practiced at the Kakita Academy because they produce items that can endure for centuries. Paintings and sculptures are considered gifts of the highest order, and bestowing one often results in a

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

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

Rank 2: The Soul’s Dream

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

Rank 3: Free the Spirit

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

Rank 4: Undying Name

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

Rank 5: Walk Among the Heavens

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

Kakita Bushi School

This School is updated in *Third Edition*.

The Kenshinzen

This School is updated in the forthcoming *Four Winds* sourcebook.

New Path: Tsume Pikemen (Bushi)

Originally appeared in *Time of the Void*.

Technique Rank: 1

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

Path of Egress: Daidoji Yojimbo 1 or Doji Magistrate 1

Benefit: +1 Reflexes

Honor: 2.5

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

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

Technique: None Shall Pass – While on Full Defense and wielding a yari, you may add your rank in Spears to your TN to Be Hit. If an opponent strikes you with a melee attack while you are wielding a yari in the Full Defense Posture, you may make an immediate Reflexes/Spears roll against your opponent's TN to Be Hit + 5. If successful, you maneuver your spear so that your opponent impales himself upon it during his successful attack, inflicting your normal damage plus an additional +2k0. This may be done only once per round.

The Dragon Clan

New Path: Dragon's Flame Archers (Bushi)

Originally appeared in *Secrets of the Dragon*.

Technique Rank: 3

Path of Entry: Mirumoto Bushi 2

Path of Egress: Mirumoto Bushi 3

Technique: Fire from the Mountain — The Dragon's Flame Archer strikes from hiding, cutting down all who would threaten the Dragon lands. For the purposes of this Technique, your Mirumoto Bushi School Rank is considered to be one higher. Also, you may add twice your Fire Ring to the result of all Stealth rolls and all damage rolls while using a bow. In addition, when firing a bow at a foe unaware of your presence, you gain two Free Raises to your attack and you may also add twice your Mirumoto Bushi School

This school is updated in *Third Edition*.

Advanced School: Jotomon's Shinrai (Bushi)

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

Requirements

Traits/Rings: Water 4, Agility 4

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

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

Techniques

Rank 1: The Hand Is My Sword

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

Rank 2: The Cuts of Harmony

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

Rank 3: The Purity of Honor

You have become a paragon of virtue. You may now add double your Honor Rank to the result of all your attack and damage rolls, in addition to the bonus you receive from Rank 1. Additionally, you add double your Honor Rank to Contested Rolls made against opponents of lower Honor ranks. You may not add this bonus if the roll would cause you an honor loss or when using a Low Skill. Finally, you may now make an additional attack per round.

Kitsuki Investigator School (Bushi)

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

Benefit: +1 Perception

Honor: 2.5

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

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

Techniques

Rank 1: Learn the Enemy

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

Rank 2: Know the Enemy

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

Rank 3: Halt the Enemy

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

Rank 4: Defy the Enemy

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

Rank 5: Master the Enemy

When the Investigator reaches the pinnacle of his school, he realizes that the weak-willed and honorless cannot oppose him. At the start of a combat round, you may choose to spend a Void Point and make a Contested Perception Roll against an opponent. If you win the roll, for the rest of the round the opponent's TN is reduced to 5 + his armor bonus. He may not assume the Full Attack or Full Defense posture for this round. He may not make any movement except to run away. You may use this ability in a duel only against a criminal or character of 0 or 1 Personal Honor. If used in a duel, the opponent's TN is reduced to 5 + his armor bonus, and his TN may not be raised through Focusing.

Kitsuki Magistrate School

This school is updated in *Third Edition* as the Kitsuki Courtier School.

Mirumoto Bushi School

This school is updated in *Third Edition*.

New Path: Mirumoto Elite Guard (Bushi)

Originally appeared in *Way of the Samurai*.

Technique Rank: 3

Path of Entry: Mirumoto Bushi 2

Path of Egress: Mirumoto Bushi 3

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

Mirumoto Swordmaster School

This School is updated in the forthcoming *Four Winds* sourcebook.

New Path: Nemuranai Seekers (Bushi)

Originally appeared in *Secrets of the Dragon*.

Technique Rank: 4

Path of Entry: Mirumoto Bushi or Kitsuki Investigator 3

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

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

Advanced School: Spirit Binder (Shugenja)

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

Requirements

Rings/Traits: Four Rings at 3

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

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

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

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

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

Tamori Shugenja School

This school is updated in the *Third Edition*.

Tamori Yamabushi School

This School is updated in the forthcoming *Four Winds* sourcebook.