

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 releases, *The Four Winds* or *Creatures of Rokugan 2*, 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 result in them appearing much differently than they do here.

The Crab Clan

Hida Avenger (Advanced)

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

Hida Berserker “School”

Benefit: +1 Stamina

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

Honor: 1.5

Starting Outfit: Katana, wakizashi, light armor, red body paint, kimono and sandals, traveling pack, and 2 weapons of any type

Technique: Fury of Hida

Whenever you are not in an enraged state, you gain a bonus equal to your Fire Ring + your School Rank to your TN to Be Hit. 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 x 3, plus one round per Rank. The wounds are suffered but have no effect on you. Furthermore, 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 damaged, you lose an additional two Wounds.

At any time, you may deactivate your rage by making a Willpower check with a TN of 20. If you turn off your rage, you lose any of the previous bonuses and penalties that you had from this school while enraged. If you deactivate 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 an additional attack per round while in the Full Attack posture.

Damned Berserkers

Benefit: +1 Willpower

Skills: Battle, Defense, Kenjutsu, Shadowlands Lore, Medicine (Herbalism), Meditation, any one weapon skill

Honor: 1.0

Outfit: Katana, wakizashi, bow and 20 arrows (any type), light armor, red body paint, kimono and sandals, traveling pack, and 2 weapons of any type.

Special: Though Damned Berserkers cannot call upon the rage-like state that Hida Berserkers from the Berserker "School" can, 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 because very few Damned survive beyond that point.

Techniques

Rank One: Burning the Shadow

The Damned has learned a series of herbal and meditation techniques through which he can slow the corruption of his body. Once per month you may make a Void/Meditation roll versus a TN of 30 in order to reduce your Shadowlands Taint by one point. You gain a bonus to this roll equal to your rank in the skill Medicine (Herbalism). 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. This process is customized for your own metabolism, so 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 all attack and damage totals. You add double your Taint Rank to your TN to be Hit against Tainted opponents.

Rank Two: Turn the Dark Lord's Blade

The Damned Berserker walks the razor's edge between embracing his 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 three rounds. If this attack is directed against a Tainted opponent, you lose the point of Shadowlands as long as you personally kill your opponent within those three rounds. While making any rolls against a Tainted personality (contested rolls, attack rolls, or damage rolls), your Raises are not limited by your Void or Skill Rank. Finally, you add double your Taint Rank to all attack and damage totals (replacing the bonus gained in the first rank).

Rank Three: Shout at the Darkness

At this point, the berserker is very likely nearly Lost, but this will not stop him from giving his death meaning. You gain a number of Free Raises

equal to your Taint Rank 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 gain triple your Taint Rank to all attack, damage, and Bugei skill roll totals (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).

Dead-Eyes Berserker

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 berserker school. At the beginning of each round, you may voluntarily reduce any number of bonus dice you gain to your attack and damage rolls as a result of your Hida Berserker school to gain one Free Raise to all Athletics, Battle, or Investigation rolls for each die lost for the rest of the round.

Hida Bushi

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

Hida Elite Guard

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 to your damage rolls or your TN to Be Hit until the next round. Additionally, you may spend a Void Point; your armor gives you an additional bonus to your TN to be Hit for three rounds equal to its base bonus. You may not gain this bonus if you are already under the effects of the bonus.

Hiruma Lost Techniques

Benefit: +1 Willpower

Honor: 2.5

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

Outfit: As Hiruma Scout.

Techniques

Rank 1: Torch's Flame Flickers

The Hiruma learns to focus his strikes even while protecting himself, perfecting the penetrating quality of his blow without sacrificing his defense.

As long as you are not in the Full Attack posture, you add your Fire to your TN to be Hit, all attack rolls, damage rolls, and Bugei rolls.

Rank 2: Wolf's Little Lesson

Hiruma learn to 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 a round, you may spend a Void Point to make a contested Agility/Defense roll versus the opponent's attack roll total to dodge it outright. You may attack once in the same round, although with a +10 to your TN. This cannot be used in a Full Attack posture.

Rank 4: Shark Smells Blood

No animal waits to see the effect of its first attack before pressing its advantage. At this rank, you may make an additional attack per round. As long as you are not in the Full Attack posture, you add double your Fire to your TN to be Hit, all attack rolls, damage rolls, and Bugei 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 precisely 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

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

Hiruma Stalkers

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

Kaiu Engineering School

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

Kuni Shugenja

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

Kuni Witch Hunter (Magistrate)

Benefit: +1 Awareness

Honor: 1.5

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

Outfit: Katana, Wakizashi, Jade Pendant, One Finger of Jade, 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 all Initiative rolls. When attacking an enemy with the Shadowlands Taint, you need only call two Raises to gain an additional attack.

Rank 2: To See the Darkness

The witch hunter becomes skilled at ferreting out signs of corruption, and can learn the tell-tale signs of the Shadowlands Taint by attuning their senses to its elemental corruption. When interacting with others, you can make a contested Awareness/Etiquette roll against the target to see if they show any indications of being a potential maho-tsukai or show any psychological signs of the Taint. By calling a Raise, you can prevent the subject from realizing they have let something slip. By spending a Void Point, you can make an Awareness/Shadowlands Lore roll against a TN of 25, allowing them to sense the presence and proximity of the Taint anywhere within fifty yards. You can not sense Taint in specific individuals, but will have a general idea of where it is.

Rank 3: To Ride the Darkness

The witch hunter's battle against evil has created a fierce tenacity and a deep understanding of how to inflict grievous wounds on 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. You can also spend a Void Point to reduce the penalty of any Wounds equal to your School Rank for the scene. Finally, you add your Earth Ring to your TN to be Hit.

Rank 4: To Repel the Darkness

The witch hunter has learned to focus their will to resist the effects of maho, and can protect others from such 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/Shadowlands Lore roll against a TN of 25, you can grant an ally within ten feet the same protection for one round. Raises can be called for additional allies, or to extend the protection for additional rounds. Additionally, you gain an additional attack per round.

Rank 5: To Shatter the Darkness

The hunter is now a true enemy of the Shadowlands, and can cut down Tainted enemies with devastating power. When attacking a target with the Shadowlands Taint, you gain a number of Free Raises equal to your School

Rank which 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. Finally, your blows are made to be excruciating, so that if the opponent survives, they will not pose a threat. Whenever you hit an opponent, you may spend a Void Point to increase the opponent's current penalties received from Wounds by 10.

Tokaji's Might

Technique Rank: 2 or 3

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.

Technique Rank: Variable

Path of Entry: Kuni Shugenja or Kuni Witch Hunter 2

Path of Egress: Kuni Witch Hunter or Kuni Shugenja 1 (must exit to a different school than the one entered by.)

Technique: Dispel the Darkness — The tsukai-sagasu has become adept at speaking with the kami, and sensing the presence of maho use. You gain access to Sense, Commune, Counterspell, and Summon, regardless of what school you entered from, and 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 50 yards, 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

Benefit: +1 Willpower

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

Starting Outfit: Katana, wakizashi, light armor, traveling pack, 2 koku.

Beginning Honor: 2.5

Techniques

Rank 1: The Falcon's Eyes

You gain a Free Raise per School Rank on all Perception rolls. In addition, you may perceive any invisible spirits within your range of vision by making a Perception roll versus the spirit's Air times five. Finally, you may add your Water Ring to all attack and damage rolls.

Rank 2: The Falcon Takes Flight

You begin to understand the swift movements of the falcon. You may add twice your Perception to all your Initiative rolls. You gain a number of Free Raises equal to your Perception against any opponent with lower Initiative.

Rank 3: The Falcon's Wings

You may make an additional attack per round. You may add double your Water Ring to all attack and damage rolls (replacing the bonus gained in the first Rank).

Rank 4: Vigilant and Strong

At this Rank, you no longer need to make a Perception roll to notice invisible spirits. Against any invisible creatures you may make a Perception roll versus that creature's Air times 5 to perceive them normally. Also, you may make a Perception roll opposed by the Air of any opponent within thirty feet to perceive them despite any darkness or blinding effects that may hamper his vision. You must be aware of the opponent's existence to use this ability. Finally, you may add triple your Perception to all your Initiative rolls (replacing the bonus gained in the second Rank).

Rank 5: Claws of the Falcon

By spending a Void Point, you can select one opponent and harm them normally (despite any special invulnerabilities or Carapace rating) for the duration of that combat. This applies only to your melee attacks. Finally, you may add triple your Water Ring to all attack and damage rolls (replacing the bonus gained in the third Rank).

Yasuki Merchant

This school is updated in *Legends of the Five Rings Roleplaying Game: Third Edition* as the Yasuki Courtier School.

Yasuki Taskmaster

Benefit: +1 Willpower

Honor: 1.5

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

Starting Outfit: Katana, wakizashi, Whip (0k1 weapon that uses Peasant Weapons), Light Armor, Traveling Pack, Kimono, any two weapons, 6 koku

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 and Deceit (Intimidation) rolls against those with less Willpower. You gain a bonus to 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 to this attack. You gain a bonus to this damage roll equal to three times your Willpower. Finally, you may roll an extra die on all damage rolls against those with less 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 all attack and damage rolls against that opponent in the following round. Finally, you gain a bonus to your Initiative rolls equal to double your Willpower (replacing the bonus gained in the first Rank).

Rank 4: Fear's Bane

You gain an additional attack per round. You may roll two extra dice on all attack, damage, and Deceit (Intimidation) rolls against those with less Willpower (replacing the bonus gained in the first and third Rank).

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 from all attack and damage totals 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.

The Crane Clan

Asahina Archer

Technique Rank: 3

Path of Entry: Any Crane bushi School 2

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

Technique: Peace through War – A small sect of the Asahina believe that sometimes more lives can be saved through loss of life on a battlefield. While these radicals are often shunned by their family, the Daidoji are happy to

provide the resources they require to maintain a dojo. You may add your Air to the total of all 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

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

Asahina Sohei

Technique Rank: 3

Path of Entry: Asahina Shugenja 2

Path of Egress: Asahina Shugenja 3

Technique: Vengeful Wind – Although rare, there are a handful of students who find the merging of shugenja and monastic traditions taught by the Asahina unpalatable, and instead embrace the militant mindset of a warrior monk. You may substitute your Air Ring for any Trait when making a Jujitsu 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 Harriers

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

Daidoji Heavy Regular

Technique Rank: 2

Path of Entry: Any Crane bushi School at Rank 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 upcoming sourcebook The Four Winds: the Toturi Dynasty from Gold to Lotus Edition.

Daidoji Trading Council

Technique Rank: 1

Path of Entry: None (Entry-level Path)

Benefit: +1 Awareness

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

Honor: 2.5

Outfit: As Doji Courtier

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

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

Daidoji Yojimbo

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

Doji Courtier

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

Doji Elite Guard

Technique Rank: 4

Path of Entry: Kakita Bushi 3, Daidoji Yojimbo 3

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

Technique: Doji's Scrutiny – With careful analysis of an opponent, a samurai can find and exploit any weakness in his 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, which 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

This School is updated in the upcoming *Lotus Sourcebook*.

Empress' Guard

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 – Those who serve the Empress are blessed with their founder's legendary stamina and alertness. Your Stamina is considered twice its current rank for rolls to resist fatigue or poison. You add your Honor to the total of all attack and Perception rolls. When defending the Empress, you may spend a Void Point to gain an additional attack per round.

Hoturi's Blade

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

Benefit: +1 Awareness

Skills: Courtier, Etiquette (Conversation), Calligraphy, Lore (choose one appropriate to specialty), any one High Skill, and 2 Ranks in any one Artisan or Performance Skill listed in the description of the Rank 1

Technique below.

Honor: 3.5

Outfit: Wakizashi, kimono, traveling pack, artisan's satchel, 10 koku, any two items associated with the artisan's specialty.

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, called a *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. The TN to impersonate another individual is always reduced by 5 for you.

Bonsai/Ikebana: The arts of bonsai and flower arranging are more about creating a positive energy flow through a space than in 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 an Artisan: Ikebana or Bonsai/Void 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. When the bonsai or arrangement is placed, all in its presence who engage in no activity more strenuous than quiet conversation (no opposed Social Skill rolls) will recover Void Points as if they were meditating for the same amount of time. This effect lasts for a number of Rokugani hours equal to your School Rank after you place the item, after which the effect dissipates.

Dance: The natural grace required for a Kakita Dancer grants you a Free Raise on any non-combat Agility or Reflexes roll. You are capable of focusing your attention on a member of the opposite gender and transfix them with the beauty of your art, using subtle eye contact and gestures to capture their attention fully. During a performance or any other quiet, uneventful surrounding, you may make a Performance: Dance/Awareness roll against your intended target's Perception x5. If successful, they will 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 caused, this effect is immediately broken.

Gardening: The art of gardening is much like the arts of bonsai and ikebana, only on a much larger scale. Kakita artisans create gardens that follow unique patterns of spiritual energy that engender harmony in all who spend time within them. You may arrange a garden by making a successful Artisan: Gardening/Awareness 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 the TN divided by 10 (rounded up). Once complete, assuming the roll is successful, those who gather in the garden receive a modifier to any Meditation rolls equal to your School Rank x5. 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/Song: Kakita-trained musicians and singers perform traditional pieces gathered from centuries of rich artistic traditions all across the Empire. No matter where they travel, they can entertain their host with the same beloved songs his great-great-grandfather once heard, or entertain him and his guests with a new piece written just for them. The Kakita's ability to sooth the warrior's soul is nothing short of amazing. When you have been playing for at least five minutes, you may make a Performance: Music or Song/Awareness roll. Any audience member whose Willpower x5 is less than the total of your roll is so soothed by the music that they can take no hostile actions unless attacked for a number of hours equal to your School Rank. An

individual may spend a Void Point to end this effect prematurely. During the same period of time, you roll a number of additional die equal to your School Rank on all Social Skill rolls made with members of your audience.

Origami: Folding paper is an ancient art in Rokugan, and one well respected because of the incredible precision and delicacy it requires. Because your art is completed so quickly, you have also learned to study others and determine what manner of gift would best suit them. You may make a Raw Trait Awareness roll against another person's Awareness x5. 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 Artisan: Origami/Agility 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.

Painting/Sculpting: Painting and Sculpting are unique among the arts practiced at the Kakita Academy because they result in a final product that can endure for centuries, unlike origami, bonsai, or ikebana. Paintings and sculptures are considered gifts of the highest order, and bestowing one upon another usually results not only in monetary compensation, but a lasting bond as well. It takes a minimum of one week for you to create a painting or sculpture, and requires an Artisan: Painting or Sculpture/Awareness 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 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 with the recipient at a later date. This favor may be taken from the Doji Favor Table (see page XX in the L5R Role-Playing Game, 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 mentioned earlier.

Storytelling: This maya includes all forms of public address, including the recitation of poetry. You must be both charismatic and extremely well-versed in a number of different areas to properly entertain your audience with stories, poems, or oratorical addresses. You gain one Free Raise on any roll using the Lore Skill. In addition, you may make a Storytelling/Awareness roll against a TN equal to 10 + the highest Insight Rank in the audience x5 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

immediately afterwards, as your story or poem has helped you illustrate your point in a particularly insightful manner.

Rank 2: The Soul's Dream

At this point in your training, 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. You also gain a bonus to Social Skill rolls made with others equal to the number of points the individual received by taking Disadvantages that stem from a strong desire for something (Compulsion, Driven, Greed, Lechery, etc.).

Rank 3: Free the Spirit

Art inspires greatness within others. At this rank, you have learned to free the spirit in others, that they might experience greatness. You may quickly create a form of your art (an impromptu poem, a rapidly-created wayo style 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 an additional die on all rolls involving your chosen Skill (combining with Rank 2 for a total bonus of 2k2). Your art has reached such levels of renown that you can, if you so choose, use it to 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 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

An artisan of this rank is well known throughout the Empire, and is always in demand at various courts. Such a person can pick and choose which invitations to accept, and is often granted gifts and favors to influence his 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 contributes to a reputation as an artisan with an interest in material things, and you lose Glory points equal to the level of favor you receive.

Kakita Bushi

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

Kenshinzen

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

Tsume Pikemen

Technique Rank: 1

Path of Entry: None (Entry-level Path)

Benefit: +1 Reflexes

Skills: Battle, Defense, Jujitsu, Kenjutsu, Spears 2, any one High or Bugei Skill

Honor: 2.5

Outfit: As Daidoji Yojimbo

Path of Egress: Daidoji Yojimbo 1 or Doji Magistrate 1

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 maneuvered your spear so that your opponent has impaled himself upon it while attacking. This inflicts normal damage +2k0. This may only be done once per round.

The Dragon Clan

Dragon's Flame Archers

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. When firing at a foe unaware of your presence, you gain two Free Raises to your attack and you may add twice your Mirumoto Bushi School Rank to damage. If you have the Know the Land advantage applicable to the current area, you gain three Free Raises to your attack instead. Finally, you may add twice your Fire Ring to all Stealth rolls and damage rolls while using a bow.

Ise Zumi (Hitomi, Hoshi, or Togashi)

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

Jotomon's Shinrai (Advanced School)

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 will only teach bushi that currently belongs to a school in which he has reached at least Rank 3.

Techniques

Rank 1: The Hand Is My Sword

At this rank, the Shinrai has learned that he must be adaptive in combat to be truly powerful. You may throw your wakizashi by making an Agility/Kenjutsu roll, with a bonus equal to two times your Honor to your attack roll. You may roll Kenjutsu instead of your Jiujutsu skill while unarmed. You also begin to benefit from your strict adherence to Bushido and may add your rank in the skill Lore: Bushido to all of your attack and damage rolls.

Rank 2: The Cuts of Harmony

You may spend a Void point after the opponent rolls to redirect a melee attack made against you and instead redirect it to someone else. You make a Reflexes/Kenjutsu roll with a TN equal to the opponent's roll to hit. If successful, the attack is redirected to any person within range other than the original attacker. The attacker's roll is used to determine if the new target is hit. Lastly, 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 such a paragon of virtue that you may now add double your Honor Rank to all attack and damage rolls. You add double your Honor Rank to opposed 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. You may also make an additional attack per round.

Kitsuki Investigator

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, traveling pack, iron box, 3 koku.

Techniques

Rank 1: Learn the Enemy

The investigator is taught two things: the actions of the dishonorable are eventually their own undoing, and that those same actions can also be the undoing of the unwary. Students of the Investigator school study their

opponents, and fight when they must. You gain a bonus to all of your attack rolls and your TN to be Hit equal to your Perception. If your opponent attacks you and misses, you gain an additional bonus to your next attack roll against that opponent equal to your Perception.

Rank 2: Know the Enemy

As the investigator grows in his knowledge of the world, he becomes more able to notice tiny details and exploit them to his advantage. 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, you gain a Free Raise on that roll. This bonus stacks with the bonus given by the Rank One Technique.

Rank 3: Halt the Enemy

One of the trademarks of this neophyte school is the patience of the investigator, who defends calmly as his opponents struggle to touch him. When you are in the Full Defense posture, opponents attempting to strike you drop all dice lower than your Perception rank. During an iaijutsu duel, you may focus an additional number of times equal to your Awareness.

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 an opposed Perception check 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. You gain a bonus to all your attack rolls and your TN to be Hit equal to double your Perception. This overrides 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 an opposed Perception roll against an opponent. If you win the roll, your opponent's TN is reduced to 5 plus his armor bonus for the rest of the round. He may not be in 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 plus his armor bonus, and his TN may not be raised through Focusing.

Kitsuki Magistrate

This school is updated in the *Legends of the Five Rings Roleplaying Game: Third Edition* as the Kitsuki Courtier School.

Mirumoto Bushi

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

Mirumoto Elite Guard

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, learning to work in concert with their brethren. This technique capitalizes on the bushi's understanding of the kami and the ways of magic. A member of the Elite Guard understands how to disrupt a person's chi in such a way that focusing the energies from within or those of the kami is impossible for a short time. 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 gain your rank in Lore: Shugenja added to your TN to be Hit at all times, and you gain double your rank in Lore (Shugenja) added to your attack rolls if you are attacking a shugenja.

Mirumoto Swordmaster

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

Nemuranai Seekers

Technique Rank: 4

Path of Entry: Mirumoto Bushi or Kitsuki Investigator 3

Path of Egress: Reenter same school at Rank 4

Technique: Seek the Spirit's Cage — By spending a Void point, you instantly become aware of any Nemuranai within fifty feet. 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 Perception roll, TN 15, to determine any one property of a Nemuranai. Each successful Raise made on this roll reveals one additional ability of the item, if any. You may negate any one identified property of a Nemuranai by spending a Void point. This negation lasts for one hour. Finally, you gain a bonus equal to double your Void Ring to your TN to be Hit against those you have identified as holding a Nemuranai.

Spirit Binder (Advanced School)

Requirements

Rings/Traits: Four Rings at 3

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

4

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

Technique: One With the Kami — When you cast any spell that is not an Innate Ability, your School Rank is considered to be two lower. (You may find and gain new Innate Abilities normally.) When you cast any Innate Abilities, your School Rank is considered to be one higher. At the first Rank, you select one Innate Ability to become a Focus, binding a part of the kami into your own soul. You gain a Free Raise when casting your Focus, and you roll and keep an extra die when casting it.

At each Rank hereafter, 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 an additional die and a Free Raise 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

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

Tamori Yamabushi

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