

School Update Project, Part 5
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Additional Development by the L5R Third Edition Playtest Teams

Updated Monk Schools

Brotherhood Wayfinder (New Path) [Monk]

Technique Rank: 2

Path of Entry: Any Brotherhood sect 1

Path of Entry: Re-enter the same sect at Rank 2

Technique: Path of Wisdom – The wayfinders seek their way in the world, teaching and learning from everyone they meet. A number of times per day equal to your Void + Insight Rank, you may add twice your Void Ring to the total of any Skill roll. You may also grant a similar bonus to others by speaking to them briefly and spending a Void Point. When this Void Point is spent, you must name one Skill. The next time that individual uses that Skill, they gain a bonus equal to your Void Ring to the total of their roll.

Brothers of Rebirth [Monk]

Technique Rank: 2

Path of Entry: Thousand Fortunes 1

Path of Entry: Thousand Fortunes 2

Technique: Know the Cycle – Your studies of Tsukune, Fortune of Rebirth, have led to your understanding of your place in the cycle of rebirth, and this has granted you an unworldly serenity. When rolling to resist the effects of Fear, you roll double the normal number of dice. In addition, you may add your total Ranks in all Monk Schools to the total of all your Willpower rolls.

The Four Temples

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

Order of Hoshi

This School has been absorbed into the Dragon Clan and is effectively replaced by the Three Orders Tattooed Man School that appears in the Legend of the Five Rings Role-playing Game, Third Edition.

Shinden Tengen [Monk]

Technique Rank: 2

Path of Entry: Any Brotherhood sect 1

Requirements: Only monks who were once Scorpion samurai, or who are affiliated with that clan in some manner, are accepted

Path of Entry: Re-enter the same sect at Rank 2

Technique: Spirit of Air – The monks of Shinden Tengen are rarely what they seem, and the elements seem eager to aid them in their mis-directions. Any air Kiho you gained by advancing to this Rank may be learned and used as if your Air Ring were one ranks higher.

The Shrine of the Seven Thunders

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

The Temple of Kaimetsu-o

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

The Temple of Osano-Wo

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

The Temple of the Seven Fortunes

This School is updated in Legend of the Five Rings Role-playing Game, Third Edition., under the name Temple of the Thousand Fortunes.

Thunder Sohei (New Path) [Monk]

Technique Rank: 3

Path of Entry: Temple of Osano-Wo 2

Path of Egress: Temple of Osano-Wo 3

Technique: Calling the Thunder – When you learn this Technique, you gain one additional Kiho in addition to any normal Kiho you gained for advancing in Rank. In addition, you master one Kiho that you possessed prior to learning this Technique. This mastered Kiho no longer requires any activation cost (assuming it had one) and lasts for twice its normal duration (one attack becomes two, three rounds becomes six, ten minutes become twenty, etc.).

Updated Miscellaneous Schools

Regarding the Social Position Advantage

Many Paths in the following section require the Social Position Advantage to gain entry. Unless otherwise specified, this refers only to a single level of that Advantage. Although the Status Chart in the Legend of the Five Rings Role-Playing Game lists certain positions (such as gunso or hatamoto) as having higher Status than one level of Social Position confers, it is assumed that characters will begin with lower levels of Status and work to accrue it through play.

Black Lotus Smuggler (New Path)

Technique Rank: 2

Path of Entry: Any School at Rank 1

Requirements: Black Lotus Initiate Advantage

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

Technique: The Lotus Secret – You may select any Low Skill. Whenever you are using this Skill, whether on a Skill Roll or a Contested Roll, you may choose to re-roll the result, keeping whichever of the two results that you prefer. If someone else makes any roll based on your use of this Skill, you may choose to make them re-roll once, keeping whichever of the two results that you prefer. Suitable examples of targets for this effect include a magistrate using Perception/Investigation to detect the use of Forgery, a courtier using Awareness/Courtier to detect your use of Deceit, or a guard using Perception/Investigation (Notice) trying to detect you while using Stealth. You may not re-roll your result and force your opponent to re-roll his on a single Contested Roll. You may only choose one to re-roll.

New Advantage: Black Lotus Initiate (4 points)

You have been indoctrinated into the basics of the Black Lotus Cartel. At the beginning of each day, you gain a number of dice equal to your Insight Rank. These dice may be spent as extra rolled dice on any Social Skill Roll made with anyone with an Honor of 2 or less, or when attempting to deceive someone in authority (a magistrate, superior, or city guard, for instance). These dice may only be used once per day, and are restored each sunrise. Bonus dice not spent are lost at sunrise.

The Blessed Guard (Advanced School)

This School is updated in the upcoming sourcebook, “Creatures of Rokugan 2.0” (working title).

Breath of Ekaido (Advanced School) [Bushi]

Requirements:

Rings/Traits: Agility 4, Reflexes 4

Skills: Kenjutsu (Katana) 5

Advantages: Allies (Sensei Ekaido) (1/2 points)

Other: The only known dojo where these Techniques can be learned is Master Ekaido’s Dojo near the village of Mimura. Ekaido’s students are not permitted to teach their Techniques to others; only Sensei Ekaido may do so.

Techniques:

Rank 1: Ekaido’s Way

A student of Ekaido’s way moves with patience and skill, studying every opponent throughout an encounter. After the first round of combat,

your TN to Be Hit increases by your School Rank every subsequent round, to a maximum bonus equal to your School Rank x5. You may add your Fire Ring to your TN to Be Hit.

Rank 2: Ekaido's Path

The path of Ekaido is one of precision. If you make a successful Called Shot maneuver, you may spend a Void Point in subsequent rounds to attack that same location without requiring Raises for the Called Shot. The window of opportunity for these attacks lasts a number of rounds equal to your School Rank. Called Shots made through use of this Technique do not extend the window of opportunity. You may add twice your Fire Ring to the total of your TN to Be Hit, replacing the benefit from Rank 1.

Rank 3: Ekaido's Secret

The secret of Ekaido's impenetrable defense is the swift and sudden movement of the blade. When on Full Defense, you may not be targeted with Called Shot, Disarm, Feint, or Knockdown maneuvers. You may add three times your Fire Ring to the total of your TN to Be Hit, replacing the benefit from Rank 2.

Gentrified Samurai (New Path)

Technique Rank: Any

If used as an entry-level Path, a character must meet the requirements below and use the following information for character creation. A character beginning with this Technique may egress into Rank 1 of any non-restricted School affiliated with his clan without the need to purchase the Multiple Schools Advantage:

Benefit: +1 Awareness

Skills: Calligraphy, Courtier, Etiquette, Investigation, Lore: Law, any two High or Bugei Skills

Honor: 2.5

Outfit: Kimono, traveling pack, katana, wakizashi, scroll satchel with calligraphy set, 8 koku

Path of Entry: Any

Requirements: Inheritance (Governorship) Advantage, Way of the Land (relevant area)

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

Technique: Gentry – You have been granted a settlement or stronghold to oversee as part of your duties for your lord and clan. You begin with 10 Station (City) points to construct this holding, plus any additional Station (City) points you gain through Advantages, Techniques, or other means. You also gain a Free Raise on all your Social Skill Rolls made while within the confines of the settlement or stronghold under your care.

Governor (Advanced School)

Requirements:

Rings/Traits: Awareness 4, Perception 4, Intelligence 4

Skills: Courtier 4, Etiquette 4, Lore: Law 5

Advantages: Social Position (Governor)

Other: You must possess the Inheritance (Governorship) Advantage or the Gentry Technique (from the Gentrified Samurai Path) to access this Advanced School.

Techniques:

Rank 1: The City Listens

A skilled governor hears and sees all that transpires within his city. Nothing escapes his notice. You may roll a number of bonus dice equal to your School Rank on all High Skill Rolls made within your governorship (with the exception of any Weapon Skills). In addition, you gain 5 Station (City) points.

Rank 2: The City Speaks

A just and skilled governor inspires tremendous loyalty in those who serve him. The default Rank of all soldiers or guards under your command as determined by the City Construction System (see Way of the Daimyo) is increased by 1. In addition, you receive 5 additional Station (City) points.

Rank 3: The City Lives

A truly great leader inspires greatness in others. All koku-producing holdings within your governorship produce an additional koku each tax season. You receive 10 additional Station (City) points.

New Advantage: Inheritance (Governorship) (8 points)

The administration of a stronghold, village, or city has been passed to you, and you are now responsible for ensuring its safety and prosperity. The mechanical benefits of this Advantage are different from other Inheritance Advantages in that you do not gain a Free Raise on a specific roll. Instead, you lose no Honor for use of the Commerce Skill so long as it involves your governorship, and you roll one additional die on all your Commerce rolls (for a settlement) or Battle rolls (for a stronghold).

Gunso (New Path) [Bushi]

Technique Rank: Any

If used as an entry-level Path, a character must meet the requirements below and use the following information for character creation. A character beginning with this Technique may egress into Rank 1 of any non-restricted School affiliated with his clan without the need to purchase the Multiple Schools Advantage:

Benefit: +1 Perception

Skills: Battle, Defense, Etiquette, Hunting, Lore: Bushido, Lore: History, any High or Bugei Skill

Honor: 2.5

Outfit: Katana, wakizashi, yumi with 20 arrows of any type, light armor, helm, traveling pack, kimono, any 2 weapons, 3 koku

Path of Entry: Any

Requirements: Social Position (Gunso)

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

Technique: Master's Tactics – As military officers, gunso are taught to utilize their resources to their maximum potential. You gain 10 Station (Warlord) points to spend on troops, supply routes, holdings, and features (see Way of the Daimyo). You may add your Insight Rank to all Maneuver rolls.

Hatamoto (New Path)

Technique Rank: Any

If used as an entry-level Path, a character must meet the requirements below and use the following information for character creation. A character beginning with this Technique may egress into Rank 1 of any non-restricted School affiliated with his clan without the need to purchase the Multiple Schools Advantage:

Benefit: +1 Awareness

Skills: Courtier 2, Etiquette (Sincerity) 2, Lore: Heraldry, Storytelling, any one High or Bugei Skill

Honor: 3.5

Outfit: Kimono, fan, traveling pack, wakizashi, tanto, small iron box, 5 koku

Path of Entry: Any

Requirements: Social Position (Hatamoto), Allies (at least 5 points worth)

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

Technique: Voice of the Empire – Hatamoto are gifted in representing their lords in all manner of situations. You receive 15 Station (Ambassador) points. Additionally, you receive one Free Raise on any Social Skill Roll made when speaking on behalf of your lord.

Hotaru Bushi School [Bushi]

Benefit: +1 Reflexes

Skills: Defense, Horsemanship, Hunting, Investigation, Kenjutsu, Kyujutsu, any one High or Bugei Skill

Honor: 2.5

Outfit: Kimono, traveling pack, light armor, katana, wakizashi, steed, any 1 weapon, 2 koku

Techniques:

Rank 1: The Firefly's Light

A Hotaru samurai is gifted in quickly assessing a foe, discovering their strengths and guarding against them. At the beginning of a skirmish, before Initiative is rolled, you may make a Contested Roll using your Awareness/Investigation versus your opponent's relevant weapon skill and its associated Trait. If successful, you add your rank in Investigation to your TN to Be Hit versus that opponent. This bonus may not exceed your School Rank + 5. You may also add your Air Ring to the total of all your damage rolls.

Rank 2: Firefly in Flight

Every opponent's style is different, and by carefully observing his opponents, a Firefly samurai may easily avoid their blows. When adopting the Full Defense posture, you may choose to substitute your ranks in Investigation for your Defense Skill. This does not alter the Mastery Level benefits you gain from Defense. You always add your School Rank to your TN to Be Hit when on Full Defense. You may also add your Earth Ring to the total of all your attack rolls.

Rank 3: Prepared for the Night

The Firefly Clan was founded by both magistrates and warriors, and the two traditions have blended perfectly in their style of combat. You gain a number of Free Raises per day equal to your School Rank + 2. These Free Raises may be spent on any roll utilizing one of your School Skills. These Free Raises are consumed once they are used, and refresh each sunrise. You may add twice your Air Ring to the total of all your damage rolls, replacing the benefit from Rank 1.

Rank 4: The Strength of Duty

A Firefly's attack is made stronger with the certainty of acting as duty dictates. You may make an additional attack per round. You add twice your Earth Ring to the total of all your attack rolls, replacing the benefit from Rank 2.

Rank 5: The Twilight Strike

Despite a largely defensive style of combat, the Firefly teach their students to pounce on any opening an opponent offers, exploiting it ruthlessly and ensuring that the opponent suffers for his negligence. When adopting the Full Defense posture for consecutive rounds, you may make a single attack every other round while remaining on Full Defense. This attack may be made the second consecutive round you remain on Full Defense, and every other round thereafter so long as you adopt that posture. If you adopt any other posture, you must wait for the second round of consecutive Full Defense to gain this attack again. You add your School Rank to the total of your attack and damage rolls when attacking in this manner. You add three times your Air ring to the total of all your damage rolls, replacing the benefit from Rank 3.

Legion of Two Thousand (New Path) [Bushi]

Technique Rank: 3

Path of Entry: Any Bushi School at Rank 2

Requirements: Kenjutsu 4, Kyujutsu 3, Honor 3, Irreproachable Advantage

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

Technique: Never Stand Alone – A legionnaire is trained to draw strength from his comrades. At any time, you may have a number of designated “comrades” equal to your Void Ring. When fighting in a skirmish alongside your “comrades,” you gain a number of Free Raises equal to your Insight Rank that may be spent on any action taken while participating in that skirmish. Also, when fighting alongside at least one “comrade,” you may increase or reduce the result of any Skill Roll you make during combat by an amount equal to your Insight Rank.

Master General (Advanced School) [Bushi]

Requirements:

Rings/Traits: Water 4, Intelligence 4

Skills: Battle 5, Defense 4, Engineering (Siege) 3

Advantages: Social Position (Military Commander), Tactician

Other: Must possess at least 10 Station (Warlord) points.

Techniques:

Rank 1: Eyes of the Army

Scouting and reconnaissance are essential to any army’s well being. A master general learns to use scouts wisely in gaining vital information regarding his enemies. You gain one level of Saboteur and Scout for your army for free. You also gain 5 Station (Warlord) points.

Rank 2: Arms of the Army

A true master of warfare inspires confidence and certainty in his men. You may choose one Maneuver from the list of Maneuvers your army may legally perform. You gain a bonus to your roll equal to your Insight Rank when rolling to conduct that Maneuver. You may use this bonus a number of times per day equal to your School Rank. You also gain an additional 5 Station (Warlord) points.

Rank 3: Heart of the Army

There is no greater loyalty a soldier can offer than to follow any order, even if it means death. Once per battle, when a unit under your command fails a Morale roll by 5 or less, you may automatically change the result to a success. You also gain 5 Station (Warlord) points.

Master Keeper (New Path) [Monk]

Technique Rank: Any

If used as an entry-level Path, a character must meet the requirements below and use the following information for character creation. A character

beginning with this Technique may egress into Rank 1 of any Monk or Shugenja School affiliated with his clan without the need to purchase the Multiple Schools Advantage:

Benefit: +1 Willpower

Skills: Athletics, Calligraphy, Jujitsu, Lore: Brotherhood of Shinsei, Meditation, Theology (Shintao), any one Skill

Honor: 2.5

Outfit: Simple robes, sandals, calligraphy set, scroll satchel, 1 weapon, 1 koku

Path of Entry: Any Monk or Shugenja School at any Rank

Requirements: Social Position (Temple Keeper), Clear Thinker

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

Technique: Foster the Empire – Through meditation and the serene act of administration, a temple keeper comes to understand the true nature of the universe. You learn any one Kiho, for which you must meet all prerequisites. You gain one Free Raise you may use any time you are casting a spell or using a Kiho. You also gain 10 Station (Keeper) points.

Master Sensei (New Path)

Technique Rank: Any

If used as an entry-level Path, a character must meet the requirements below and use the following information for character creation. A character beginning with this Technique may egress into Rank 1 of any non-restricted School affiliated with his clan without the need to purchase the Multiple Schools Advantage:

Benefit: +1 Intelligence

Honor: 2.5

Skills & Outfit: When selecting this path as an entry path, determine what your Path of Egress will be. You gain the Skills and Outfit of that School. You may substitute Instruction for any 1 Skill from that School's initial Skills.

Path of Entry: Any

Requirements: Social Position (Sensei), Higher Purpose (To teach)

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

Technique: The True Methods – The path of the sensei is very different from the path of a bushi. You gain 10 Station (Sensei) points and may purchase Master Sensei Advantages. A number of times per day equal to your Insight Rank, you may apply a bonus equal to your ranks in Instruction to any Skill Roll. You may choose one of your School Skills. All experience costs to improve that Skill are reduced by 1 experience point.

Nameless Ones (New Path) [Shugenja]

Technique Rank: 2+

Path of Entry: Any shugenja School at Rank 2 or higher

Requirements: Void 3, Ishiken-do Advantage, at least 4 points of Disadvantages representing physical disfigurements

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

Special: Nameless Ones are created when the Lying Darkness (or its successor, the Shadow Dragon) gains influence over an unsuspecting shugenja by aiding his struggle against the Taint. Ideally, this Path should only be taken after a shugenja has survived a dangerous encounter with the Shadowlands that has left him physically disfigured in some way.

Technique: Name the Darkness – Transformed and disfigured by the conflict of Taint and Void within them, the Nameless Ones have an understanding of and instinctive sense for the Taint that few can understand. Any spell you cast against a target possessing the Shadowlands Taint automatically receives a number of Free Raises equal to your Void Ring.

“The Shapeshifter School”

This School is updated in the upcoming sourcebook “Creatures of Rokugan 2.0” (working title).

Steal the Light (New Path) [Ninja]

Technique Rank: 4

Path of Entry: Any School at Rank 2

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

Technique: Steal the Light – You have been trained to strike precise nerve clusters that can cripple an opponent’s senses. You may take two Raises on any melee attack to roll an additional die of damage and render the target blind, deaf, or mute (your choice) for a number of rounds equal to your Water Ring. This Technique may only be used on humans.

Thunder Guard (New Path) [Bushi]

Technique Rank: 2

Path of Entry: Any Bushi School at Rank 1

Requirements: Appointment by a city official, Way of the Land (Ryoko Owari Province)

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

Technique: Thunder’s Strike – Thunder Guards are taught to protect their city at any cost, and in doing so they must fight to win with no regard for honor. Once per skirmish, you may make a Raise to double the number of dice you roll for damage. This damage is non-lethal, and is healed completely after one hour.

Tiger’s Claw (New Path) [Ninja]

Technique Rank: 3

Path of Entry: Any School at Rank 2

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

Technique: The Tiger's Claw – A Kolat assassin cannot afford to allow an opponent the chance to strike back. On the first round of any combat when you are attacking an opponent that is unaware of your presence, you may make an additional attack per round against that opponent. In addition, you always gain one Free Raise when attacking any opponent unaware of your presence.