



WAY OF THE SAMURAI™

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AEG WOULD LIKE TO THANK JAMES WYATT FOR HIS
WONDERFUL WORK ON ORIENTAL ADVENTURES.

SHAWN: "TO TAMARA AND ALL MY FRIENDS IN LIVINGSTON,
WHO ALWAYS WELCOME ME HOME WITH OPEN ARMS."

RICH: "RICH WOULD LIKE TO THANK HIS FRIENDS AND
FAMILY, AS ALWAYS, AND THE FANS FOR ALWAYS BEING
THERE."

AARON: "AARON WOULD LIKE TO THANK RICH, SHAWN,
AND SETH, WHO ARE THREE OF THE FINEST GENTLEMEN
HE'S EVER HAD THE PLEASURE TO WORK WITH, AND HIS
PARENTS, WHO DON'T UNDERSTAND WHAT AN RPG IS
BUT ARE USUALLY ENCOURAGING ANYWAY."

To use the d20 System™ portions of this book, a Dungeon Master also needs the *Player's Handbook*™, the *Dungeon Master's Guide*™, and *Oriental Adventures*. A player needs only the *Player's Handbook*™ and *Oriental Adventures*™.

To use the L5R RPG 2nd Edition portions of this book, a GM needs the *Game Master's Guide* and the *Player's Guide*.

A player needs only the *Player's Guide*.

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FROM THE INTRODUCTION:

NEW MECHANICS

The Legend of the Five Rings game setting has been officially presented in two separate game systems, the *Legend of the Five Rings RPG 2nd Edition System* (presented in the *Player's Guide* and *Game Master's Guide*) and Wizards of the Coast's d20 System™ (presented in *Rokugan*,™ the official supplement to *Oriental Adventures*™). While these two systems are somewhat dissimilar, the setting presented in both versions of the game is the same, and thus it is our intent to present a sourcebook that is useful no matter which of these systems you choose to use when running your game.

Generally, when a new rule or mechanic is presented, whenever applicable we will present equivalent d20 System™ and L5R RPG 2E System versions in close proximity.

Rules and options for the d20 System™ will look like this.

Rules and options for the L5R RPG 2E System will look like this.

Occasionally, extensive new information may be exclusive to a specific system (such as New Paths for the L5R RPG 2E System or new feats for the d20 System™). In such a case, the information will follow the same convention as above. The d20 System™ material will appear in black and the L5R RPG 2E System material in blue.

In the case of characters, occasionally, a character's name will be followed by a short explanation of his character class in lieu of full statistical information. Such an example might look like this:

TORITAKA TATSUNE

[Samurai 6/Berserker 4/Shadowlands Veteran 10; Hida Bushi 5/Hida Avenger 3]

The information presented before the semicolon is the character's class and level in the d20 System™. The information presented after the semicolon is the character's rank and school in the L5R RPG 2E System.

KATA

Kata are special practice maneuvers learned by all bushi. They are typically used as training exercises or a focus for meditation, though some have practical applications in combat as well. Though many of these kata limit one's ability to react spontaneously, they can be very useful in the proper situation.

Like Techniques, major bushi schools all claim their own unique kata. Many contests of a samurai's skill involve performing one or more kata for show.

Learning a new kata requires as much time and energy as learning a new Technique or feat; the GM is encouraged to use his own judgment in determining how long it will take a char-

acter to master a new kata.

All kata have a preparation time. If this preparation time is interrupted for longer than a minute, the preparation is ruined and must begin again. Kata have a limited duration, but a kata can be extended for another full duration by spending three Void Points. Kata that end instantly after an attack roll or other stimulus may not be extended this way. A kata's preparation time and duration are the same in both systems.

As kata require very precise, choreographed movements, a character may only be affected by one kata at any given time, unless noted otherwise in the description of a particular kata. There is no limit to the number of kata a character may know.

If a character wishes to cancel a kata currently affecting him, he may do so with a moment's thought, but cannot regain the kata's benefits without undergoing the preparation ritual once more. A character who is rendered unconscious loses all effects of any kata he was using at the time.

In the d20 System™ kata are a unique new ability exclusive to Rokugan. Though they may require certain feats or class abilities before they can be learned, they are not feats nor class abilities, and can be learned by any character who meets the requirements. Learning a new kata requires a significant expenditure of spiritual energy; all kata have a cost (in experience) that must be paid when the kata is learned.

In the L5R RPG 2E System all kata have a Rank requirement. Kata with a School Rank requirement require a level of familiarity with a particular fighting style before they can be learned. Kata with an Insight Rank requirement require no particular fighting discipline, only a certain level of competence to learn the maneuver. These kata can be learned by any character.

Kata also have a cost (in Experience or Character Points) to learn the kata.

(The rules for kata in this book supersede those presented in *Time of the Void*.)

THE THOUSAND YEARS OF STEEL

(ABRIDGED FOR THE WEB)

Decades ago, the samurai Kakita Kaiten and Mirumoto Uso met for a duel of respect — the bloodless challenge between masters of the Mirumoto and Kakita schools that occurs almost every generation. Having seen two major wars during their lifetimes, Uso and Kaiten understood the value of peace between the Clans. The two swordsmen conspired to settle the differences between their families, designing kata that united the two traditions instead of setting one against the other. Through intense practice, innovation, and patience, these masters of the blade devised five kata that share the vision of both Mirumoto Hojatsen and Kakita.

Kaiten and Uso encouraged the spread of these kata throughout the Empire, especially in the lands of their own clans. Following their example, the Kakita and the Mirumoto have come to a new appreciation of each others' styles, and come a step closer to uniting the genius of the two greatest swordsmen to ever live.

These kata are collectively known as the Thousand Years of Steel, and are practiced by all the major bushi dojo of the Great Clans.

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THE EMPIRE RESTS ON ITS EDGE

Preparation Time: 15 minutes

Duration: 120 minutes

Special: Must be used with a katana or daisho.

The first common truth that Uso and Kaiten discovered about their ancestors' styles is that both men applied the art of the sword to every aspect of life. Each endeavor requires devotion, training, purpose, and a goal. Those who learn this kata realize that everything must be treated as if it rests upon the edge of a sword.

Requirements: Void Use

XP Cost: 450

Effect: When you learn this kata, choose a single Charisma, Intelligence, or Wisdom-based skill you know. While using this kata and rolling to attack, you gain a circumstance bonus equal to one-fourth of that skill's modifier. For the duration of this kata when the chosen skill is used, its modifier is halved (round up).

Rank: Insight Rank 1

Cost: 2

Effect: When you learn this kata, choose a single High Skill. While the kata is active, you keep a number of dice equal to half of that High Skill (rounded down) when making Kenjutsu rolls. The character's rank in that High Skill is considered to be half (rounded up) of its normal value if he uses it while this kata is active.

STANDING ON THE HEAVENS

Preparation Time: 35 minutes

Duration: 180 minutes

Special: Must be used with a katana or daisho.

The ultimate lessons of Kakita and Mirumoto teach that the blade is a living thing, guided by the soul of a samurai. Like anything that is alive, it is bound by the will of the Heavens in action — though a truly skilled samurai can stand above the Celestial Pattern to get a better understanding of destiny. It is this view of the world and its patterns as a whole that leads to ultimate mastery not only of the sword, but of one's own destiny. This kata primes the samurai's soul to be an indomitable force that is assured of the outcome of a fight — his victory.

Requirements: Depths of the Void, Knowledge (Shintao): 10 Ranks, Void Use

XP Cost: 3,000

Effect: Whenever you would be struck in combat, you may spend a Void Point to force the attack roll to be re-rolled. If you ever have zero Void Points while this kata is active, you suffer a -4 circumstance penalty to AC for the rest of the day, and cannot inflict critical hits.

Rank: Insight Rank 5

Cost: 7

Effect: Whenever you would be struck in combat, you may spend a Void Point to force the attack roll to be re-rolled. If you ever have zero Void Points while this kata is active, your TN to Be Hit is reduced by 10, and you may not reroll dice that roll a 10 for the rest of the day.

FROM CHAPTER TWO:

KYUDEN DOJI

Classes: Artisan (Prestige), Courtier, Doji Elite Guard (Prestige), Samurai

Schools: Doji Courtier, Doji Elite Guard (Advanced), Doji Magistrate

HISTORY

Although Kyuden Doji itself has stood since the time of Lady Doji and Lord Kakita, it has only housed the primary dojo of the Doji family for the past few decades. The devastation of the Clan War, which followed years of war with the Lion, left many Crane dojo poorly defended or in ruins. The Crane Champion of the time, Doji Kuwanan, relocated all Crane schools to one of the clan's most defensible locations. For those schools operated by the Doji family, that location was Kyuden Doji.

Kuwanan's plan was a success. During the tumultuous period following the Clan War, the brief civil war between the Doji and Daidoji families saw Kyuden Doji transformed into the center of Kuwanan's military operations. With the family's resources centered there, he had considerable resources at his disposal and could continue to supervise the Doji's affairs while away from the front lines. Likewise, the Crane used Kyuden Doji as one of their primary centers of operations during the War of Spirits.

In recent years, Kyuden Doji has avoided the unpleasantness of war. The current war between the Crane and Crab is taking place in the southernmost Daidoji regions and the adjoining Yasuki provinces of the Crab. While Crane Champion Doji Kurohito oversees the war effort personally, his wife and advisors manage the affairs of the Crane from the relative safety of Kyuden Doji.

TRADITION

Since the schools were combined at Kyuden Doji only recently, there are few long-standing traditions. One of the most interesting involves a competition between the Doji courtiers, the family's oldest and most prestigious school, and the Doji magistrates, an institution no more than a few hundred years old.

The eldest students of the courtier school put into motion some elaborate plan that will result in some small and relatively unimportant loss of face to the students of the magistrate dojo. The prospective magistrates, however, are aware that some such plot is afoot and attempt to discover the nature of the scheme. Historically, the courtiers have dominated the contest, which might have played a role in the subdued profile of the magistrates in the empire at large. In the last few years, however, the magistrates have outsmarted the courtiers more and more often, giving them a reputation as cunning adversaries.

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TRAINING

Much of the training at Kyuden Doji does not involve combat. Both the magistrates and the courtiers focus primarily on observing others and interpreting their actions. They are trained in the nuances of inflection, body language, and subtle shifts of facial expression. Young courtiers relive the great historical debates of the Imperial Court while aspiring magistrates examine the most heinous crimes in the Empire's history to see how they were solved.

One of the least conventional training methods the Doji employ is to have their students impersonate servants during unimportant diplomatic sessions. This allows them to see and hear what is going on, but prevents them from embarrassing the family with their inexperience; after all, no one pays attention to the servants.

Martial training does go on at Kyuden Doji, as the Doji Elite Guard maintains a large training area for their rigorous practice sessions. The magistrates maintain a much smaller space for the martial component of their training. For the most part, however, these activities are secluded from the majority of the palace's occupants. The Doji consider it poor form to conduct their military activities in full sight of guests.

SENSEI

Obviously, the three very different dojo based in Kyuden Doji have separate sensei. The sensei of the courtiers and magistrates are very influential in the Crane Clan. Within the palace itself, however, the sensei of the Doji Elite Guard is considered to have seniority. As both the sensei and the captain of the guard, the responsibility for the safety and security of every individual within the palace falls upon his shoulders. It is considered a sacred duty, and the Crane Champion selects each new sensei personally.

DOJI NAKANU

Master of the Watch, Doji Elite Guard

[Samurai 14/Doji Elite Guard 5; Kakita Bushi 5/Doji Elite Guard 1/Doji Magistrate 1]

Most of Doji Nakanu's life has been spent in quiet contemplation of the secrets of the Kakita style. As a young man he gained a reputation as an enthusiastic student, often practicing for long hours in the forests beyond his home. Striking at leaves falling from the trees, practicing his strikes while standing in a waterfall, and balancing stones upon the end of his blade as he practiced his long, delicate blade strokes, he mastered many secrets of the style long before a bushi of his age would normally do so.

Only weeks after his gempukku, Doji Nakanu found himself among the few defending soldiers when Kyuden Doji was assaulted during the Clan War. His flawless style caught the eye of Doji Kuwanan and Daidoji Uji, and when those two heroes escaped the final onslaught of the False Hoturi and his hordes, Doji Nakanu was one of a handful of guards who survived to flee alongside them. Nakanu's valor earned him a position in Kuwanan's elite guard, where he served with distinction for the duration of the Clan War. Following that conflict and the consolidation of the Doji schools at Kyuden Doji, Kuwanan charged Nakanu with the formation of an elite cadre of defenders to ensure the palace would never fall again.

Mechanical Notes: Nakanu has skills and feats that emphasize his vigilance and devotion to his duty. Any abilities that reflect an increase in perception or willpower would be appropriate.

KYUDEN DOJI BENEFITS

Kyuden Doji is one of the most prominent and renowned centers of learning and diplomacy in the Empire. It is the sort of place that poor peasant children dream of visiting to catch the eye of a great warrior or courtier. Samurai trained here carry that prestige with them wherever they go. Students at Kyuden Doji can be recognized by the symbol of the court fan spread beneath the family mon on their kimono.

SOCIAL BENEFIT

Having trained at Kyuden Doji demands respect from others, who will be more receptive to such an individual in social settings.

Benefit: Once per day, the character may add a +4 competence bonus to any Diplomacy or Charisma check.

Benefit: The samurai gains a Free Raise per day to be used in any social interaction.

TRAINING BENEFIT

All dojo at Kyuden Doji emphasize perception, granting their students an edge over their opponents in many situations.

Benefit: Once per day, the character may add a +4 competence bonus to any Search or Spot check.

Benefit: Students of Kyuden Doji roll one extra die on any Perception roll.

NOTABLE STUDENTS

DOJI TANITSU

[Courtier 16; Doji Courtier 4]

Despite his relative youth, Doji Tanitsu is one of the most prominent courtiers in the Crane Clan. He was a childhood friend of all three of Toturi's children who were raised in court, and is at present one of the few people in the Empire on friendly terms with all four of the Winds. He is particularly close to Toturi Tsudao, although he has gained the trust of her siblings as well. Tanitsu is open and honest, with an infectious cheerful demeanor. His good nature and forthrightness blind those who do not know him to his unprecedented skills at manipulation, although he rarely uses them unless it directly benefits the clan.

DOJI YASUYO

[Samurai 15; Kakita Bushi 2/Doji Magistrate 2]

Several Crane historians have declared Doji Yasuyo to be the very image of Lady Doji herself, and in truth she does seem to possess an otherworldly poise and grace. An extremely gifted duelist, Yasuyo was a well-known student of the Kakita dueling academy, but requested permission to study with the Doji magistrates in order to better serve her clan. Few among the Crane can refuse the beautiful samurai-ko, and she was granted permission.

Recently, Yasuyo requested leave to pursue a personal quest. The exact nature of her search is unknown, but her distant cousin Doji Kurohito personally gave her his blessing. Some rumors claim that Yasuyo was set upon her quest by a vision of the Lady Doji. All that is known for certain is that she carries with her the mysterious blade carried by her grandfather. It is called Naishi, the Raven Sword, and not even Yasuyo herself knows its secrets.

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ADVANCED TRAINING

DOJI ELITE GUARD (PRESTIGE CLASS)

Although the family hosts no bushi school itself, over the centuries the Doji family has produced some of the finest students the Kakita Duelist Academy has ever seen. The leaders of the Crane keep close track of those Doji who enter the clan's bushi schools, looking for suitable candidates to serve in the Doji Elite Guard. This elite cadre of bushi is entrusted with the safety and security of the holdings of the Doji family and the other families of the Crane. It is said that, if the Crane lands were ever to be sacked again as they were during the Clan War, the Crane's enemies would first have to slay every Doji Elite Guard.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Doji Elite Guard, a character must fulfill the following criteria.

Clan: Crane.

Base Attack Bonus: +10

Feats: Indefatigable Hero, Kakita Technique, Void Use, Way of the Crane, Weapon Focus (katana).

Special: Must be invited to join the Elite Guard by the Crane Champion. Must have the ancestral daisho class ability.

CLASS SKILLS

The Doji Elite Guard's class skills (and key ability for each skill) are Climb (Str), Diplomacy (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Jump (Str), Knowledge (politics) (Int), Sense Motive (Wis), and Spot (Wis). (See the *Player's Handbook*™ for skill descriptions. The *Battle and Tea Ceremony* skills are described in *Rokugan*™.)

Skill Points at Each Level: 2 + Int modifier.

TABLE 2-1: THE DOJI ELITE GUARD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Doji's Scrutiny 1/day
2nd	+2	+0	+3	+0	One with the Blade
3rd	+3	+1	+3	+1	Doji's Scrutiny 2/day
4th	+4	+1	+4	+1	Stroke of Wind
5th	+5	+1	+4	+1	Doji's Scrutiny 3/day

CLASS FEATURES

All of the following are class features of the Doji Elite Guard prestige class.

Doji's Scrutiny: None of the Kami were as perceptive and insightful as the Lady Doji. Those who guard her legacy learn the techniques she once used. Once per day as a free action, the Guard may make a Spot check (DC 20) when facing an opponent. If successful, the Guard may add an additional +10 to his highest attack roll. The frequency of use of this ability increases to twice per day at 3rd level and three times per day at 5th level.

One with the Blade: A lifetime of training grants the Guard a deft ability with the blade that none can match. The Guard may now apply the Weapon Finesse feat to the katana even though the feat does not normally apply to a weapon of its size.

Stroke of Wind: Nothing is faster than the blade of the Doji Elite Guard in combat. When attacking with a katana or wakizashi, the Guard may add his Dexterity modifier to both his attack and damage rolls.

THE DOJI ELITE GUARD (NEW PATH)

Technique Rank: 4

Path of Entry: Kakita Bushi 3 or Daidoji Yojimbo 3

Path of Egress: Kakita Bushi 4 or Daidoji Yojimbo 4 (reenter the same school)

Technique: Doji's Scrutiny

With careful analysis of an opponent, the samurai can find and exploit weaknesses in his style and armor. Once per day per Insight Rank, the samurai may make a Perception roll versus a TN equal to the target's School Rank x 5. If successful, the samurai gains a number of Free Raises on his next strike equal to his School Rank (maximum of five per strike).

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