



Legend of the Five Ranges



SAVAGED!





LEGEND OF THE FIVE RINGS (C) ALDERAC ENTERTAINMENT GROUP
CONVERSION BY MARCO VIGGI

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CHARACTER CREATION

1) RACE

All PC's are humans, but have to choose a Caste from the next chapter.

2) TRAITS

Attributes: attributes are acquired as usual.

Skills: skills are acquired as usual.

Derived Statistics: Pace, Parry, Charisma and Toughness are as usual. Load Limit is 5 times Str in lbs (or 2,5 times Str in Kg). Honor is a new stat that goes from 1 to 5. Choose your starting value. Glory starts at 1. Taint starts at 0.

3) EDGES AND HINDRANCES

Edges and Hindrances are acquired as usual.

4) GEAR

Gear is acquired as usual, buy every caste and family and school gives standard equipment to most samurai and so many does not need other gear.

5) BACKGROUND DETAILS

Fill in all the background details as usual.

CASTES

BUSHI

You are a Samurai.

Noble upbringing: You must choose a starting clan and a family, probably your native family and clan. Clan and family generally remain the same through character life, unless something particular happens. However, if a character change clan and family, it will very likely lose his precedent affiliation. You have also to choose a School you attained before your adulthood from that of your clan.

Follower of bushido: You have to follow the code of bushido, and be true to your honor.

Unfamiliar with peasants: You are also unfamiliar to many aspects of the commoner's life, as to not use some abilities and not be able to wield peasant weapons. You have -2 to all skill rolls involving peasant weapons, and -2 to skill rolls and common knowledge when in a 'peasant' situation. This has to be determined by the GM, for example using Streetwise to know something about a corrupt peasant merchant would be at -2, but using Streetwise to know the identity of a corrupt court member would not.

Samurai caste: As a samurai you are a member of the noble caste, you will be treated with most respect by peasants, which will be expected to provide to your sustenance. In return you are required to defend the empire and his people. You are given a daisho and the right to use it, plus a bow with 20 arrows of any type, light armor, traveling pack, kimono, any 1 weapon and 5 koku. You are also given a pay, but have to obey your daimyo and those more noble than you. Each year, at the end of winter, you get d10 Koku plus your Glory and the modifier for your Clan wealth (+3 for Imperials, +2 for Crane or Unicorn, +1 for Lion, +0 for Crab, -1 for Dragon, Phoenix, Scorpion or Minor Clans). You will be sent to missions or assigned to duties, and you have the opportunity to climb the social ladder and have more power. At the end of every mission your daimyo or another authority can (if they have more Glory than you) choose to give you Glory: roll a d20 plus or minus every applicable modifier in the promotion table, if the result is 20 or more, you gain a point of Glory.

Promotion table:

+1	participated in a battle
+2	participated in a won a battle
+2	defended your honor or honor of your superior
+4	risked life to defend honor of you or a superior
+2	won a duel
-	routine mission
+2	difficult mission
+4	very difficult mission

+6	life threatening mission
+2	wounded on duty
+2	act of valor or courage

SHUGENJA

A shugenja is a Samurai exactly as a Bushi, the only difference is that Shugenja have to choose the Arcane Background edge. Shugenja are part of the religious caste, and are required to assist all the people in religious matter. Shugenja are given a wakizashi as a symbol of his caste, a traveling pack, a kimono, a scroll satchel, a tanto and 5 koku as starting equipment.

HOHEI

If you don't want to choose a School you can be a Hohei, a young samurai sent on the field (normally the battlefield) before his gempukku (otherwise you would be effectively a child, without much rights, least the possibility to exit your dojo and go around). Doing this has no particular game effect, but you can later choose to enter a School more freely than other character.

TRUE RONIN

You are a Samurai without a lord (Bushi or Shugenja). You does not have Samurai caste, Noble upbringing and Unfamiliar with peasants. You also start the game with Samurai or Shugenja outfit but without money. You have to follow honor, but only for your personal sake because you does not have a lord. You have however to choose a bonus starting edge.

CLAN RONIN

You are a Samurai who has lost his lord (Bushi or Shugenja). You does not have Samurai caste. You also start the game with Samurai or Shugenja outfit but without money, and consider that you does not are part of your former clan and family anymore, but left them on your character sheet to remember your old affiliation. You have to follow honor, but only for your personal sake because you does not have a lord. You have however to choose a bonus starting edge.

MONK

You are not a samurai, but neither a peasant (you are just between). You have not Noble upbringing, Samurai caste and Unfamiliar with peasants, but you can choose a Temple School from the proper chapter. You are treated with respect from both samurai and peasants, not for your status but for the respect of your way of life and consequent inherited wisdom this brings to you. You have the Ascetic Major hindrance and the Arcane Background (Kiho) background edge. You have to choose a bonus starting edge.

Harmonic Alignment: All Monks have +1 on all Notice rolls involving Shadowlands and tainted beings.

HEIMIN

Heimin are the normal people of Rokugan. They live the lives of farmers, subjugated to the wills and desires of their protectors, the samurai caste. They start the game with only 1 koku and does not have any of the peculiarities of a Samurai. Your Glory is 0. You have however to choose a bonus starting edge.

CLANS, FAMILIES AND SCHOOLS

CLANS AND FAMILIES

Possible clans and families affiliation follows. Some will force the player to acquire some specific edge or hindrance. Most other do not, but some edge or hindrances have different effects for members of a specific family.

Schools can be normally chosen only by a character of the proper Clan. Shugenja schools can only be chosen by a Shugenja, Temple only by a Monk and the others only by a Bushi.

CRAB

Hida, Kuni, Yasuki, Hiruma, Kaiu.

All Crab characters that starts the game with d10 in Fighting are considered to have the famous Crab Hands, so they can use all weapons without malus (even peasants), and can also use other things as weapons (at the GM discretion).

All Crab characters that starts the game with d8 in Vigor have a portion of the blood of Osano-Wo, so (apart from probably being rough and bully) they have a +2 on Vigor rolls to resist weather conditions.

Walled Etiquette: If a Crab character choose the Brash hindrance, consider that most of the Rokugani will expect the character to behave in such a manner, because of their duty to protect all the empire from the shadowlands menace, so the Charisma malus remains but most people will not be too offended by this, at least not to the extent to take real measures to punish your character, unless he utterly exaggerates.

Hida Bushi:

You are always on duty to protect the Kaiu wall, so many Rokugani will be less surprised to see you in a battle outfit (particularly fighting with heavy armor and tetsubo) than with other bushi. Many Hida Bushi have the Brawny edge. Those that fight on the wall often has the Slayer edge on a shadowland creature.

Shell and Pinchers: Replace your light armor with a heavy armor and an helm, and get a tetsubo. Consider the weight of your armor to be half when worn.

Kuni Shugenja:

You are specialized in spells to manipulate and create biology and life forms, to protect from taint and from the shadowlands. You are given a katana because all Crabs has to be able to defend himself.

Grave the Shadowlands: You can use the Healing power to remove Taint as if it is a disease. A successful use grants the target another test to resist Taint. In addition you get +1 on all Faith rolls on powers you use against the Shadowlands with an earth trappings.

Yasuki Taskmaster:

Many Taskmaster choose the Command edge.

Whipped Order: You start the game with a whip and you can use it as a familiar weapon (even if normally a peasant weapon). When you are sent to missions you will be typically given two or three ashigaru to command, or a little pack of animals (like two hunting dogs to follow trails).

Hiruma scout:

You have to buy the Woodsman edge.

Move in the Shadows: If you get the Woodsman edge it will function in the shadowlands in addition than in the wild, and it will also give you +2 to Notice rolls when shadowlands creatures are involved. Add to your starting equipment a carved piece of jade and black body paint.

Kaiu Engineer:

Kaiu engineer starts with a heavy armor instead of a light one, but have to choose the Scholar edge in relevant scientific ability, battle, or can choose it even on Repair.

Siege Master: If you participate as a commander in a battle where there are many war machines or that involves a siege your side get +1 on Battle rolls.

Kuni Witch Hunter:

Kuni Witch Hunters do not join a school per se, but are trained on the road with a witch hunter sensei. If a Kuni Witch Hunter gets the Arcane Background (Miracles) edge, he would not be considered a shugenja but he still is a samurai. A Kuni Witch Hunter which is also a magic practitioner is very appreciated. You have to choose the Champion edge. A Kuni Witch Hunter bears a jade pendant symbolizing his status as a hunter.

Witch Hunter: If you get the Champion edge it will functions on shadowlands and maho. You get +2 to all Notice rolls involving shadowlands and maho practitioner, and +1 to resist Taint.

Yasuki Merchant:

You have to choose the Merchant or Rich edge. Between Crabs, but in general in all Rokugan, the role of the Yasuki is that of merchant, so if properly done that role will not be seen with too much strangeness.

The Honorable Koku: They gets a +2 bonus to their Streetwise and Persuasion rolls involving getting their goods past guards, check points and in general involving moving and locating their goods wherever they wants.

The Berserker:

Death Trace: Upon becoming a Berserker, the PC has to buy the Berserker background edge, and the Berserker can enter rage with a simple Spirit roll and not upon being wounded. When in rage he gets the equivalent of the Brave edge, but being in rage he will

not flee combat and will fight until death (consider he to have the Death Wish hindrance 'die in battle').

Damned Berserker:

A PC has to have at least a point of taint to enter this school.

Redeem the Taint: You get the Taint Resistance edge and the Death Wish hindrance 'die fighting the Shadowlands' for free.

Damned Rage: When you spend a tainted benny fighting the Shadowlands you get immediately a standard benny.

CRANE

Kakita, Asahina, Doji, Daidoji.

The Cadence is the secret language of the Crane artisans, capable of encoding detailed information into song, speech or painting. It is never taught to a non-Crane. For a Crane it counts as an additional language.

Stork is a Crane: Due to the fact that many families and clans of Rokugan has a Crane mother, if a Crane buys the Connections edge he can consider any raise in the Streetwise roll as a raise in the following Persuasion roll.

Royal Hump: Also if a Crane buys a physical hindrance due to the strict interbreeding of his family to the imperial family, like Albinism or Anemic or similar, the fact would be a prove of that strict rapport so the Crane would be treated as a more important person. In some occasion, mainly inside his clan or when dealing with imperials, he can have little advantages like +1 to Charisma or other similar things, at the discretion of the GM.

Kakita Bushi:

You have to choose the Duelist edge, and many Kakita Bushi choose the Quick Draw edge.

The Beak Under the Wing: You get +1 to hit when attacking the turn in which you extract your weapon.

Strike the Rush: You get +2 to hit and damage when counterattacking in a duel.

Asahina Shugenja:

Creating the Beauty: You get +1 on Faith rolls in spells that create things or enhances beauty. You can cast minor tricks spells imbuing them in minor 'Tsangusuri' magical items, it requires an hour and the expenditure of a Power Point, providing you have the appropriate components.

Doji Magistrate:

They start the game with a Jitte as a symbol of their status, and they have to choose the Investigator edge.

Crane Authority: You have the equivalent of the Authority edge in Crane lands.

Doji Courtier:

You have to buy the Connections edge.

Fly Back and Forth: If you get the Connections edge you can use it without needing to roll Streetwise, taking advantage of the many favors they can count upon, to obtain various common benefit from travel papers to access to exclusive location and so.

Daidoji Bodyguard:

Many Daidoji Bodyguard buys the Close Fighting edge.

Beak of the Crane: If you get the Close Fighting edge you can use it also with a Yari.

Kakita Artisan:

All Artisans have a Patron who has instructed him and who can give him advices or call him for help from time to time. The Patron will teach him the Cadence, so he will count it as a native language.

The Perfection of the Flight: Every Artisan must choose the New Power edge. He can choose the New Power edge even if he doesn't have any Arcane Background, but only once each Rank. He can 'cast' the power spending some time executing his art, gaining one PP every 10 minutes (but the time can vary from one art to another). Depending on the specific art, the duration an effect of the power can start with the start of the performance and end at the end, or start after the performance have been made.

DRAGON

Mirumoto, Agasha, Kitsuki, Togashi.

The Tongue of the Dragon: Dragons are famous for being always cryptic and mysterious in their matters. If a Dragon character takes the Quirk (cryptic) minor hindrance, many peoples in Rokugan would think that they are saying something very sage and wise instead of thinking that they would be a little mad.

Double Dragons: The Dragon clan is the most unusual of the clans, so it is quite common to see shugenja attain the bushi school. Also, many bushi finds to have some magical abilities latter in their lives, so all the Dragon clan members can get the Magical Sense ignoring requisites. When fighting, most samurai will be not too surprised seeing a Dragon wielding two weapons, exactly as earing their cryptic words, at least not to the point of being offended.

Agasha and Kitsuki family: You can use the Knowledge (Kagaku) ability to create minor 'Kagaku' magical items.

Togashi family: All Togashi must choose the Monk minor hindrance, but can choose not to count it as an hindrance if they decide to be a Monk of Noble Birth instead of a standard monk. In this case they retain their daisho and are considered a samurai, even if an ascetic one.

Mirumoto Bushi:

Many Mirumoto Bushi choose the Florentine edge.

Daisho Technique: Consider to have the Ambidextrous edge when fighting with your daisho.

Agasha Shugenja:

Fire and Light: You get +1 on all Faith rolls on spells that create effects that involves smoke, explosion and colors.

Mirumoto Swordmaster:

You have to choose the Duelist edge.

Block the Beak: You have +1 Parry if attacked the turn in which your adversary extract his weapon.

Strike the Strike: You get to parry your opponent after you miss him in a duel. If he misses you, you can immediately counter-counterattack.

Kitsuki Magistrate:

You have to choose the Investigator edge.

The Eye of the Dragon: You have the equivalent of the Authority edge in Dragon lands.

Tattooed Men:

You have to choose the Arcane Background (Tattoo) edge.

Lion

Akodo, Matsu, Ikoma, Kitsu.

Lions are the most traditional, devout and susceptible of the clans, to the point that all other clans find difficult dealing with such an inflexible and idealist clan.

Inflexible Fang: Among Lions, Idealistic characters (those that have the Idealistic minor hindrance) are viewed as examples to follow. Every Idealistic character in a Lion environment will benefit +1 charisma. In addition, Idealistic Lions can benefit a similar bonus even in non Lion environment where their peculiar views can be appreciated (like a court where the daimyo is Idealistic, or when dealing with another Idealistic character), as they imbues the Idealistic aspects of bushido more than any other. Finally, when in battle and commanding at the head of a Lion or otherwise incline army he can have a +1 bonus to the force of his troop.

Akodo Bushi:

Most Akodo Bushi choose the Trademark Weapon with their family katana.

Ancestor's claw: If you get the Trademark Weapon with the katana of your family you get also a +1 on damage rolls you made against those with less Honor than you.

Kitsu Shugenja:

Spirit talks: You get +1 on Faith rolls made when casting spells that involves traveling through and in other realms and communicating with spirits or entities of other realms.

Sodan-senzo: You can choose the Sodan-senzo weird edge. With it you can spend a benny to temporary gain

any edge (but you must have the requisites). The edge lasts for Spirit die type turns in combat or other stressful situations, and Spirit minutes or hours (or even days or months) in less stressful situations, as decided by the GM.

Ikoma Tactician:

All Ikoma Tactician has to choose the Scholar edge on battle.

Guide the Pack: You get +1 on Morale check in battles.

Ikoma Omoidasu:

Many Omoidasu gets the Strong Willed edge.

Be the Roar of the Lion: If you has the Strong Willed edge and you talk in the place of another one, you can have he get the benefit of the Strong Willed edge.

Be the Memory of the Lion: Additionally, if you make a good poem or song or in another manner facilitates the gaining of Glory of another character (providing him a bonus on the promotion table), you get the same bonus for yourself.

Matsu Bushi:

Many Matsu Bushi gets the Frenzy edge.

Lion has two Paws: You can get the Frenzy edge ignoring requisites, but it will function only if your adversary has less Honor than you. In addition when using the Frenzy edge you can ignore a point of wound penalty.

PHOENIX

Shiba, Isawa, Asako.

Quiet Fire: The Phoenix clan is a pacifist one, and so everyone expects a Phoenix to be pacifist. In addition, the religious and traditional nature of the clan implies that their shugenja are seen like a religious leader of all Rokugan and not only of their clan. So many bushi, particularly the more religious, traditional or bold ones, will think that is their duty to protect a Pacifist Phoenix shugenja, the more Pacifist, the more protection he deserves.

Restrained Fire: Pacifist Phoenix bushi are another issue. If the Pacifist hindrance are chosen as a major hindrance it means that the bushi is truly pacifist. But if Pacifist is only minor, it can mean that this behavior is 'forced' by the clan direction and isn't a true conviction of the bushi. This means that the bushi can ignore the hindrance, and even fall in a destructive rage if he wishes. Obviously this will mean going against the direction of the clan, so it would be done only in cases of necessity or when there isn't the possibility that the act of violence would be reported to who will punish the bushi.

Peeping Fire: If a Phoenix, and particularly an Asako, choose the Quirk (history) minor hindrance (or the Curious major hindrance and are dealing with history

matters) he will probably find more simple for him to follow his urge, because traditionally the Phoenix are the historian of the Empire so that they have an implicit right to put their nose in history facts (to a reasonable extent, of course).

Asako family: due to the closeness of the Asako family with the Yogo family, it is possible for the Asako to choose the Yogo curse minor hindrance.

Shiba Bushi:

Rebirth of Energy: You can buy the Luck edge any time after the character creation, and you can give a benny per session to any shugenja to aid his casting of spells.

Isawa Shugenja:

Control Them All: Choose an elemental trapping. You have +1 on your Faith roll when using such a spell, and the bonus becomes +2 if you use a benny to reroll it.

Shiba Yojimbo:

Many Yojimbo choose the First Strike or Close Combat edges.

Be His Shadow: You may meditate one hour and spend a benny to choose a person to be your protected. You may use your First Strike, Improved First Strike (and other edges that can be used to protect him) and give your Parry to your protected as if he was you (you attack with First Strike, not him).

Shiba Tejina Shugenja:

Games of Illusion: You get +1 to all Faith roll involving spells that creates an illusion or alter the perception of others. You get -1 on rolls in spells that do damage.

Tejina Perception: You have +2 on rolls to discern illusions.

Isawa Tensai Shugenja:

Elemental Control: Choose an elemental trapping. You have +2 on your Faith roll when using such a spell, and in all spells that involves more than one spellcaster. You get -2 on all other spells.

Isawa Ishiken Shugenja:

Void Magic: You have +2 bonus every time you use a benny on spell rolls.

Asako Henshin:

You have to choose the Riddles and Mysteries edge, and many Henshin choose the Luck (and even Great Luck) edge.

Fushihai: If you gain the Legendary Rank you become one of the Fushihai. If a player would be revealed the mechanics of being a Fushihai he would become a Fushihai himself, so it will enter a vicious circle that is best to be avoided.

The Nameless One Shugenja:

Avenging your Taint: Nameless Ones are Henshin corrupted by the Taint to the extent of being

physically and mentally twisted. You get the Ugly (you are probably a specter hovering the ground, or does not have any facial feature, or have twisted limbs and body, or all together) and Amnesia (you does not remember anything of your precedent life) hindrances, and you have to destroy any being you see marked with Taint, you cannot resist this urge.

Void over Taint: You have +2 bonus every time you use a benny on spell rolls. When casting spells on Tainted or Shadowlands creatures, you have to add your Spirit die type to the roll, and you use a Power Point less (to a minimum of one) for every raise you made. You cannot gain Taint.

SCORPION

Bayushi, Soshi, Yogo, Shosuro.

At character creation, all Scorpions must draw a card from the deck. If they draw a Joker, the must buy the Yogo curse minor hindrance.

Masked Honor: All Scorpions wear masks. Those masks are useful to conceal the emotions of the character, but to the rest of Rokugan this means also 'you cannot thrust me'. They have chosen to do the dirty work for the wellness of the Empire, so they do all they can to obey their superiors, even if this implies to go against their honor or the bushido. Every Scorpion imbues this duplicity. Normally a Scorpion have -2 charisma, but this malus becomes a +1 bonus when they use Intimidation, Streetwise and Taunt in a social situation. They also give +1 at tests made to discover if they are sincere.

Answer the Sting: Because Scorpions are so well connected each other, if a Scorpion gets the Connection edge inside his clan he has a net +2 on the Streetwise roll (counting all malus and bonus), and a net +0 the following Persuasion roll. Scorpions have also many blackmail in all clans to base upon. If he gets Connection outside his clan he will roll at a net +1 his Streetwise roll and at a net +0 the following Persuasion roll.

Junshin: Even if rare, some Scorpions are honorable and really faithful in the bushido and in their honor, beside the willings of their superiors. Unfortunately not only their fellow Scorpions does not completely trust them, but the rest of the Empire think they're just putting on another mask, or at the very least they're some kind of freak. A Scorpion can take the Junshin minor hindrance. This characters does not have the malus and bonus of other Scorpions, but have a -2 charisma in all situations.

Yogo family: all Yogo must choose the Yogo curse minor hindrance. Because of the curse, the Yogo family has been forbidden to marry within the

Scorpion Clan. However, true love rarely listens to rules, and taboo often breeds tragedy.

Bayushi Bushi:

Many Bayushi Bushi choose the Close Fighting, Quick Draw or Quick edges.

Sting of the Tail: You can make Tricks or Test of Wills in combat using gestures, postures or subtle words in a manner that others does not see you as tricking or otherwise making an honorless maneuver.

The Unseen Stinger: If you have the Quick Draw edge, you can use it to extract your katana without any penalty even if you have it with its point turned down in the non aggressive position.

Soshi Shugenja:

Friend is the Shadow: You have +1 on Faith rolls made to cast spells that involves or with shadow trapping.

Bayushi Saboteur:

Many Saboteur choses the Thief edge.

Venom Kill from Inside: If you have the Thief edge, you get the +2 bonus to skills (like Repair) to place and use explosives.

Yogo Shugenja:

Ward the Emperor: You get +1 on spells that protect, banish or damage spirit and entities.

Shosuro Butei:

Many Butei choses the Thief edge.

Be the Mask: If you have the Thief edge, you get your +2 bonus on all rolls made to impersonate someone.

Bayushi Courtier:

Many Courtier choose the Strong Willed edge.

Sting on Open Wounds: If you beat your opponent in a Notice roll against his Smarts, you get to know his hindrances.

Shosuro Shinobi:

Many Shinobi choses the Acrobat edge.

Sting on the Back: If you have the Acrobat edge you get a +2 bonus on your Fighting rolls if the opponent is unaware of the attack.

UNICORN

Shinjo, Iuchi, Ide, Moto, Otaku.

Scattered to the Four Wind: All Unicorns must choose the Outsider minor hindrance, but most of other samurai expects a Unicorn to have a foreign and alien way of life, so at least they will not take it personally unless the character does something very offending. In many situations in which the etiquette is not too rigid (as in a court or dealing with Cranes and the like) the Charisma malus will be only -1. Outsider Unicorns can also have gaijin names.

Travelers: In addition, all Unicorns get +1 on all Knowledge (area) rolls due to their attitude to exploration.

Moto family: All Motos are plagued by the Moto Curse. All Motos have the mark of the shadowlands in their past, so most of the Rokugani will treat them with suspicion and even fear. All Motos have -2 Charisma unless treating with other Motos, and most non Unicorn daimyos will not give them glory for their duties (so they cannot roll for Promotion). However most simple people will fear the character, so the Moto can use his Charisma malus as a bonus when making Intimidation tests on peasants and other superstitious people (including a good portion of samurai, like many Lion, Phoenix or Crab), and even instructed samurai or non superstitious persons will like to have the little social interactions with the character as possible. At least, should the character become tainted, the attitude of the people will not change much. All charisma malus given by taint effect or taint edges and hindrances does not sum with the -2 malus of the Moto Curse.

Shinjo Bushi:

All Shinjo Bushi have to choose the Gaijin Equipment (gaijin war horse) edge.

Ride as One: When on horseback of a Unicorn war horse, the Bushi can add +1 to his Riding or Fighting rolls, or to his Parry (choose before acting in your turn). The horse has +1 on all physical actions.

Dancing with the Fortunes: Shinjo Bushi can buy the Luck edge after character creation.

Iuchi Shugenja:

New Ways: You get +1 every time you cast a new spell on a new target or in a new way.

Shinjo Scout:

Many Scout choose the Woodsman, Scout, Alertness or Close Combat edge.

Strike like Winds: (woodsman) You get +1 on your Fighting rolls if the opponent is unaware of the attack.

Dodge like Winds: (alertness) You get another +1 Parry when of full defense.

Move like Winds: (woodsman) You can use your Stealth skill even if on horseback.

Ide Emissary:

Many Ide Emissary get the Charismatic edge, and also the Civilized edge is common.

Composure of the Unicorn: If you have the Charismatic edge you get +1 on your rolls to maintain a peaceful situation when there is chance that it turns violent.

Moto Bushi:

Many Moto Bushi chooses the Hard to Kill or Nerves of Steel edge (or both).

Avenge: You get +1 on Notice rolls involving Shadowlands, and +1 Fighting against Tainted creatures.

Otaku Battle Maiden:

All Battle Maidens must be female Unicorns. They must choose the Gaijin Equipment (gaijin war horse) edge. All Otaku start the game with a gaijin Lance as their bonus weapon.

Otaku's Blood: Battle Maidens can talk with their horses, and they can understand them perfectly (but have usual animal intelligence). Battle Maidens can choose to buy up to one Combat edge without requisites, but it functions only on horseback until they have the proper requisites.

IMPERIAL

Seppun, Otomo, Miya.

All Imperial families must choose the Social Position background edge.

Harmonic Alignment: All Imperials have +1 on all Notice rolls involving Shadowlands and tainted beings.

Imperial Honor: All Imperials cannot have Honor less than 3. If this will occur, the scandal would spread quickly and the PC would have to provide quickly or will have to commit seppuku.

Miya family: Miya who choose the You don't know who I am! edge can use it to avoid being attacked. If they are not aggressive and are successful in their roll they cannot be harmed.

Seppun Miharū:

Many Seppun Miharū have the Common Bond and Alertness edges. Substitute your light armor with an heavy armor, get one yari and an Emerald badge of office.

In Place of the Empire: If you get the Common Bond edge you can use a benny to transfer a damage effect or a negative spell effect from your protected to you. Every dawn you have to choose your protected.

Light of the Sun and the Moon: If you have the Alertness edge you can use a benny and roll Notice. If you get a raise you can act as if not surprised (if surprised) or discern through an illusion, disguise or shape change (in this case you could have to beat the eventual roll of the disguised or power etc).

Seppun Shugenja:

All Seppun Shugenja wear an Emerald badge of office.

Aiding the Empire: You get +1 on spells that alter or disrupt other spells, or when casting multiple spells.

Otomo Seiyaku:

Many Seiyaku have the Connections, Influence or You Don't Know Who I Am! Edges.

As the Emperor: You act in charge of the Emperor. When someone tries to question your sincerity, attacks you (not for defense), challenge you in a duel, refuse you the permission of getting where you want or assist at a negotiation, question your honor, disagrees with

your orders or opinions etc. it is considered as they are doing this at the Emperor himself. If they does not have the support or permit of a Glory 7 or more personality, an Hantei family member, the Emerald Champion or the Otomo daimyo, they are in big trouble as the fact will be taken very seriously (from an honorable seppuku to a family line dishonored and exterminated). However, the act of the Seyaku are that of the Emperor. Not that anyone will likely question any act of the Emperor, but in delicate situations a poorly said word could bring to the Emperor shame instead of awards (and the Emperor would not be pleased).

Miya Shisha:

Many Shisha have the You Don't Know Who I Am! and Strong Willed edges.

Emerald Protection: If you have the You Don't Know Who I Am! edge you can spend a benny to avoid being attacked for a number of rounds equal to your Honor, if you are not threatening. If you have the Strong Willed edge you get the same for your immediate allies (they also does not have to be an immediate danger).

Traveler: Shisha gets a +1 bonus to their Knowledge (area) rolls due to their attitude to travels.

MINOR CLANS

All minor clans are not Unfamiliar with peasants, but starts at Glory 0.

Mantis

Yoritomo.

Yoritomo family: All PC that starts the game with d10 in Fighting are considered to have the famous Crab Hands, so they can use all weapons without malus (even peasants), and can also use other things as weapons (at the GM discretion). All that starts the game with d8 in Vigor have a portion of the blood of Osano-Wo, so (apart from probably being rough and bully) they have a +2 on Vigor rolls to resist weather conditions.

Storm Legion: If a Mantis gets the Authority edge he can choose to be a part of the Storm Legion. He would not betray the clan for any reason, so he would not join another school and such, but he has the loyalty of the clan, so have a +1 on Charisma and +1 on Notice lies with members of the Clan, and starts at Glory 1.

Mantis bushi:

Many Mantis bushi choose the Rope Monkey and Florentine edge. Remove from your equipment the daisho and add two Kama (or two other similar peasant weapons).

Pinchers of the Mantis: If you have the Florentine edge consider to have the Ambidextrous edge when

fighting with two equal peasant weapons, and add +1 to damage.

Fox

Kitsune.

Kitsune Family: If a Kitsune choose the Vow minor hindrance representing a Taboo, he would be treated with much respect in his clan, so he has +2 Charisma with his clan members for the burden he choose to carry.

Kitsune shugenja:

Protect the Fireplace: You get +1 on all casting roll that involves protection.

Dragonfly

Tonbo.

Tonbo Family: If a Tonbo choose the Cautious minor hindrance they are viewed as slowing pondering every situation instead of wasting time in plotting again and again, so many Rokugani will treat them with much patience than normal Cautious PC.

Tonbo shugenja:

Be the Dragon Voice: You get a +1 on spells that involves communication and protection of structures.

Sparrow

Suzume.

Wisdom over Hunger: Suzume starts the game without money, but are notoriously philosopher and talkers. Many will not be too much displeased if they get the Habit (talks about philosophy) minor hindrance.

Suzume bushi:

Know your Enemy: You get a +1 bonus on Fighting rolls made against a member of a clan, or a ronin or a beast that you know throughly (GM decision, however must be a long time knowing).

Badger

Ichiro.

A Badger shugenja can choose the Outsider hindrance with his clan. In this case the effect applies within his clan but not outside it. However, he would have to attain at a shugenja school outside of his clan.

Rudeness of the Mountain: As with Crabs, if a Badger PC choose the Brash hindrance, consider that most of the Rokugani will expect the character to behave in such a manner, because of their duty to protect all the empire, so the Charisma malus remains but most people will not be too offended by this, at least not to the extent to take real measures to punish your character, unless he utterly exaggerates.

Ichiro bushi:

Ichiro bushi starts the game with a No-dachi, an Ono or a Nage-yari as their starting extra weapon. Many Ichiro Bushi gets the Brawny edge.

The Strength of the Mountain: If you get the Brawny edge and you use a benny to reroll a test of Strength, and you get a better result, you retain your benny.

Centipede

Moshi.

The Centipede clan does not have bushi (those who wants train in another school).

Moshi shugenja:

Lady Sun Kisses: Moshi shugenja has +1 on their spells involving wind, sky, light and heat, but have a -1 on spells involving big body or quantities of water (the sea or a lake but not a sprinkle) and darkness and night.

Falcon

Toritaka.

Falcon bushi:

You start the game with a Naginata as your bonus weapon, and with diary paper and stylus.

Eyes of the Falcon: If you get the Magical Sense edge you get +1 on Notice rolls to perceive the world around you when there is something hidden or little, and when involving ghosts or spirit.

Wings Strike Fast: You can choose the Frenzy edge without having requisites, but you have to spend a benny to use it for Spirit die type rounds (until you get the requisites).

Tortoise

Kasuga.

The Dirty Work: All Tortoise have to choose the Bad Reputation minor hindrance. This is due to their particular charge in the name of the Emperor, however, so many Rokugani will not trust them but will tolerate them with patience. Also, the malus of bad Reputation does not apply when they are trading or bargaining.

Tortoise bushi:

Choose your free weapon within peasant weapons.

Connect High and Low: When dealing with peasants in duty for the Emperor, Tortoise bushi gets +1 on all rolls in social situations. When attacked by samurai or the like, attacker get -1 to Fighting rolls.

Wasp

Tsuruchi.

Wasp bushi:

Many Wasp bushi have the Authority edge. In this case you get Traveling papers for one region and the Mon of the Emerald Champion.

In the Emerald Service: If a Wasp bushi gets the Authority edge he would be in the service of the Emerald Champion itself, with its obvious advantages.

Double Stings: The bushi consider every bow they wield as a quality bow, an 'elvish' bow or a special bow for the sake of requirements of edges and such.

Boar (Lost)

Heichi.

Lost Heichi bushi:

Hare (Lost)

Usagi.

Lost Usagi bushi:

Snake (Lost)

Chuba.

Lost Chuda shugenja:

TEMPLES

The Four Temples:

Assisting the Empire: You get +1 on your Kiho rolls when using powers that helps socially or military a person you are advising or assisting, or that helps you socially assisting him.

The Temple of the Seven Fortunes:

Internal Wisdom: You can use the Boost/Lower Trait even if you does not have the power, but you can use only on yourself to boost your Smarts or Spirit.

Shrine of the Seven Thunders:

Know the Elements: You get +1 on rolls of Kiho of one elemental trapping, but you cannot gain powers that have an elemental trapping opposite of your chosen element.

Temple of Osano-Wo:

Hands of Stone: You have to get the Brawler edge, but you do not count as unarmed even when facing an unarmed opponent.

Temple of Kaimetsu-uo:

Bland: If you are not threating and non aggressive, you can spend a benny and roll your Persuasion against your foe's Smarts. If you are successful you cannot be attacked or physically harmed.

ALTERNATE CLANS, FAMILIES AND SCHOOLS

This is a modified version of the previous chapter. This version has a modifier for each clan, family and school, but tries to use as much as possible existing edges and hindrances and limit at maximum the extent of the rules. Use one or the other as you wish.

AVAILABLE CLAN AND FAMILIES

Your clan and family can grant you some bonus or malus.

Crab families: Hida, Kuni, Yasuki, Hiruma, Kaiu.

All Crabs must choose the Brash minor hindrance.

Crane families: Kakita, Asahina, Doji, Daidoji.

Dragon families: Mirumoto, Agasha, Kitsuki.

All Dragons must choose the Quirk (cryptic) minor hindrance.

Lion families: Akodo, Matsu, Ikoma, Kitsu.

All Lions must choose the Idealistic minor hindrance.

Phoenix families: Shiba, Isawa, Asako.

All Phoenix must choose the Pacifist minor or major hindrance or the Quirk (history) minor hindrance or the Curious major hindrance.

Nameless Ones: All Nameless Ones must choose the Ugly and Vow (destroy tainted being) minor hindrances, and the Amnesia major hindrance (instead of the above). You cannot gain Taint.

Scorpions families: Bayushi, Soshi, Yogo, Shosuro.

All Scorpions must choose the Masked Honor minor hindrance:

Masked Honor (minor hindrance, Scorpion only):

All Scorpions wear masks. Those masks are useful to conceal the emotions of the character, but to the rest of Rokugan this means also 'you cannot thrust me'. They have chosen to do the dirty work for the wellness of the Empire, so they do all they can to obey their superiors, even if this implies to go against their honor or the bushido. Every Scorpion imbues this duplicity. In addition to be viewed by other Rokugani with a mix of fear and disrespect, a Scorpion have -2 charisma, but this malus is negated when they use Intimidation, Streetwise and Taunt in a social situation, or when they are telling lies.

Yogo: All Yogo must choose the Yogo Curse minor hindrance.

Unicorn families: Shinjo, Iuchi, Ide, Moto, Otaku.

All Unicorn must choose the Outsider minor hindrance.

Moto: All Motos have the Moto Curse minor hindrance:

Moto curse (minor hindrance, Moto only): All Motos have the mark of the shadowlands in their past, so most of the Rokugani will treat them with

suspicion and even fear. All Motos have -2 Charisma unless treating with other Motos, and most non Unicorn daimyos will not give them glory for their duties (so they cannot roll for Promotion). However most simple people will fear the character, so the Moto can use his Charisma malus as a bonus when making Intimidation tests.

Imperial families: Seppun, Otomo, Miya.

All Imperials must choose the Social Position background edge.

Mantis families: Yoritomo.

Fox families: Kitsune.

All Fox must choose the Vow (a Kitsune Taboo) minor hindrance.

Dragonfly families: Tonbo.

All Dragonfly must choose the Cautious minor hindrance.

Sparrow families: Suzume.

All Sparrow must choose the Habit (talks about philosophy) minor hindrance.

Badger families: Ichiro.

All Badger must choose the Brash minor hindrance.

Centipede families: Moshi.

Falcon families: Toritaka.

Tortoise families: Kasuga.

All Tortoise have to choose the Bad Reputation minor hindrance.

Wasp families: Tsuruchi.

Boar (Lost) families: Heichi.

Hare (Lost) families: Usagi.

Snake (Lost) families: Chuda.

AVAILABLE BUSHI SCHOOLS

Depending on your school, you can choose two edges at the cost of only one.

Hida bushi: Brawny, Slayer (choose a shadowland creature).

Yasuki Taskmaster: Command, Natural leader.

Hiruma Scout: Woodsman, Alertness.

Kaiu Engineer: Scholar (in relevant scientific ability or battle), Siege Master:

Siege Master (combat edge): Requirements: Novice, Knowledge (battle) d6.

If participating in a battle as a general or as a general's adviser and in the battle there are many siege equipment the battle roll will be at +1, and also if the battle involves a siege the battle roll will have another +1.

Kuni Witch Hunters: Arcane background (Miracles) (but you are not considered a Shugenja), Arcane resistance.

Yasuki Merchant: Rich, Merchant.

The Berserker: Berserk, Brave.

The Damned Berserker: Berserk, Damned berserker:

Damned berserker (weird edge): Requirements: Novice, Spirit d8, Damned berserker school.

If you don't have one, you get one point of Taint upon getting this edge. When you spend a tainted benny fighting the Shadowlands you get immediately a standard benny.

Kakita Bushi: Quick Draw, Duelist.

Doji Magistrate: Investigator, Authority.

Doji Courtier: Connections, Charismatic.

Daidoji Bodyguard: First strike, Close fighting.

Kakita Artisan: Acrobat, Artisan:

Artisan (professional edge): Requirements: Novice, Knowledge (arts) d8.

Upon choosing this edge choose a Power that represent the peculiar effect generated by your arts. When you use your art, every 10 minutes of time you spend you gain 1 PP to be used to fuel your Power. Your power can be activated at the end of time, or it can last during your performance as appropriate. Use Knowledge (arts) to use the Power. You can choose the New Power edge to add another ability to your art.

Mirumoto Bushi: Ambidextrous, Florentine.

Mirumoto Swordmaster: Ambidextrous, Duelist.

Kitsuki Magistrate: Alertness, Investigator.

Akodo Bushi: Trademark weapon (with the katana of his family), Close fighting.

Ikoma Tactician: Alertness, Scholar (in battle and another specialization).

Ikoma Omoidasu: Connections, Strong willed.

Matsu Bushi: Nerves of steel, Strong willed.

Shiba Bushi: Arcane resistance, Luck.

Shiba Yojimbo: Common bond, Hard to kill.

Asako Henshin: Luck, Riddles and Mysteries.

Bayushi Bushi: Quick, Close fighting.

Bayushi Saboteur: Thief, Allertness.

Shosuro Butei: Thief, Bard.

Bayushi Courtier: Strong willed, Emotional sense.

Shosuro Shinobi: Acrobat, Close fighting.

Shinjo Bushi: Beast master (gaijin war horse), Luck.

Shinjo Scout: Close fighting, Woodsman.

Ide Emissary: Charismatic, Kemosabe.

Moto Bushi: Hard to kill, Nerves of steel.

Otaku Battle Maiden: Beast master (gaijin war horse), En passant.

Seppun Mihar: Alertness, Common bond.

Otomo Seiyaku: Connections, Influence.

Miya Shisha: Strong Willed, Bland:

Bland (background edge): Requirements: Novice, Persuasion d8, Spirit d6.

If you are not fighting and does not do anything threating you can roll your Persuasion against your enemy Smarts. If you are successful he cannot attack or physically harm you.

Mantis bushi: Rope monkey, Florentine.

Suzume bushi: Scholar, Frugal.

Ichiro bushi: Brawny, Don't get 'im Riled!.

Falcon bushi: Alertness, Quick.

Tortoise bushi: Frugal, Merchant.

Wasp bushi: Authority, Trademark weapon (with your chosen bow).

Lost Heichi bushi:

Lost Usagi bushi:

AVAILABLE SHUGENJA SCHOOLS

Depending on your school, you would have the option to choose two spells that will cost you as only one. If you choose those two spells as your initial spells, you get to choose another one for free.

Kuni shugenja: Healing, Armor.

Asahina Shugenja: Trinkets, Pawn of Mizridoor.

Agasha Shugenja: Bolt, Elemental Manipulation.

Kitsu Shugenja: Hunch, Mind Rider.

Kitsu Sodan-senzo Ancestor Mage: Stun, Fear.

Isawa Shuganja: Elemental Manipulation, Detect/Conceal Arcana.

Isawa Tensai: Elemental Manipulation, any one of Burrow, Burst, Guiding Wind or Water Walk.

Isawa Ishiken: Sacrifice, Detect/Conceal Arcana.

Shiba Tejina: Fear, Trinkets.

The Nameless One: Bolt, Fear.

Soshi Shugenja: Obscure, Blindsight.

Yogo Shugenja: Protection, Sanctify.

Iuchi Shugenja: Deflection, Speed.

Seppun Shugenja: Deflection, Detect/Conceal arcana.

Kitsune shugenja: Armor, Sanctify.

Tonbo shugenja: Speak Language, Mind Reading.

Moshi shugenja: Deflection, Light.

Lost Chuda shugenja:

AVAILABLE MONK TEMPLES

Depending on your temple, you would have the option to choose two edges that will cost you as only one. If you choose one you get the other for free.

The Four Temples: Scholar (Battle and another), Common Bond.

The Temple of the Seven Fortunes: Strong willed, New power.

Shrine of the Seven Thunders: New power (elemental manipulation), Strong willed.

Temple of Osano-Wo: Brawler, Brawny.

Temple of Kaimetsu-uo: Brawler, Bland (see the Miya Shisha above).

EDGES & HINDRANCES

MODIFIED HINDRANCES

Death Wish (minor): Lions that takes the Death Wish minor hindrance can choose to be a Deathseeker. This is one of the cases in which the Death Wish hindrance becomes major.

Bad Reputation (minor): A special case of bad reputation is for a Ronin to have a broken daisho. If either his wakizashi or katana is broken or lost, his place in the celestial order is questioned, so he would get the malus.

NEW HINDRANCES

Brash (minor): your character has little interest in things like courtesy, etiquette and the like. You are too occupied in things like protecting the empire, your clan, yourself or the Kaiu wall, so in most circumstances you get -2 to your Charisma, unless in a situation like a battle in which all are expected to behave like this or with other Brash characters.

Ascetic (major): You aren't interested in material wealth or temporal power, glory or gaudy fashion. This world is only a transitional place between one reality and the next, and you have passed beyond the need to cling to it. An ascetic bushi owns only one kimono, one pair of sandals, one obi, and his daisho. Ascetic shugenja own one kimono, one pair of sandals, one obi, and a pouch full of scrolls. Maybe they own a hat. These are the only material objects you will ever own. You are unconcerned with glory, but honor is still very important. After all, a liar is concerned with the immediate consequences of his actions, and thus still clings to a material world. An ascetic samurai has no need of such things and therefore is more concerned about a person's actions. GMs should not concern themselves over awarding the PC glory, although great role-playing opportunities can arise from a samurai rejecting his lord's offer of glory. Mainly, the PC and GM should come to an understand of the PC's views on honor and glory and allow the PC to monitor his own behavior.

Idealistic (minor): Some samurai are extreme in their views of bushido. While all adhere to the code in theory, if not necessarily in practice, Idealistic characters hew to a more stringent code for behavior and ethics. An Idealistic samurai may be quick to pass judgment, act as mentor, or look down at others. Even if sometimes this behavior will have its advantages, it will bring much more disadvantages. By GM judgment, this can vary from malus to charisma to be used and deceived using your weakness.

Yogo curse (minor hindrance, Scorpion and Asako only): Once in your life, you will betray the person you love the most. Some action, either intentional or unintentional, will cause that person pain. The more you try to avoid it, the more painful the betrayal will be.

Victim of darkness (minor hindrance): You are easily tainted. You resist Taint with a -2 on your Spirit roll.

Enlightened Madness (major hindrance, Ise Zumi or Phoenix shugenja only): When you use one of your powers and you roll a 1 on your roll, you loose control of your character until dawn.

MODIFIED EDGES

Brave (background edge): Requirements: Novice, Spirit d6.

The character has +2 on Guts check. If an Idealistic character or a Lion character choose this edge, he can choose to be capable of entering the Death Trance. The bonus becomes +3.

NEW EDGES

Kaiu sword (social edge): Requirements: Novice.

You have a Kaiu sword. If you are a Crab you can get one relatively simply (and you don't have to pay for it), otherwise you have to find one and also pay its cost.

Kakita blade (social edge): Requirements: Novice.

You have a Kakita blade. If you are a Crane you can get one relatively simply (and you don't have to pay for it), otherwise you have to find one and also pay its cost.

Gaijin equipment (social edge): Requirements: Novice.

You have access of some pieces of gaijin gear with a total cost of roughly 1000 or one piece of any value. If you are a Unicorn you can get gaijin equipment quite simply (and you don't have to pay for it), otherwise you have to find the way of getting it to buy this edge and also pay its cost.

Duelist (combat edge): Requirements: Novice, Fighting d8.

When in a duel the character can use his Fighting skill instead of Taunt, Intimidation and Notice.

Civilized (social edge): Requirements: Novice, Outsider hindrance.

Finally you get accustomed to the Rokugani ways. Now you ignore the Outsider penalty.

Taint Resistance (background edge): Requirements: Novice, Spirit d6.

You have +2 to Spirit rolls to resist Taint. If you get Taint however, you cannot use Tainted bennies. Many

Phoenix that has this advantage are promoted Inquisitors.

Social Position (background edge): Requirements: Novice, samurai caste.

You have, for some reason, a higher position than a starting samurai. Gain +1 Glory.

Higher Social Position (background edge): Requirements: Novice, Social Position.

You have an even higher position. Gain another +1 Glory.

Forbidden knowledge (social edge): Requirements: Novice, Phoenix.

The character has some secret knowledge which should be kept secret from the rest of Rokugan. Because of the reclusive nature of the Phoenix, family secrets are passed only from one member of the household to another as death comes to take the original holder of the secret. Each family is publicly known (within their clan) to have this secret, although the majority of Rokugan does not know. This information is jealously guarded by the Phoenix clan. A character with this edge who is in a risky situation can call upon the protection of his clan. If he can contact other Phoenix (at the discretion of the GM would be required a Streetwise roll) typically at least would be sent a samurai or a shugenja to aid him, or three or four ashigaru, or other type of aid as appropriate (a roll of Persuasion can be used to obtain more help).

Arcane background (Tattoo): Arcane skill: Spirit; Starting Power Points: 10; Starting Powers: 2.

For each power that the Tattooed Man has, he receive one tattoo. Tattooed Men are limited to a maximum Spirit die type tattoos. Other Dragons and even non Dragons can have tattoos, gaining this edge and the New Powers edge. Non Togashi however are limited to one starting tattoo (one power) and can have only one tattoo per Rank.

Arcane background (Kiho, Monks only): Arcane skill: Kiho (Spirit); Starting Power Points: 10; Starting Powers: 2.

Monks can have no more Kiho than their Spirit die type.

Riddles and Mysteries (professional edge, Henshin only): Requirements: Novice, Spirit d6.

You can spend your bennies on anything in the game and not only on yourself.

Shinsei's Servant (professional edge, Monk only): Requirements: Novice, Spirit d8.

While many monks study the Tao and claim to be the servant of Shinsei, you can claim such a title in a far less metaphorical sense. The blood descendant of the first Shinsei is alive in Rokugan, and it is your duty to do everything in your power to defend and serve him.

There are very few in the Emerald Empire who know the identity of Shinsei's kin, and it is a jealously guarded secret. You gain several advantages and disadvantages as a result of your knowledge and duty. Your character is blessed with the Sensei advantage, with no less than the descendant of Shinsei himself as your mentor! However, the beasts of the Dark Kami will stop at nothing to destroy him when the second Day of Thunder draws near. You cannot tell anyone the secret you hold, for one of his greatest safeguards is his anonymity. Should anyone learn even what sort of knowledge you are privy to, your life would become an endless series of escapes. Shinsei's wardens are trained in secret by some of the finest minds of the Empire. You begin the game with an extra 15 character points to spend on skills only. There is a sparse network of men and women such as you spread throughout the Empire, and you are likely to be recognized by another of your calling at a temple or shrine. Because of this, your character will be privy to more than the usual amount of hospitality and assistance from the brotherhood of Shinsei. If this character ever breaks his monastic oaths, or slips below 2 personal honor, the Servants of Shinsei will almost certainly cast him out from their order. The only possible exceptions to this rule are when the servant must do somewhat dishonorable deeds in the name of their master, which can be forgiven for the greater good. Those who are cast out of the order are very seldom allowed to leave openly, as the information they hold is too precious to be left to someone now seen as untrustworthy. While the brotherhood is above killing in cold blood, more than a few souls have ended their own lives rather than be committed to spend the rest of their days in enforced imprisonment and meditation within a temple's walls.

RULES

COMPENDIUM

For a complete list of edges, hindrances and additional rules refer to my compendium, it's at http://web.tiscali.it/tavola_rotolante/risorse/edgehind.pdf.

TAUNT

In Rokugan Taunt is a little different than in other places. It would be like a death sentence to start taunting and insulting openly a samurai. However, a very traditional samurai has a strict code of etiquette and conduct to follow, and will be very sensitive to even the smallest breach or twist of this etiquette. So to taunt a crane diplomat at the imperial court would suffice serving him a too hot cup of tea, so to have him put it down with excessive force, producing a hard sound, or saying something to have him turn around to look directly at the Emperor's wife when he is looking him. Obviously, to taunt a Crab berserker in a village of peasants would be necessary to make some appreciation to the stench of shadowland that he left when he exit the bathroom...

DUELS

In Rokugan duels are booth very standardized and very free, because the one who win the duel is the one who is right, and if the opponent find himself offended he has the opportunity to issue a duel...

There are basically three types of duels: friendly or training duels, first blood duels and last blood duels.

In a friendly duel the opponents are using training weapons or agree to stop the blade before it strikes.

In a first blood duel wins the one that spills first the blood of his victim (make a wound).

In a last blood duel wins the one that kills his opponent. In a last blood duel the two combatants can choose to make the duel really deadly, presenting at his opponent the more weak spots and not hitting his adversary with all the fury of his indignation (this is usually done undressing one's torso before the start of the duel). If the two agrees, when one of the two gets damaged (only in the initial strike) he 'bypass' the wounds and roll on the Knockout Blow with his first raise on damage (as if his opponent has three wounds).

A duel starts as a combat, with each opponent facing each other. Draw initiative as normal. Every participant has some options for his action (and can make multiple actions as normal):

- refuse the duel and declare the opponent the winner, admitting his inferiority;

- roll Notice to know one stat or ability or edge or hindrance of his opponent, plus one additional per raise;
- make a test of will on his opponent to achieve the standard effect;
- make a test of will on his opponent to have him strike on his next action (but he can make a multiple action);
- make a test of will on his opponent to have him not to strike on his next turn;
- 'focus' to gain a benny to be used in this duel;
- extract and try to hit his opponent;

When one strike he roll to hit as usual, but the opponent can roll Fighting and the strike have to beat the Fighting roll (in addition to beat Parry as usual) to hit. If he misses, then the opponent can try to hit back immediately, and he cannot roll Fighting to parry.

After that the duel continues as a normal fight.

Obviously in a duel Intimidation is not carried over by word, but are more likely be a quick vibration of one's eyebrow or a prolonged glance of a sharp eye and so. Taunting in a duel can be as evident as presenting with an hour of delay, or as subtle as to duel in a position that mock that of your opponent.

TAIN

When a character enters in contact with a Shadowlands creature who wounds him, or when another effect gives him Taint, he must roll Spirit, minus his current Taint rating and plus the number of jade fingers he has, or acquire a point of Taint. If the roll is successful for the merit of jade, a piece of jade rottens. If the PC gains more points of Taint than his Spirit die type he is forever lost to the shadowlands.

Every benny the character receive he receive also a tainted benny, up to his Taint rating. If the character use one of this benny he must roll Spirit or get another point of Taint.

GLORY

Glory can be gained through Promotion rolls advancing you in the social ladder of the samurai caste.

The level of Glory corresponds to different roles in the Emerald Empire. If your Glory comes mainly from battles and combat deeds you will probably be compared to military rank, otherwise see the political rank.

Glory	Political	Military
10	Emperor	
9	Emerald champion, chancellor, imperial advisor	
8	Clan daimyo	Daimyo
7	Provincial governor	Rikugunshokan, general

Glory	Political	Military
6	Hatamoto	Shireikan, commander
5	City governor, karo	Taisa, captain
4	Emerald or clan magistrate	Chui, lieutenant
3	Clan artisan	Gunso, sergeant
2	Diplomat, gokenin	Nikutai, corporal
1	Samurai	Hoei, soldier

HONOR

Honor is a personal issue. A character know when he is making something that will break the Bushido himself. However your actions and your behavior will reflect your Honor level, so will be rapidly clear at those around you what's your Honor level. Obviously the consequences of your actions are not personal. If you commit something bad without anyone knowing it, your honor could lower however but at least you would not be pursued for it. Having a particular Honor level grants you advantages and disadvantages. Your code of conduct does not permit you to do some things. Those things sometimes would be helpful for you, other times would be disadvantageous. There are no particular rolls or mechanics involving the effects of Honor. Honor is an absolute value, something like a threshold. If a character does something (good for him) that go over the threshold he would risk loosing his Honor (having a high Honor would not mean you can't do things if you want, it means only you risk loosing it. The PC can do anything he likes, only this can have consequences). If a character would be pushed to do something (probably harmful) for him that would go against his principles Honor could be a shield that prevents him to do those things. This depends on how much the act would go against the principles of the character and how much the thing is relevant for a character (for an ascetic PC an act of seduction would be a very little urge, while for a lustful PC or a PC that is easily involved in romantic affairs and so would be a more heavy drive). Note that the shield the Honor give is very little dependent to the 'force' of the thing that push the character, like the relevant ability of the person who is pushing the character to act (a seduction from a peasant geisha or from Kachiko is always a seduction). Honor is a personal thing.

Honor values are as follows:

0. Out of the celestial order, ronin, heimin or worst. Could be negative Honor values, reserved at throughly bestial and immoral act of brutality an the like. Maybe a serial killer or a torturer can have negative Honor.
1. You normally follow bushido but you does not have particular moral problems violating its

precepts. You think that is a good way of conduct, but you does not permit that this hinders your desires or goals. Peoples does not expects nothing different from you, so they will be indulgent with you unless this does not cause some damage or offends someone or violate something. This also means that peoples does not thrust or relay on you completely, and will deserve you the respect that a person of your morality merits. Your Honor will go below 1 only if occurs a fact or exceptional gravity, that means an heavy harm of the collectivity or for someone very important or a punishment that will be taken as exemplar. However an exceptional case.

2. You follow bushido because you think that it is a good approach at life's morality, and you are disposed to break it if this means avoid a personal damage or a damage to a higher power (like your family or your clan) or if this means bringing a concrete benefit at you or at something or someone you care. Peoples know you are generally reliable so will deserve you respect. An eventual fault, not properly justified, will be received with stupor. To loose your Honor the violation would have to be extremely serious and that had involved an obvious and big damage at someone or something or a repeated series of minor violation with some consequences.
3. You follow bushido because it is your way to see the world, and you are disposed to indulge at it only in case this will avoid an extreme damage to yourself or a big trouble at something superior, like your family, your clan, the Empire or a very worthy person, or if this brings a higher good, something that is a positive good thing that better a condition or a situation or is of a very high amount. Peoples that know of your rectitude know they can count on you so they will rely on you or confide you secrets, but your enemies could take advantage of the predictability of your actions. A violation would be taken seriously, and you will surely be asked a valid reason or this would bring repercussions. To have you loose you Honor the violation would have brought some negative consequence and merits an equally real reaction, or a series of little violations, maybe only formal but concrete, repeated in a short period of time.
4. Bushido is your life. You will not brake it for any personal reason, even your death, and would be involved the future and wellness of the Empire or your daimyo or someone highly an throughly deserving and saint to have you commit an act that brings you violate your honor. Peoples know you embody the ideals of bushido and expects from you

a perfect behavior, this means that you will be viewed from your friends like a rock at which cling in difficult times and by your enemies like a puppet moved by the strings of your ethics. A violation would be viewed as extremely severe, not only for the act itself but also because it's a violation of the holiness of bushido. To have you loose your Honor level would be not too difficult. At this level even the form becomes important, so, apart from any little single violation not totally venial and so, that had an even little but real consequence, even a series of little violations totally of form and theoretical made in even a relative long time can bring to the lowering of your Honor.

5. You are the Bushido. You will be called a 'saint', because the bushido resides in you and governs every action you make. You would not violate it for any reason, and if this bring you to commit some errors would not be for the blame of bushido but for your inability of interpreting it and apply it in the correct manner. Your name will be known by people, and many will plead you for advice and support. Your enemies would foresee your moves. An eventual violation would be taken with big discomfort by everyone, and this would bring at heavy and symbolic consequences, oversized among the entity of the actual damage, that will means the loosing of your 'saint' status. Every little violation, even minimal and due to a wrong interpretation of Bushido can mean the loss of such an Honor level.

EQUIPMENT

ARMORS

Armors in the Emerald Empire are quite standardized. Armors comes in two types: light armor, used widely on perilous travels and situations when danger is expected, and heavy armor, used mainly in battle. Light armor is composed of metal and bamboo, mainly in the body, and bamboo and heavy tissue or leather on arms and legs. Open helmet are also used, but not often. Heavy armor are composed of a corselet made of heavy metal, in one piece or in more plates overlapped, metal and bamboo leggings and arms and a metal helmet with a mempo to cover the face. It is sometimes seen a full armor made of metal and bamboo parts, as it will be considered a light armor because of the lightness of the main body part, but it requires a stronger bushi.

Type	Arm.	Wt.	Cost	Notes
Leather or ashigaru	+1	15	50	Torso, arms, legs
Bamboo and tissue arms	+1	3	10	Covers arms
Bamboo and tissue legs	+1	5	15	Covers legs
Open helmet	+2	3	25	Covers head
Metal and bamboo body	+2	12	130	Covers torso
Metal and bamboo arms	+2	5	70	Covers arms
Metal and bamboo legs	+2	8	100	Covers legs
Full metal corselet	+3	25	400	Covers torso
Heavy helmet w/mempo	+3	8	150	Covers head
Barding	+2	30	1250	For horse
Tessen	-	8	25	+1 Parry
Full metal plate	+3	58	2000	All body, gaijin

Weight of armor is when worn, if carried would weight more.

HAND TO HAND WEAPONS

These are the weapons that can be found through Rokugan

Type	Dam.	Wt.	Cost	Str.	Notes
Tanto	Str+1	1	25	-	Easy to conceal
No-dachi	Str+4	12	400	d8	Parry -1, 2H.
Kaiu sword	Str+4	8	1000	d6	
Kakita blade	Str+3	6	1000	d6	+1 Fighting roll
Katana	Str+3	6	400	d6	
Wakizashi	Str+2	4	200	-	
Naginata	Str+3	15	250	d8	Reach 1, 2H.
Die tsuchi	Str+3	20	400	d10	AP2 vs H.A., P-1, 2H.
Tetsubo	Str+2	8	250	d8	AP1 H.A., 2 monster
Sodegarami	Str+0	10	100	d6	R1, 2H., grapple +2
Sasumata	Str+1	10	100	d6	R1, 2H., can grapple

Type	Dam.	Wt.	Cost	Str.	Notes
Ono	Str+4	15	500	d10	AP1, Parry -1, 2H.
Yari	Str+3	15	250	d6	Parry +1, Reach 1, 2H.
Nage-yari	Str+2	5	50	d6	
Lance, horse	Str+4	10	500	d8	AP1, Reach 2, gaijin
Longsword	Str+4	15	1000	d10	P-1, 2H., AP 2, gaijin
Bo	Str+1	8	10	-	P+1, R1, 2H., peasant
Whip	Str+1	2	10	-	R1, grapple, peasant
Kama	Str+2	8	50	d6	Peasant weapon

RANGED WEAPONS

These are the ranged weapons that can be found through Rokugan

Type	Rng.	Dam.	Cost	Wt.	Str	Notes
Dai-kyu	12	2d6	250	3	d6	-2 if not mounted
Yumi	12	2d6	200	3	d6	-2 if mounted
Aiguchi	3	Str+1	25	1	-	
Nage-yari	3	Str+2	50	5	d6	
Crossbow	15	2d6	500	10	d6	AP2, 1act load, gaijin
Sling	4	Str+1	10	1	-	Gaijin weapon

AMMUNITION

Type	Weight	Cost	Notes
Ya	1/5	1/2	
Watakusi	1/5	1/2	+1 damage, -1 armored targets
Armor piercer	1/5	1/2	-1 damage, AP 2
Karimata	1/5	1/2	With raise cut ropes, -2 damage
Humming bulb	1/5	1/2	Used in mass battles, -2 damage
Quarrel	1/5	2	AP 2, gaijin weapon
Stone	1/10	-	Found w/Notice in 1d10 min.

Outdoors, arrows and quarrels are recovered on a d6 roll of 4-6 (50% chance). Underground or indoors, the chance is reduced to a roll of 5-6 on 1d6 to reflect the increased chance of breakage.

EQUIPMENT

Some common equipment

Item	Cost	Weight
Backpack	50	2
Bedroll (winterized)	25	4
Blanket	10	4
Candle (light in 2" radius)	1	1
Canteen (waterskin)	5	1
Chest (reinforced)	30	20
Crowbar	10	2
Flask (ceramic)	5	1

Item	Cost	Weight
Flint and steel	3	1
Grappling hook	100	2
Hammer	10	1
Lantern (light in 4" radius)	25	3
Lockpicks	200	1
Handcuffs (manacles)	15	2
Oil (for lantern; 1 pint)	2	1
Quiver (holds 20 bolts)	25	2
Rope (10")	10	15
Shovel	5	5
Soap	1	1/5
Torch (1 hour, 4" radius)	5	1
Whistle	2	-
Whetstone	5	1
Normal clothing	20	-
Elaborate clothing	200	-
Winter gear (cloak)	200	3
Winter boots	100	1
Cheap meal	5	1
Good meal	15+	-
Meal Ready to Eat	10	1
Trail rations (keeps 1 week)	2	1
Horse	300	-
War Horse	750	-
Gaijin war horse	1500	-
Saddle	10	10
Elaborate saddle	50	10

ARCHETYPES

MIRUMOTO KURO

Caste: Bushi, Clan: Dragon, School: Mirumoto Bushi
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d10, Shooting d6, Riding d6, Guts d6, Notice d6, Knowledge (Shugenja) d6
Edges: Florentine
Hindrances: Quirk: Cryptic (The Tongue of the Dragon), Vow: obligation to Asako family, Curious
Pace: 6, Parry: 7, Toughness: 5 (7-8), Charisma: 0, Load Limit 30, Honor 2, Glory 1, Taint 0.
Gear: daisho, Yumi, 20 Ya arrows, light armor (metal body and bamboo arms and legs), traveling pack, kimono, No-dachi and 5 koku.

MONSTERS & ENEMIES

Goblins

Goblins are found throughout the Shadowlands. These unsavory creatures populate every region of the Corrupted Lands, from the desolate plains to the stinking, waterlogged swamps. They are exceptionally hardy and adaptable – their survival depends on it, since they are too weak to fight over territory with any one other native of the Shadowlands.

Goblin

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Survival d6, Fighting d6, Notice d6, Stealth d6, Shooting d6

Pace: 6; Parry: 5; Toughness: 5 (6)

Gear: Leather armor (+1 toughness) and Wakizashi or similar (Str+2) or Short bow (range 10, 2d6-1)

Taint: 2.

Goblin Shaman

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Survival d6, Fighting d6, Notice d6, Stealth d6, Shooting d6, Spellcasting d6

Pace: 6; Parry: 5; Toughness: 6 (7)

Gear: Leather armor (+1 toughness) and Wakizashi or similar (Str+2) or Short bow (range 10, 2d6-1)

Taint: 3.

Spells: Choose one spell that cost up to 2 PP; they can cast it with a Spellcasting roll.

Goblin Warmonger [WC]

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Survival d6, Fighting d8, Notice d6, Stealth d6, Shooting d6, Guts d6

Pace: 6; Parry: 6; Toughness: 6 (8)

Gear: Metal and bamboo armor (+2 toughness) and Katana (Str+3) or Yumi (range 12, 2d6)

Frenzy: two attacks at -2; Taint: 4.

NEZUMI

A race of bipedal rodents, the Nezumi, or “Ratlings”, once boasted a sprawling empire in what is now the Shadowlands. It was shattered by the fall of Fu Leng nad the corruption that emerged from the Festering Pit, and is now barely remembered even by the Nezumi themselves.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Survival d6, Fighting d6, Notice d8, Stealth d6

Pace: 6; Parry: 5; Toughness: 6

Gear: Improvised weapon (Str+1)

Immunity to Taint: ratlings are immune to Taint and never gain Taint.

KENKU

A race of intelligent human-sized birds with arms, the Kenku rarely interact with others. Kenku are mysterious, mischievous, and unpredictable.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d4, Survival d4, Faith d8

Pace: 6 (fly 12); Parry: 6; Toughness: 7

Attack: improvised weapon (Str +1); Carapace: Toughness +1; Illusion: once per day can appear as a human or become invisible for one hour; Arcane Background (Miracles): PP 10; Powers: Deflect, Obscure.

ZOKUJIN

Zokujin are the living embodiment of patience. They live for a long, long time and are invulnerable to most weapons, so they see little reason to be belligerent. By their way of thinking, most things have a way of working themselves out in the end.

Attributes: Agility d10, Smarts d10, Spirit d6, Strength d10, Vigor d12

Skills: Fighting d8, Notice d6, Faith d12

Pace: 6; Parry: 6; Toughness: 10

Attack: unarmed (Str); Carapace: Toughness +2; Arcane Background (Miracles): PP 20; Powers:

Armor, Boost/Lower Trait, Healing; Sculpt earth: can sculpt metal and and steel like soft clay, the material simply part at their command, they can move at normal speed through solid stone or metal, and ignore metal or steel armor when attacking.

BOG HAG

A bog hag in natural form is that of a loathsome green crone with sharp nails and jagged teeth.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Survival d6, Fighting d6, Notice d8, Stealth d6

Pace: 6; Parry: 5; Toughness: 7

Taint: 5; Carapace: toughness +1; Claws: Str +1, if wounds 1/5 probability of giving disease that cause boils, blisters and reduce Vigor by 1 per week until treated.

KANSEN

Kansen are corrupted elemental spirits that have been touched by Jigoku. Like kami, they typically act unseen except when called upon by a spellcaster.

Minor Kansen

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Spellcasting d8

Pace: 6; Parry: 5; Toughness: 5

Taint: 5; Terror: 0; Invulnerability: they get no damage by normal weapons, except if made of jade or crystal; PP: 20; Powers: Obscure, Entangle, Dispel, Telekinesis, Stun.

Greater Kansen

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Spellcasting d10

Pace: 6; Parry: 6; Toughness: 6

Taint: 8; Terror: -2; Invulnerability: they get no damage by normal weapons, except if made of jade; PP: 20; Powers: Boost/Lower Trait, Obscure, Deflect, Entangle, Dispel, Puppet, Telekinesis, Stun, Teleport.

NIKUMIZU

Nikumizu are small and grublike, about the size and shape of a man's forefinger. They are worm-like, with a thin, brittle shell that can be easily crushed with one's fist.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d4, Vigor d4

Skills: Survival d6, Fighting d6, Notice d6, Stealth d6

Pace: 6; Parry: 5; Toughness: 2

Taint: 1; Size: -2; Toughness: -2; Burrow under skin: with a successful attack burrows under skin, doing a Wound every other turn. It can be removed only by the application of a successful Medicine roll.

OGRE

While huge and strong ogres lack certain advantages that human beings take for granted.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

Skills: Survival d4, Fighting d8

Pace: 6; Parry: 6; Toughness: 11 (12)

Gear: improvised armor (+1 toughness) and club or other massive weapon (Str+4).

Taint: 6; Carapace: toughness +2; Size: +1; Terror: -2; Brawny: +1 toughness.

ONI NO UGULU

Towering over thirteen feet tall, an Oni no Ugulu is a big, ugly brute with a nasty temper.

Attributes: Agility d8, Smarts d6, Spirit d12, Strength d12+6, Vigor d12

Skills: Fighting d8

Pace: 6; Parry: 6; Toughness: 12

Taint: 6; Carapace: toughness +4; Size: +4; Claws: Str +2; Terror: -2; Sweep; Improved Sweep; Immunity: immune to arrows that does not have AP; Immunity: to one or more spells (at GM discretion).

TYPICAL ONI

Many Oni gain physical form in the Realms of Mortals either as a spawn of an Oni Overlord or by

being summoned from Jigoku by someone willing to share his name in exchange for power.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8

Pace: 6; Parry: 6; Toughness: 10 (8 from jade or crystal)

Taint: 6; Carapace: toughness +2 (except crystal or jade); Size: +1; Claws: Str +2; Terror: 0; Frenzy; Improved Frenzy.

TROLL

The green, flabby but powerful trolls prefer to attack from ambush, and are much more likely to be met in the swampy parts of the Shadowlands than sneaking through Rokugan properly.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d12

Skills: Notice d6, Fighting d8, Survival d6

Pace: 6; Parry: 6; Toughness: 9

Taint: 5; Carapace: toughness +1; Claws: Str +1; Hardy: while Shaken a Shaken does not inflict a wound.

UNDEAD

Attributes: Agility d6, Smarts d4, Spirit d4-2, Strength d10, Vigor d8

Skills: Fighting d8

Pace: 6; Parry: 6; Toughness: 6

Taint: 4; Terror: -2; Claws: Str; Undead: toughness +2, +2 to recover from shaken, don't suffer extra damage from called shots and piercing attacks do half damage, do not suffer from disease or poison.

TYPICAL COURTIER

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Survival d4, Fighting d4, Notice d8, Stealth d6, Persuasion d8

Pace: 6; Parry: 4; Toughness: 5 (6)

Gear: Light armor (+1) and Wakizashi (Str+2).

TYPICAL BUSHI

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Survival d4, Fighting d10, Notice d4, Guts d6, Intimidation d6, Shooting d6

Pace: 6; Parry: 7; Toughness: 6 (8)

Gear: Metal and bamboo armor (+2) and Katana (Str+3) and Wakizashi (Str+2) and Yumi (12, 2d6, -2 if used mounted).

TYPICAL BANDIT

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Survival d6, Fighting d10, Notice d6, Stealth d6, Tracking d6, Guts d4

Pace: 6; Parry: 7; Toughness: 6 (7)

Gear: Light armor (+1) and Katana (Str+3).

TYPICAL NINJA

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Survival d4, Fighting d10, Notice d6, Stealth d8, Intimidation d6, Tracking d6, Guts d6, Shooting d8

Pace: 6; Parry: 7; Toughness: 5 (6)

Gear: Ninja armor (+1) and Ninja-to (Str+2).

INDEX

CHARACTER CREATION.....	3	Modified edges.....	16
1) Race.....	3	New edges.....	16
2) Traits.....	3	RULES.....	18
3) Edges and Hindrances.....	3	Compendium.....	18
4) Gear.....	3	Taunt.....	18
5) Background Details.....	3	Duels.....	18
CASTES.....	4	Taint.....	18
Bushi.....	4	Glory.....	18
Shugenja.....	4	Honor.....	19
Hohei.....	4	EQUIPMENT.....	21
True Ronin.....	4	Armors.....	21
Clan Ronin.....	4	Hand to Hand Weapons.....	21
Monk.....	4	Ranged Weapons.....	21
Heimin.....	5	Equipment.....	21
CLANS, FAMILIES AND SCHOOLS.....	6	ARCHETYPES.....	23
Clans and Families.....	6	Mirumoto Kuro.....	23
Crab.....	6	MONSTERS & ENEMIES.....	24
Crane.....	7	Goblins.....	24
Dragon.....	7	Nezumi.....	24
Lion.....	8	Kenku.....	24
Phoenix.....	8	Zokujin.....	24
Scorpion.....	9	Bog Hag.....	24
Unicorn.....	10	Kansen.....	24
Imperial.....	11	Nikumizu.....	25
Minor Clans.....	11	Ogre.....	25
Temples.....	13	Oni no Ugulu.....	25
ALTERNATE CLANS, FAMILIES AND SCHOOLS....	14	Typical Oni.....	25
Available Clan and Families.....	14	Troll.....	25
Available bushi schools.....	14	Undead.....	25
Available shugenja schools.....	15	Typical courtier.....	25
Available monk Temples.....	15	Typical bushi.....	25
EDGES & HINDRANCES.....	16	Typical bandit.....	25
Modified hindrances.....	16	Typical ninja.....	26
New hindrances.....	16		