

Legend of the Savage Rings

A conversion of Legend of the Five Rings
to the Savage Worlds roleplaying game system

converted by islan



version 0.3

Foreword

Greetings and much thanks for checking out my conversion. This is my work in converting the Legend of the Five Rings roleplaying game setting (First Edition, Fourth Printing) to the Savage Worlds system (Savage Worlds Explorer's Edition, Second Printing). I have been working on this off-and-on again for the past two years and still am not quite done. In particular, I have yet to fill in the details on the Minor Clans, the Imperial Families and the non-human races. Also incomplete are the Maho-tsukai, the Ise zumi, the monks, and the monsters. Nonetheless, I felt it was time to “put up or shut up,” and what I have completed is what is available in the L5R First Edition core rulebook for the most part.

Legend of the Five Rings is copyright Alderac Entertainment Group, and Savage Worlds is copyright Pinnacle Entertainment Group. I have tried my best to make references to their books and all that is printed here is only meant as clarifications and guidelines. You will need a copy of the Savage Worlds and the Legend of the Five Rings core rulebooks in order to use this conversion. If you spot anything that may appear to violate either copyright, please let me know.

As I still consider this an ongoing project, please feel free to e-mail me any feedback you might have to nclinite@gmail.com.

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1.0 Character Creation

Character creation in this setting puts a significant focus on what Clan, Family and School your character belongs to. To this end, certain recommendations are made on how to create your character based on these facets of your character. These are only recommendations however, and are only meant to guide players in creating a very standard, run-of-the-mill, cliché member of their Clan. By actively choosing to make your character different from what is detailed here, you are also effectively saying how you want your character to be different from other members of their Clan and School.

Other players may just want to get their character creation over and done with, and so following these guidelines can help speed up the process. Each School also comes with a sample character, which can easily be modified or picked up by players as pre-gens or by the GM to use for quick NPCs.

It is also up to the GM on how strictly they want their players to adhere to the guidelines of character creation laid out here.

Character Creation Steps

Step 1: Pick a Clan

There are 7 Great Clans to choose from: Crab, Crane, Dragon, Lion, Phoenix, Scorpion and Unicorn. There are also two Minor Clans detailed: the Fox and the Mantis. Alternatively, players can also choose to play as clan-less ronin, members of Imperial Families, or, if the GM allows, as members of a non-human race. All of these are detailed below.

Step 2: Pick a Family

Each Great Clan has three families to choose from. Each of these families has one main family and one or more vassal families, though outside of the family they all share the same surname.

Step 3: Pick a School

Each Clan has three schools available: a bushi school, a shugenja school, and one specialty school. Certain Schools come with requirements that must be met before character creation is complete.

If you choose to play a bushi, there are several recommended Combat Edges that your school teaches.

If you choose to play a shugenja, you must take the AB(Shugenja) Edge. It is also an optional rule for shugenjas and members of other non-combat focused schools to be restricted from taking any Combat Edges that have a Rank requirement higher than Novice; this gives sole-proprietorship of those Edges to the bushi class.

Step 4: Buy Attributes

You have 5 points to spend on Attributes. It is recommended to put at least one point in both your Family's and your Schools' Primary Attributes.

Step 5: Buy Skills

You have 15 points to spend on Skills. It is recommended for the Primary Skills of your character's School start at least at d6 and Secondary Skills at d4.

If you are using the General Knowledge optional rule, you get a number of General

Knowledges equal to half your Smarts die. It is recommended for at least one of these General Knowledges to be from your School. See Chapter 10.1 for more information on General Knowledges.

Step 6: Buy Edges and Hindrances

Your character receives one Free Edge at character creation. For shugenja, this Edge must be the Arcane Background (Shugenja) Edge. Other Schools give recommendations for what Edges are best associated with that School.

Hindrances work as normal.

Step 7: Gear

Beginning Outfits can be found within copies of Legend of the Five Rings, and receive 2 koku extra to purchase their own personal items. Alternatively, players can choose to take the starting money of 5 koku and purchase their own starting equipment.

1.1 Crab Clan

Families

Hida	Primary Stat: Strength
Kuni	Primary Stat: Smarts
Yasuki	Primary Stat: Spirit

Schools

Hida Bushi School

Primary Stat: Vigor
Primary Skills: Fighting, Intimidation, Guts
Secondary Skills: Knowledge(Shadowlands), Shooting, Notice, Knowledge(Battle)
General Knowledge: Armorer, Hunting, Weaponsmith
Recommended Edges: Brawny, Giant Killer, Nerves of Steel
Beginning Honor: 1.5

--Sample Hida Bushi--

Ag d6, Sm d6, Sp d6, St d8, Vi d8

Parry 6, Toughness 10(3), Charisma 0

Skills

Fighting d8, Shooting d4

Guts d6, Notice d6, Intimidation d6

Shadowlands d6, Battle d4, Repair d4

Edges

Brawny

Hindrances (4 points)

Overconfident, Stubborn, Vengeful(minor)

Kuni Shugenja School

Primary Stat: Spirit

Primary Skills: Earth, Fire

Secondary Skills: Fighting, Knowledge (Shadowlands), Water

General Knowledge: Calligraphy, Meditation

Required Edges: AB(Shugenja) Edge

Beginning Scrolls: Sense, Commune, Summon, and 3 Earth, 2 Fire, 1 Water.

Beginning Honor: 1.5

--Sample Kuni Shugenja--

Ag d6, Sm d6, Sp d6, St d6, Vi d8

Parry 5, Toughness 5, Charisma 0

Skills

Fighting d6, Earth d8, Fire d6, Water d6

Notice d6, Guts d6

Shadowlands d4, Investigation d4

Edges

AB (Shugenja)

Hindrances (2 points)

Bloodthirsty

Spells

Sense, Commune, Summon, Jade Strike, Tomb of Jade, [incomplete]

Kuni Witch Hunter

Primary Stat: Spirit

Primary Skills: Knowledge (Shadowlands), Guts

Secondary Skills: Fighting, Stealth, Survival, Notice

General Knowledge: Hunting, Herbalism

Recommended Edges: Arcane Resistance, Imp. Arcane Resistance, Giant Killer

Beginning Honor: 1.5

--Sample Kuni Witch Hunter--

Ag d6, Sm d8, Sp d8, St d6, Vi d6

Parry 5, Toughness 5, Charisma 0

Skills

Fighting d6

Guts d8, Stealth d6, Athletics d6, Notice d6

Shadowlands d8, Survival d4

Edges

Arcane Resistance, Improved Arcane Resistance

Hindrances (4 points)

Delusional (minor), One Eye, Vow (major)

1.2 Crane Clan

Families

Doji Primary Stat: Spirit
Kakita Primary Stat: Agility
Daidoji Primary Stat: Strength

Schools

Kakita Bushi School

Primary Stat: Agility
Primary Skills: Fighting, Persuasion
Secondary Skills: Knowledge(Courtier), Notice, Riding, Shooting
General Knowledge: Etiquette, Poetry, Sincerity
Recommended Edges: Quick Draw, Level Headed
Beginning Honor: 3.5

--Sample Kakita Bushi--

Ag d10, Sm d6, Sp d6, St d6, Vi d6
Parry 7, Toughness 7(2), Charisma +2

Skills

Fighting d10, Shooting d6
Persuasion d6, Riding d6, Taunt d4, Notice d6
Courtier d6

Edges

Attractive

Hindrances

Arrogant, Anemic, Heroic

Asahina Shugenja School

Primary Stat: Spirit
Primary Skills: Air, Earth
Secondary Skills: Investigation, Persuasion, Riding, Water
General Knowledge: Calligraphy, Etiquette, Meditation, Theology
Required Edge: AB(Shugenja)
Beginning Scrolls: Sense, Commune, Summoning and 3 Air, 2 Earth and 1 Water
Beginning Honor: 3.5

--Sample Asahina Shugenja--

Ag d6, Sm d8, Sp d8, St d6, Vi d6
Parry 2, Toughness 5, Charisma 0

Skills

Air d8, Earth d6, Water d4
Persuasions d8, Riding d6
Investigation d8

Edges

AB (Shugenja)

Hindrances

Cowardly, Pacifist (minor), Phobia (minor)

Spells

Daidoji Yojimbo School

Primary Stat: Agility

Primary Skills: Fighting, Athletics

Secondary Skills: Knowledge(Battle), Shooting, Notice

General Knowledge:

Recommended Edges: First Strike, Block, Frenzy

Beginning Honor: 2.5

--Sample Daidoji Bodyguard--

Ag d8, Sm d6, Sp d6, St d8, Vi d6

Parry 6, Toughness 7(2), Charisma 0

Skills

Fighting d8, Shooting d6

Notice d6, Athletics d8, Intimidation d6

Battle d4, Streetwise d6

Edges

First Strike

Hindrances

Code of Honor, Loyal, Vow

1.3 Dragon Clan

Families

Togashi Primary Stat: Agility

Mirumoto Primary Stat: Any

Agasha Primary Stat: Spirit

Schools

Mirumoto Bushi School

Primary Stat: Any

Primary Skills: Fighting, Shooting

Secondary Skills: Athletics, Guts, Notice, Survival

General Knowledge: Meditation, Philosophy

Recommended Edges: Ambidextrous, Two-Fisted, Florentine

Beginning Honor: 2.5

--Sample Mirumoto Bushi--

Ag d8, Sm d6, Sp d6, St d6, Vi d6

Parry 6, Toughness 7(2), Charisma 0

Skills

Fighting d8, Shooting d6

Athletics d6, Guts d6, Notice d4, Survival d6

Edges

Ambidextrous, Two-Fisted

Hindrances

Bad Luck, Poverty, Quirk

Agasha Shugenja School

Primary Stat: Any

Primary Skills: Fire, Earth

Secondary Skills: Air, Investigation,

General Knowledge: Calligraphy, History, Meditation, Theology

Required Edge: AB(Shugenja)

Beginning Scrolls: Sense, Commune, Summon and 3 Fire, 2 Earth, 1 Air

Beginning Honor: 2.5

--Sample Agasha Shugenja--

Ag d6, Sm d8, Sp d6, St d6, Vi d4

Parry 4, Toughness 4, Charisma 0

Skills

Fighting d4, Fire d8, Earth d6, Air d6, Water d6

Persuasion d4

Investigation d6, Healing d6

Edges

AB (Shugenja), Power Points

Hindrances

Lame

Spells

Tattooed Monk

[Incomplete]

1.4 Lion Clan

Families

Akodo Primary Stat: Smarts

Matsu Primary Stat: Strength

Kitsu Primary Stat: Smarts

Schools

Akodo Bushi School

Primary Stat: Strength

Primary Skills: Fighting, Knowledge(Battle), Shooting

Secondary Skills: Guts, Intimidation, Notice

General Knowledge: Bard, Falconry, History

Recommended Edges: Sweep, Precise Fighter

Beginning Honor: 3.5

--Sample Akodo Bushi--

Ag d6, Sm d6, Sp d6, St d8, Vi d6

Parry 6, Toughness 7(2), Charisma 0

Skills

Fighting d8, Shooting d6

Athletics d6, Intimidation d6, Notice d4, Guts d6

Battle d6

Edges

Sweep

Hindrances

Vengeance (major)

Kitsu Shugenja School

Primary Stat: Smarts

Primary Skills: Water, Fire

Secondary Skills: Earth

General Knowledge: Calligraphy, Etiquette, Heraldry, History, Meditation

Required Edge: AB(Shugenja)

Beginning Scrolls: Sense, Commune, Summon and 3 Water, 2 Fire, 1 Earth

Beginning Honor: 3.5

--Sample Kitsu Shugenja--

Ag d4, Sm d8, Sp d6, St d8, Vi d6

Parry 4, Toughness 5, Charisma 0

Skills

Fighting d4, Fire d8, Water d8, Earth d6

Edges

AB (Shugenja), Innate Ability

Hindrances

Code of Honor, Big Mouth, Greedy (minor)

Spells

Tactician

[Incomplete]

1.5 Phoenix Clan

Families

Isawa Primary Stat: Spirit

Shiba Primary Stat: Smarts

Asako Primary Stat: Smarts

Schools

Shiba Bushi School

Primary Stat: Smarts

Primary Skills: Fighting, Shooting

Secondary Skills: Athletics, Investigation

General Knowledge: Meditation, Tea Ceremony, Theology

Recommended Edges: Arcane Resistance, Level Headed

Beginning Honor: 2.5

--Sample Shiba Bushi--

Ag d6, Sm d8, Sp d8, St d6, Vi d6

Parry 5, Toughness 5, Charisma 0

Skills

Fighting d6, Shooting d6
Athletics d6, Taunt d6, Notice d6, Persuasion d4
Healing d6, Investigation d6

Edges

Arcane Resistance

Hindrances

Cautious, Lame, Pacifist (minor)

Isawa Shugenja School

Primary Stat: Any

Primary Skills: Air, Earth, Fire, Water

Secondary Skills: Investigation, Healing

General Knowledge: Calligraphy, Meditation, Theology

Required Edge: AB(Shugenja)

Beginning Scrolls: Sense, Commune, Summon and 3 of one element, 2 of a second, and 1 of a third.

Honor: 2.5

--Sample Isawa Shugenja--

Ag d6, Sm d8, Sp d8, St d4, Vi d6

Parry 2, Toughness 5, Charisma 0

Skills

Earth d6, Fire d10, Water d6, Air d6

Investigation d6, Healing d6

Edges

AB (Shugenja)

Hindrances

Curious

Ishiken School

[Incomplete]

1.6 Scorpion Clan

Families

Bayushi Primary Stat: Agility

Soshi Primary Stat: Smarts

Shosuro Primary Stat: Spirit

Schools

Bayushi Bushi School

Primary Stat: Smarts

Primary Skills: Fighting, Taunt

Secondary Skills: Notice, Stealth, Streetwise

General Knowledge: Poison, Sincerity

Recommended Edges: First Strike, Level Headed

Beginning Honor: 1.5

--Sample Bayushi Bushi--
Ag d6, Sm d8, Sp d6, St d6, Vi d6
Parry 5, Toughness 7(2), Charisma -2
Skills
 Fighting d6, Taunt d8
 Notice d8, Stealth d6
 Streetwise d8
Edges
 Rich
Hindrances
 Mean

Soshi Shugenja School

Primary Stat: Spirit
Primary Skills: Air, Water
Secondary Skills: Fire, Knowledge(Courtier), Investigation
General Knowledge: Calligraphy, Etiquette, Meditation, Theology, Sincerity
Recommended Edges: AB(Shugenja)
Beginning Scrolls:
Beginning Honor: 1.5

Shosuro Shinobi

[Incomplete]

1.7 Unicorn Clan

Families

Shinjo Primary Stat: Agility
Otaku Primary Stat: Agility
Iuchi Primary Stat: Spirit

Schools

Shinjo Bushi School

Primary Stat: Agility
Primary Skills: Fighting, Riding, Shooting
Secondary Skills: Healing, Notice, Survival, Tracking
General Knowledge: Bard, Craft, Horse Husbandry, Hunting
Recommended Edges: Equine Bond*, Steady Hands
Beginning Honor: 2.5

--Sample Shinjo Bushi--

Ag d8, Sm d6, Sp d4, St d6, Vi d6
Parry 6, Toughness 5, Charisma 0
Skills
 Fighting d8, Shooting d6
 Riding d8
 Healing d6, Notice d4, Survival d6, Tracking d6

Edges

Luck, Great Luck, Equine Bond

Hindrances

Clueless, Big Mouth, Illiterate

Iuchi Shugenja School

Primary Stat: Smarts

Primary Skills: Water, Fire

Secondary Skills: Earth, Healing, Riding

General Knowledge: Horse Husbandry, Hunting, Medicine, Meditation

Required Edge: AB(Shugenja)

Beginning Scrolls: Sense, Commune, Summon and 3 Water, 2 Fire, 1 Earth

Beginning Honor: 2.5

--Sample Iuchi Shugenja--

Ag d6, Sm d6, Sp d8, St d6, Vi d6

Parry , Toughness 5, Charisma 0

Skills

Water d8, Fire d6, Earth d6

Riding d6

Edges

AB(Shugenja)

Hindrances

Greedy (minor), Hard of Hearing (minor)

Otaku Battle Maiden

[Incomplete]

1.8 Minor Clans

[Incomplete]

Fox Clan

[Incomplete]

Mantis Clan

[Incomplete]

1.9 Imperial Families

[Incomplete]

1.10 Ronin

True Ronin

True Ronin are free to spend their points and Edges wherever they please. But this freedom comes at a price in the Emerald Empire: True Ronin receive the Outsider Hindrance for no points. They lose this Hindrance if ever their Ronin status is repleved.

Clan Ronin

Clan Ronin are Ronin who were once a member of one of the Clans. For game purposes, they are built the same as a character in a Clan, but voluntarily take the Outsider Hindrance, receiving full points for it.

1.11 Nonhuman Characters

Naga

[Incomplete]

Nezumi

[Incomplete]

2.0 Skills

LSR uses all of the skills found in the SW:EE except for Driving and Piloting. The Climbing and Swimming skills are combined into the Athletics skill, which is linked to the Strength Attribute.

Low Skills

Some skills are considered Low Skills—whenever a Low Skill is learned or increased after character creation, the character loses 1 point of Honor. Also, whenever a character with an Honor Rank 2 or higher uses a Low Skill, they lose one point of Honor. Magistrates are immune to this Honor loss so long as the Low Skill is used to do their duty.

2.1 Details on Notable Skills

Gambling

If your GM is using the optional General Knowledge rules, this is considered a General Knowledge. If your GM is not using these rules, then use the Gambling skill for any sort of game.

Investigation

The Rokugani are a very organized people, and they keep records of everything. Investigation is used to browse the extensive archives of any of the Great Clans, birth records of the peasantry, records of Imperial Edicts, etc. It is also very useful for shugenja who wish to find certain spell scrolls within their School's library.

Knowledge

The following Knowledge skills are important in Rokugan:

Battle – Used to coordinate and give orders in Mass Combat.

Commerce – Used to determine current prices of merchandise.

Courtier – Used to decipher the who's-who of court.

Shadowlands – Used to identify Shadowlands creatures and their weaknesses.

Maho – Used to know and identify the practices of Maho-tsukai.

Lockpicking

This is considered a Low Skill.

Repair

Repair is used by characters to perform minor repairs to various objects. For creating specific objects, see the optional General Knowledge skills.

Stealth

This is considered a Low Skill.

Streetwise

Normally Streetwise is used to get information and local gossip on the street. A more questionable use for Streetwise is to make contact with people of Rokugan's underworld as well as know who people are in it. This is considered a Low Skill if used in this way, unless it is used by a Magistrate.

3.0 Hindrances

3.1 Old Hindrances

Outsider

This Hindrance generally refers to ronin and eta, but can also include any people or creatures that exist outside of Rokugani society, such as nagas, nezumi and gaijin. In addition to the -2 Charisma, these characters have a fixed Glory of 0. If used in this way, this is considered a Major Hindrance.

This Hindrance can also be used to denote being an outsider in your own Family or Clan, such as a Unicorn that cannot ride a horse a Crane from a disgraced family. The -2 Charisma only affects interactions with your own Clan or Family, and is considered only a Minor Hindrance if used in this way.

Yellow

Renamed as Cowardly.

3.2 New Hindrances

Dark Secret (minor)

4.0 Edges

4.1 Old Edges

Rock and Roll! and Soul Drain are not used in LSR, nor are any of the Professional Edges other than Acrobat, Investigator and Scholar. Below are listed Edges that have additional uses or limitations in this setting, as well as added flavor descriptions.

Background Edges

Berserk

Requirements: Crab or Matsu

Whenever you are dealt a Clubs in combat for initiative, you must succeed at a Smarts check or go Berserk. When Berserk, if you are ever dealt a Hearts in combat for initiative, or you run out of targets to attack for two rounds, your Berserk ends and you gain one Fatigue rank.

Noble

Your character begins play with a Glory of 2 and a village of his own that the character is responsible to tax, protect and administrate. See 10.3 Land Governance for optional rules on land administration.

Rich

Your character comes from a wealthy family, and begins the game with an extra 10 koku. The character can expect to call upon extra money of up to 15 koku per year.

Filthy Rich

Your character comes from a VERY wealthy family, begins the game with an extra 20 koku. The character can expect to call upon extra money of up to 25 koku per year.

Combat Edges

Florentine

Requirements: Dragon

Power Edges

New Power

This Edge is not used by shugenja or maho-tsukai; the new Innate Abilities Edge is used instead. See 8.1 Arcane Backgrounds for more information.

Weird Edges

Common Bond

For flavor purposes, characters may be considered to have a kharmic tie with other characters that he shares bennies with.

4.2 New Edges

Background Edges

Equine Bond

Requirements: Unicorn, Ride d6+

Your character has a War Horse (SWEE pg. 149) as a steed. You may spend bennies on your steed. If your steed should perish, a new steed can be received in 2d6 days from a Unicorn stable.

Other School

Your character has trained in the school of a Clan that is not the one he was born into. He still chooses a Family from his own Clan, but chooses his School from a different one. Your character can take Edges as if they are considered members of both Clans.

Such characters usually receive this outside training because they were either used as a hostage by the foreign Clan while he was young (a very common and civilized practice) or as a favor to his parents. The player may wish to choose related Hindrances based on the reasons behind this.

Combat Edges

Jujitsu

Requirements: Novice, Agility d6+, Fighting d6+

Your character's unarmed attacks deal Str+d4 damage, and he no longer suffers from the Unarmed Defender rule while unarmed so long as he is able to move (not grappled, entangled, etc).

Improved Jujitsu

Requirements: Seasoned, Jujitsu, Fighting d8+

Your character's unarmed damage increases to Str+d6.

Precise Fighter

Requirements: Seasoned, Lion, Fighting d8+

You are an expert at targeting the weak points of your foe. All of your Called Shot penalties are reduced by 1 when fighting in close combat.

Power Edges

Innate Ability

Requirements: Novice, AB(Shugenja) or AB(Maho-tsukai), Related Arcane Skill equal to or greater than the spell's Mastery Level

The hero has learned a spell so well that it is committed to memory. He no longer needs a scroll to cast the spell.

Professional Edges

Investigator

The possible cause for this Edge is that your hero has received an apprenticeship with a Magistrate that has made you ready to combat the world of crime. At the GM's discretion, you are automatically granted the rank of Magistrate upon completion of your gempukku ceremony.

Scholar

This Edge is most often taken by the Phoenix and the Lion (typically for Battle and History).

5.0 Derived Statistics

5.1 Honor

Range: 0-5

All characters have an Honor Rank between 0 and 5. Each Honor Rank contains 10 Honor Points; therefore, if a character has an Honor Rank of 2 with 5 Points (aka, an Honor Rank of 2.5), they must receive 5 more Honor Points before they reach Honor Rank 3.

Characters receive an Honor Die that is dependent on their Honor Rank. This Honor Die is used for Honor checks and Tests of Honor (below). A character with an Honor Rank of 0 has no Honor Die, and therefore cannot attempt Honor checks or Tests of Honor.

Honor Rank	Honor Die
1	d4
2	d6
3	d8
4	d10
5	d12

Tests of Honor

Once per session, when a character fails at a Trait roll, they can opt to make a Test of Honor instead of spending a benny on a reroll. To do so, the player replaces one of the rolled Trait dies (not the Wild Die) of the action with a roll of their Honor Die. If the Test of Honor succeeds, then the character has successfully called upon their Honor to save them from the disgrace of failure. If, however, the Test of Honor does not succeed, then the character loses 10 whole Honor Points. Such is the price for putting your Honor on the line.

5.2 Glory

Range: 1-10

Glory represents your character's place on the Celestial Ladder. The Emperor stands alone at the top of the mortal end of the Celestial Ladder with a Glory of 10. All common samurai have a Glory between 1 and 6. All characters begin with a Glory of 1 unless stated otherwise.

Characters with a higher Glory than others are considered to outrank them.

Infamy

Range: (-1)-(-5)

The inverse of Glory, Infamy is retained by criminals and other disreputable people who stand in opposition to the Celestial Ladder.

Bringing a known criminal to justice can be rewarded with money. A criminal's bounty is equal to their Infamy multiplied by their Infamy in koku.

5.3 Shadowlands Taint

Range: 1-5

[Incomplete]

6.0 Situational Rules

6.1 Iaijutsu Duels

[Based on the duel rules designed by perfidius on Pinnacle forums.]

An iaijutsu duel usually takes place over the course of three combat rounds. In the first round, one participant challenges another, and if the other accepts, they both take their stances with their swords sheathed. At this time the Parry of both participants drops to 0. On the second round, both sides make Notice checks. A success allows the participant to know his opponent's Fighting skill, or one of his Combat Edges related to the duel; every Raise reveals an extra bit of information.

At this time, one participant may recognize the other as the winner by bowing down, ending the duel.

On the third round of combat, both sides declare how many Initiative cards they are to receive, keeping the highest. A participant can only ask for a maximum number of cards equal to half his Fighting die. For each card a participant receives, his opponent receives +2 to his Parry.

The participant that has the highest Initiative card goes first, and makes his Fighting roll against their opponent. If he succeeds, he rolls damage normally. If he misses, or his opponent is still standing, then the second participant gets his turn.

What happens next is dependent upon the conditions of the duel. If it is to the first blood, the victor is whoever deals damage first, regardless of how much damage it is. If it is to the death, and both participants are still standing at the end of the third round, then the combat continues as a normal skirmish with their Parry returning to normal.

It should be noted that the attacks made on the third round of the duel are done on the same round as drawing the weapon, and therefore incur a -2 penalty unless the participant has the Quick Draw Edge. Also, characters with the Level Headed and Improved Level Headed Edges receive the extra cards for their initiative without increasing their opponent's Parry. The Quick Edge does not have any effect during a duel.

Duel Tactics

While duels may seem very straightforward, there are some tactics that can be utilized by clever duelists. For example, if you win initiative but feel you cannot hit your opponent's modified Parry, you can use the Defend maneuver to increase your own Parry instead. This way you might have a better chance fighting them in normal combat in the next round. Another option is to use the Wild Attack maneuver.

You cannot, however, use the Full Defense maneuver. It is also considered dishonorable to perform Tricks or Tests of Will during a duel, though they are still possible to use. Prior to a duel, however, it is fair game, and Tests of Will can prove very useful.

Other Duels

This system details only iaijutsu duels, which utilizes sheathed katanas, but other duels are possible. Performing duels with unsheathed weapons or weapons that cannot be sheathed (such as polearms) removes the -2 penalty from drawing the weapon. Using bows and arrows simply changes the attack skill from Fighting to Shooting.

It is also possible for shugenja to perform magic-based duels. Simply have each shugenja pick one of their elemental skills. When the third round comes, the winner of initiative makes their elemental skill roll against their opponent's Parry and spends 1 PP. A force of the shugenja's chosen element launches at the target, attempting to bypass the elemental force of the opponent. Shugenja duels do not deal any damage, with the winner being whoever succeeded at "striking" first. See Chapter 8.0 for more information.

6.2 Seppuku

While ritualistic suicide might be a bit ugly, it's nevertheless a part of Rokugani life. Most often a player can just declare that his character kills himself and that's that. But sometimes it might be important to know how *well* they end their life.

The act of seppuku involves the samurai making three cuts across his belly. It is not required to make all three cuts to kill himself—one would be enough. But when the seppuku is the result of the samurai's failure, it is considered that his shame cannot be washed away unless all three cuts are made. The samurai can also have a second, someone who cuts off his head either after all three cuts are made, or when it is apparent that he cannot continue.

After the first cut is made, the character is considered to be Dying and immediately drops to a -3 Wound modifier. The character must then make a Spirit check. If they fail, then they cannot continue. If they succeed, they make the second cut and must make another Spirit roll. Another success results in the third cut being successful. These rolls can be retried as a Test of Honor.

If the character is lucky enough to have a second, the second takes up position behind the character and may end him at any moment (Helpless Defender). If the character committing seppuku fails one of his Spirit rolls, however, the second must make a Notice check in order to save him the dishonor of showing pain.

If a character succeeds in making the three cuts, he recovers any Honor points that he lost from whatever he is committing seppuku for. While this may not seem very useful to this character, it could prove useful to the player's next character (see 10.3 for more information).

7.0 Gear

In Rokugan, the base unit of currency is the koku, a small golden coin. The value of a koku is defined to be equal to an amount of rice that can feed a single person for one year; because of this basis, the actual value of a koku fluctuates year after year based on the harvest. A koku can be broken down into five silver coins called bu, which can further be broken down into ten copper pennies called zeni. The koban is a coin worth five koku, and is usually reserved solely for major trade deals.

When converting prices from SW:EE, consider a koku to be equal to roughly \$100.

1 koku = 5 bu = 50 zeni = \$100
1 bu = 10 zeni = \$20
1 koban = 5 koku = \$500

7.1 Melee Weapons

Name	Damage	Price	Weight	Notes
Aiguchi	Str+1d4	1 bu	1	Easily hidden
Katana	Str+1d6+2	10 koku	6	--
Wakizashi	Str+1d6	2 koku	4	--
No-Dachi	Str+1d10	4 koku	12	Reach 1, 2H, -1 Parry
Tanto	Str+1d4	15 zeni	1	--
Die-Tsuchi	Str+1d6	1 koku	8	AP 1 vs. rigid
Nagamaki	Str+1d8	2 koku	8	Reach 1 when held in two hands
Naginata	Str+1d8	4 koku	10	Reach 1, 2H, +1 Parry
Ono	Str+1d10	3 koku	10	2H

Sasumata*	Str+1d4	3 koku	10	Reach 1, 2H, Grab
Sodegarami*	Str+1d4	2 koku	10	Reach 1, 2H, Grab
Tetsubo	Str+1d8	4 koku	10	AP 2 vs. rigid, 2H, Parry -1
Yari	Str+1d8	4 koku	5	Reach 1, 2H, AP 1
Bo	Str+1d6	5 zeni	8	Reach 1, Parry +1, 2H
Jitte	Str+1d4	1 bu	1	+1 to Disarm on weapon
Jo	Str+1	2 zeni	1	no penalty from off-hand
Kama	Str+1d4	1 bu	1	Parry -1, Fighting +1
Nunchaku	Ag+1d4	5 zeni	2	Parry -1
Sai	Str+1d4	2 bu	1	+2 to Disarm on weapon
Tonfa	Str+1d4	5 zeni	2	Parry +1

* may grapple foes with a successful attack. May do automatic damage every round after grappling. The Sodegarami is incapable of causing Wounds if used in this way, but is capable of causing a Shaken condition.

7.2 Ranged Weapons

Bows

Name	Range	Price	Weight	Notes
Han-kyu	12/24/48	7 bu	3	
Dai-kyu	15/30/60	2 koku	5	-1 off horseback

Arrows

Name	Damage	Price	Weight	Notes
Ya	2d6	2 zeni	0.1	--
Watakusi	2d6+1	5 zeni	0.2	aka "Flesh Cutter"
Armor Piercer	2d6	5 zeni	0.2	AP 2

7.3 Armor

Name	Armor	Price	Weight	Protected Areas
Ashigaru Armor	+1	2 bu	15	Torso
Light Armor	+2	3 koku	25	Torso, Head
Heavy Armor*	+3	8 koku	40	All

* considered Rigid Armor

8.0 Magic

8.1 Arcane Backgrounds

Arcane Background (Shugenja)

Arcane Skill: Air (Agility), Earth (Vigor), Fire (Smarts), Water (Strength)

Starting Power Points: 10

Starting Powers: None (See Text)

A shugenja has the power to invoke the power of the elemental kami surrounding him in the form of spells. Each elemental kami has its own related skill, so there is an Air skill, an Earth skill, a Fire skill, and a Water skill. Each Elemental Skill must be purchased separately, with each skill being used for its related elemental spells.

Shugenja do not obtain Powers; instead, they cast them directly from scrolls. However, a shugenja may take the Innate Ability Edge in order to learn a spell permanently.

Scrolls: In order to cast a spell, the shugenja must read from a scroll with the related spell on it. Pulling out a scroll to use follows the same rules as drawing a weapon. Scrolls may be copied over the course of a number of hours equal to the spell's Mastery Level.

- **Disfavor** – When a shugenja rolls a 1 on his Elemental Skill die (regardless of his Wild Die), he meets with disfavor from the kami. Future Elemental rolls receive a -2 penalty until he succeeds at an Elemental Skill roll.

Arcane Background (Maho-tsukai)

Arcane Skill: Maho (Spirit)

Starting Power Points: 0 (see text)

Starting Powers: 1

Characters may take this Edge after character creation, as well as those with other Arcane Backgrounds. Taking this Edge also automatically grants the character a d4 in the Maho skill.

Characters of this background are worshipers of the Dark Lord Fu-Leng, who grants them the use of powerful spells in return for blood sacrifice. Maho-tsukai have access to all Maho Spells. While they do not retain Power Points normally, Maho-tsukai may gain temporary Power Points by performing a Blood Offering.

Scrolls: Maho Spells require scrolls just like Shugenja Spells.

Blood Offering: The maho-tsukai gains temporary Power Points by offering blood to his Dark Lord. The act of Blood Offering is a full round action, and the caster uses it either on himself or upon a Helpless Defender (the victim). The caster may choose to either deal any number of Wounds or Fatigue (small cuts, counts as Bumps and Bruises) upon himself or the victim. This number cannot exceed the normal allotment a character can take (1 Wound for Extras, 4 Wounds for Wild Cards, 2 Fatigue for either). For every Wound the caster or the victim takes, the caster gains 10 Power Points. For every Fatigue the caster or the victim takes, the caster gains 5 Power Points. These Power Points fade at a rate of 1 per hour.

The act of offering the blood gives the maho-tsukai 1 Shadowlands Point and surrounds him with a dark, inky aura, which lasts until all of his Power Points fade.

- **Corruption** - If ever the maho-tsukai rolls a 1 on his Maho skill die, regardless of his Wild Die, he gains a number of Shadowlands Points equal to a roll of the spell's Mastery Level.

Arcane Background (Monk Kiho)

Arcane Skill: Chi (Spirit)

Starting Power Points: 10

Starting Powers: 2

[Incomplete]

Arcane Background (Ise-zumi)

Arcane Skill: None (see text)

Starting Power Points: None (see text)

Starting Powers: 1

Ise-zumi are the legendary Tattooed Monks of the Dragon Clan. Their practices are steeped in mystery, with their tattoos able to grant them superhuman abilities. These powers tend to come at a cost, though, and many people find themselves uneasy around the Tattooed Monks.

Characters with this background have access to the Powers known as Tattoos. Each tattoo has a special ability that can be used a certain number of times per day, and each tattoo has its own drawback. Tattoos have no Arcane Skill, instead relying on Attribute rolls, while some do not require a roll at all. A tattoo's number of uses per day can be increased by one at the cost of half of an Advance.

8.2 Shugenja Spells

Rituals

Rituals are a special type of spell, and thus have their own rules to go along with them.

- **Delayed Casting** – When a shugenja begins casting a spell, put down a counter starting at the number designated by the ritual. At the beginning of each of the caster's turns, the counter goes down by 1. When the counter reaches zero, then the shugenja is done casting the ritual. Sometimes this Casting Time is denoted as being in minutes or hours, rather than rounds. The shugenja cannot perform any other action while casting a ritual. Disrupting the ritual uses the same rules as regular Disruption (SWEE pg. 81).
- **Cooperative Rolls** – Other shugenja who can cast the spell may assist a lead shugenja in casting a ritual. This follows the normal Cooperative Rolls (SWEE pg. 57) with all extra spellcasters involved having to spend 1 Power Point each. Cooperating shugenja can also provide Power Points to further augment spells, but they must provide 2 Power Points for every 1 the spell receives.

The Basics

Sense

Rank: Novice

Power Points: 1

Range: Immediate Area

Duration: Instant

Mastery: d4

See the Sense spell description for details on this spell (L5R pg. 145).

Commune

Rank: Novice
Power Points: 1
Range: Speech
Duration: 1 Round
Mastery: d4

See the Commune spell description for details on this spell (L5R pg. 145).

Summon [Elemental Manipulation]

Rank: Novice
Power Points: 1
Range: Smarts x 2
Duration: Instant
Mastery: d4

See the Summon spell description for details on this spell (L5R pg. 145).

Banish [Elemental Manipulation]

Rank: Novice
Power Points: 1
Range: Smarts x 2
Duration: Instant
Mastery: d4

This spell is the reverse of Summon.

Counterspell [Dispel]

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant
Mastery: d4

This spell must be cast at the same time as another shugenja is casting a spell. The shugenja rolls their Arcane Skill die of their chosen element; on a success, the Arcane Skill die's result becomes the new base TN of the spell the target shugenja is casting. The Arcane Skill die the shugenja uses must be of the element that is opposed to the target shugenja's spell: Earth opposes Air and Water opposes Fire. The shugenja knows the element of the target shugenja's spell when they begin casting, but they do not automatically know what the specific spell is.

Earth Spells

Benevolent Protection of Shinsei [Barrier]

Rank: Seasoned
Power Points: 3
Range: Special
Duration: 3 (2/round)
Mastery: d10
Ritual (3 Rounds)

A barrier is created around the lead caster of this spell the size of a Large Burst Template. If any creature tries to enter the barrier, they must make a contested Spirit roll against the caster's Earth skill (modified by any Cooperative Rolls).

Calling the Elements [Entangle]

Rank: --

Power Points: --

Range: --

Duration: --

Mastery: d6

This spell works identical to the Entangle Power (SWEE pg. 90) except where noted here.

Courage of the Seven Thunders [Armor]

Rank: Seasoned

Power Points: 3

Range: Smarts

Duration: 3 (2/round)

Mastery: d10

Ritual (2) With a success, all allies within range gain +2 Armor, +4 with a Raise. This Armor is not affected by Armor Piercing unless the attack is magical in nature.

Earthquake [Lower Trait]

Rank: Veteran

Power Points: 3

Range: Medium Burst Template

Duration: 3 (2/round)

Mastery: d6

All characters within the template reduce their Agility and all Agility-linked skills by one die type. With a Raise, increase the Range to a Large Burst Template.

Earth's Stagnation [Lower Trait]

Rank: Seasoned

Power Points: 4

Range: Smarts

Duration: 1 (1/round)

Mastery: d8

The shugenja's Earth skill is contested with the target's Spirit: on a success the target's Pace is reduced by 1 and all Agility-related abilities are lowered by one die type. Every Raise increases this penalty by an additional 1 Pace, to a minimum of zero, and 1 die-type, to a minimum of d4.

Elemental Ward [Arcane Resistance]

Rank:

Power Points:

Range: Touch

Duration:

Mastery: d4

On a success, the target gains the Arcane Resistance Edge. On a raise, they gain Improved Arcane Resistance.

Fires From the Forge

Rank: Novice

Power Points: 2

Range: Touch

Duration: Permanent

Mastery: d6

See the Fires From the Forge spell description for details on this spell (L5R pg. 148).

Force of Will [Nerves of Steel]

Rank: Novice

Power Points: 3

Range: Touch

Duration: 3 (1/round)

Mastery: d6

On a success, the target gains the Nerves of Steel Edge. On a raise, they gain Improved Nerves of Steel.

Hands of Jurojin [Healing]

Rank: --

Power Points: --

Range: --

Duration: --

Mastery: d6

This spell is identical to the Healing Power for the purposes of disease and poison—it does not heal Wounds. The Earth roll receives a penalty of -1 per day after the disease or poison is contracted.

Immortal Steel [Smite]

Rank: Novice

Power Points: 5

Range: Touch

Duration: Instant

Mastery: d8

Ritual (1 hour) This ritual can only be attempted once per weapon. The caster receives a -2 penalty to his roll. With a success, the weapon permanently gains +1 to damage; +2 with a raise. This spell only affects metal weapons.

Jade Strike [Bolt]

Rank: Novice

Power Points: 1-5

Range: 12/24/48

Duration: Instant

Mastery: d6

This spell shoots a green bolt from the caster's hand to the intended target, dealing 3d6 damage. Creatures with less than 1 Rank of Shadowlands Taint are immune to this damage.

+2 PP: Shoots one extra bolt, up to a maximum of three.

Sharing the Strength of Many [Boost Trait]

Rank: Seasoned

Power Points: 3

Range: Medium Burst Template centered on you

Duration: 3 (2/round)

Mastery: d10

Ritual(3 rounds) All allies within range raise their Strength by one die, or two with a Raise. The effect is lost if an ally leaves the range of the spell, but is regained upon reentering.

Strike at the Roots [Lower Trait]

Rank: Novice

Power Points: 3

Range: Smarts

Duration: 3 (2/round)

Mastery: d6

The target's Vigor is lowered by two ranks, three with a Raise.

Tetsubo of Earth [Smite]

Rank: Novice

Power Points: 2

Range: Self

Duration: 3 (1/round)

Mastery: d6

This spell summons a tetsubo made entirely out of the element of Earth. This tetsubo functions exactly like a normal tetsubo, except that it is weightless and deals an extra +2 damage, or +4 with a raise.

Tomb of Jade [Entangle, Ongoing damage]

Rank: Novice

Power Points: 2

Range: Smarts

Duration: Special

Mastery: d8

This spell works identically to the Entangle power (SWEE pg. 90) except where noted here. It only affects a single target who must have at least one rank of Shadowlands Taint. The spell is opposed by the target's Spirit, the target can only use Strength to escape, and others cannot assist the target in escape. The target also takes ongoing 2d6 damage every round until they escape, starting on the following round.

Water Spells

Bo of Water [Smite]

Rank: Novice

Power Points: 2

Range: Self

Duration: 3 (1/round)

Mastery: d6

This spell summons a bo made entirely out of the element of Water. This bo functions exactly like a normal bo, except that it is weightless and deals an extra +2 damage, or +4 with a raise.

Blessing of Purity [Healing]

Rank: --

Power Points: --

Range: --

Duration: --

Mastery: d6

This spell attempts to purge the target of most (but not all) diseases, illnesses and poisons. If the caster is successful, the target must then make an Honor check. Only if this Honor check is successful does the spell work.

Calm Mind [Fear, reversed]

Rank: Novice

Power Points: 2

Range: Touch

Duration: 1 day

Mastery: d6

By touching the target, the caster confers upon him a +2 bonus to all Guts checks. If the target is already suffering from a failed Guts check, they may be allowed to make another roll to recover (ignore if it is a failure).

Castle of Water [Barrier, a moat]

Rank: --

Power Points: --

Range: --

Duration: --

Mastery: d8

Mechanically speaking, this spell works the same as the Barrier Power (SWEE pg. 86), except where noted here.

Heart of Nature [Beast Friend]

Rank: --

Power Points: --

Range: --

Duration: --

Mastery: d6

This spell is identical to the Beast Friends Power (SWEE pg. 86) except where noted here.

The Path to Inner Peace [Healing]

Rank: --

Power Points: --

Range: --

Duration: --

Mastery: d6

This spell works the same as the Healing Power (SWEE pg. 91) for the purposes of healing Wounds—it cannot heal disease or poison.

Reflections of Pan Ku [Detect Arcana]

Rank: --

Power Points: --

Range: --

Duration: --

Mastery: d6

See the Reflections of Pan Ku spell description for details on this spell (L5R pg. 150).

Reflective Pool

Rank: Seasoned

Power Points: 3

Range: N/A

Duration: 3 minutes (1/minute)

Mastery: d8

See the Reflective Pool spell description for details on this spell (L5R pg. 151).

Reversal of Fortunes [Luck]

Rank: Novice

Power Points: 2

Range: Touch

Duration: 2 (1/round)

Mastery: d6

The target gains 1 benny that can only be used to reroll a failed Trait roll. This extra benny disappears when the spell's duration ends.

Sympathetic Energies [Boost/Lower Trait]

Rank: Novice

Power Points: 3

Range: Smarts

Duration: 3 (2/round)

Mastery: d8

Upon casting this spell, the shugenja must select two targets within range and one Attribute. With a success, one target's chosen Attribute is reduced by one die step, two with a raise, while the other target's chosen Attribute is increased by the same amount. The target affected negatively gets to make an opposed Spirit roll against this spell.

Torrential Rain [Obscure]

Rank: Veteran

Power Points: 6

Range: One square mile

Duration: 1 hour

Mastery: d8

Ritual (5 rounds) This spell summons clouds from within several miles to form together above the shugenja and begin to rain. For every Raise the storm becomes more heavy, causing the equivalent of Dim illumination at two Raises, Dark at three, and Pitch Darkness at four. This spell cannot summon a storm greater than what is available in the area.

The Ties that Bind [find item]

Rank: Seasoned

Power Points: 2

Range: Special

Duration: 10

Mastery: d8

See the Ties that Bind spell description (L5R pg. 152) for details on this spell.

Fire Spells

Amaterasu's Anger [Stun]

Rank: --

Power Points: --

Range: --

Duration: --

Mastery: d8

This spell works identically to the Stun Power (SWEE pg. 94).

Amaterasu's Blessing [Light]

Rank: --

Power Points: --

Range: --

Duration: --

Mastery: d4

This spell works identically to the Light Power (SWEE pg. 92).

Biting Steel [Smite]

Rank: --

Power Points: --

Range: --

Duration: --

Mastery: d6

This spell works identically to the Smite Power (SWEE pg. 93) except where noted here. This spell targets one bladed weapon.

Evil Ward [Barrier]

Rank: Seasoned

Power Points: 4

Range: Touch

Duration: 1 day

Mastery: d6

Ritual (5) All creatures with the Shadowlands Taint that come within 5" of the symbol immediately catch fire (1d10 damage per round). The flames are impossible to put out until they leave the symbol's range. This symbol exists independent of the spellcaster, and does not need to be maintained.

The Fires That Cleanse [Blast]

Rank: Veteran

Power Points: 3

Range: 24

Duration: 3 (2/round)

Mastery: d8

When successfully cast, place a Medium Burst Template on a target creature. That creature takes 3d10 fire damage, and all other creatures in the template must make an Agility roll at -2 or take 2d10 damage each. However, the shugenja casting this spell takes an amount of damage equal to half that dealt to the target creature.

Fires of Purity [Boost Trait]

Rank: Seasoned

Power Points: 3

Range: Smarts

Duration: The target's Honor Rank in rounds

Mastery: d6

All of the target's Traits are raised by one rank.

The Fire from Within [Bolt]

Rank: Seasoned

Power Points: 2

Range: 12/24/48

Duration: Instant

Mastery: d8

This spell is identical to the Bolt Power, but deals Fire damage and each target has the standard chance to catch fire.

The Fist of Osano-Wo []

Rank: Veteran

Power Points:

Range:

Duration: Instant

Mastery: d10

Ritual (1 hour) See the Fist of Osano-Wo spell description (L5R pg. 153) for details on this spell.

The Fury of Osano-Wo [Blast]

Rank: Seasoned

Power Points: 2

Range: 24

Duration: Instant

Mastery: d8

This spell can only be cast outdoors. Bolts of lightning crash down, dealing 2d6 damage in a Medium Burst Template. For +2 Power Points, increase it to a Large Burst Template. The spell's damage increases to 3d6 if performed during a storm.

Heart of the Inferno [Blast]

Rank: Seasoned

Power Points: 4

Range: 24/48/96

Duration: Instant

Mastery: d8

This spell causes a fireball to erupt, dealing 4d6 damage to all those within a Medium Burst Template. Those who make Agility roll at -2 take only 2d6 damage. For +4 Power Points, the area of effect is increased to Large Burst Template.

When this spell is cast, its scroll ignites and turns to ash.

Inflame []

Rank: Novice

Power Points: 1

Range: Smarts

Duration: Instant

Mastery: d6

See the Inflame spell description (L5R pg. 154) for details on this spell. If the item is in someone's possession, that person may oppose the roll with their Spirit. Raises are determined by the base TN of 4, not the opposed Spirit roll.

Katana of Fire [Smite]

Rank: Novice

Power Points: 2

Range: Self

Duration: 3 (1/round)

Mastery: d6

This spell summons a katana made entirely out of the element of Fire. This katana functions exactly like a normal katana, except that it is weightless and deals +2 fire damage, or +4 with a raise. It cannot, however, set things on fire, nor does it emit significant light.

Wings of Fire [Fly]

Rank: Seasoned

Power Points: 3

Range: --

Duration: --

Mastery: d6

This spell is identical to the Fly Power (SWEE pg. 91) except where noted here. The flying Pace of the recipient is equal to the caster's Fire skill.

Air Spells

Accounts of Shorihotsu [Detect Arcana]

Rank: --

Power Points: --

Range: --

Duration: --

Mastery: d6

This spell identifies the properties of a magical enchantment or spell that is currently being cast. For each success and Raise, one item of knowledge is uncovered, as determined by the GM:

- The element involved.
- The intended target.
- The spell's duration.

With two Raises the shugenja can determine the School of the spell's caster.

Benten's Touch [Boost Trait]

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Mastery: d6

This spell boosts the target's Spirit Attribute and Notice Skill by one rank, two with a Raise.

By the Light of the Lord Moon [Detect Arcana, hidden items]

Rank: Novice

Power Points: 2

Range: Smarts x 2

Duration: 3 (1/round)

Mastery: d4

This spell causes any concealed item to glow faintly, such as a trap, a knife, or an invisible person or item. It can also be used to outline enemies in darkness, thus negating penalties due to lighting.

Call Upon the Wind [Telekinesis]

Rank: --

Power Points: --

Range: --

Duration: --

Mastery: d6

This spell is identical to the Telekinesis Power (SWEE pg. 94) except where noted here.

Cloak of Night [Invisibility, one item]

Rank: Novice

Power Points:

Range: Touch

Duration: 3 minutes (1/minute)

Mastery: d6

This spell works identically to the Invisibility Power (SWEE pg. 91) except where noted here. It affects only one item, and both the item and its bearer need to be touched. If ever the item leaves the bearer, the spell is broken.

Command the Mind [Puppet]

Rank: Seasoned

Power Points: 2

Range: Sight

Duration: Permanent

Mastery: d8

See the Command the Mind spell description for details on this spell (L5R pg. 156). The target is allowed to make an opposed Notice check to realize that the inserted thoughts are not their own.

Echoes of the Wind []

Rank: Novice

Power Points: 3

Range: Touch

Duration: See text

Mastery: d6

See the Echoes of the Wind spell description for details on this spell (L5R pg. 156).

Essence of Air [Invisibility, Lower Trait]

Rank: Novice

Power Points: 2

Range: Self

Duration: 3 minutes (1/minute)

Mastery: d6

This spell is identical to the Invisibility Power (SWEE pg. 91) except where noted here. The target's Agility, Strength, and Vigor are all reduced to d4 for the duration of this spell.

Know the Mind [read minds]

Rank: Seasoned

Power Points: 1

Range: Sight

Duration: 1 round

Mastery: d8

See the Know the Mind spell description for details on this spell (L5R pg. 156). This spell can also detect the presence of Command the Mind, but the attempt is contested by the Air skill of the intruding shugenja.

Know the Shadows [Deflection]

Rank: --

Power Points: --

Range: Self

Duration: --

Mastery: d6

This spell is identical to the Deflection Power (SWEE pg. 89) except where noted here.

Mists of Illusion [Illusion]

Rank: Veteran

Power Points: 4

Range: Smarts x 2

Duration: 3 (1/round)

Mastery: d10

See the Mists of Illusion spell description for details on this spell (L5R pg. 157). Viewers of the illusion may choose to make a Notice roll at -2 to see through the trick. Convert the Raise conditions from X Raises to +X Power Points. The duration cost increases by +1/round for every extra 2 Power Points spent in casting this spell.

Nature's Touch [Speak Language]

Rank: --

Power Points: --

Range: --

Duration: --

Mastery: d6

This spell is identical to the Speak Language Power (SWEE pg. 93) except where noted here. The languages spoken can only be those of the creatures of Rokugan.

Quiescence of Air [silence]

Rank: Seasoned

Power Points: 3

Range: Self

Duration: 10 minutes (1/10 minutes)

Mastery: d8

See the Quiescence of Air spell description for details on this spell (L5R pg. 158). The area of effect of this spell is a Medium Burst Template, Large if with a Raise. The variation of this spell only requires one Raise.

Secrets of the Wind

Rank: Seasoned

Power Points: 3

Range: 10 miles + 10 miles/raise

Duration: 10 minutes (1/10 minutes)

Mastery: d8

See the Secrets of the Wind spell description for details on this spell (L5R pg. 158).

Tempest of Air [Burst, Deflection]

Rank: Novice

Power Points: 2

Range: Cone Template

Duration: 3 (1/round)

Mastery: d6

By casting the spell, the caster causes a torrent of wind to eject from him in a Cone Template. Any character caught or entering in the blast must make an opposed Strength roll or get blown to the edge of the template. Any ranged attack through the template receives a -4 penalty.

Way of Deception [illusion]

Rank: Seasoned

Power Points: 2

Range: Smarts x 2

Duration: 3 (1/round)

Mastery: d8

See the Way of Deception spell description for details on this spell (L5R pg. 158). Characters may use Notice or Smarts to see through the illusion.

Whispering Winds [detect truth]

Rank: Novice

Power Points: 1

Range: N/A

Duration: Instant

Mastery: d6

See the Whispering Winds spell description for details on this spell (L5R pg. 159).

Wind-Borne Slumbers [sleep]

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 1 hour

Mastery: d6

See the Wind-Borne Slumbers spell description for details on this spell (L5R pg. 159). The target of this spell makes an opposed Vigor roll to resist this spell.

Wind-Borne Speed [Fly]

Rank: --

Power Points: --

Range: Smarts

Duration: --

Mastery: d8

This spell is identical to the Fly Power (SWEE pg.) except where noted here. For every Raise the number of targets effected by this spell may increase by one.

Wind's Distractions [Deflection]

Rank: Novice

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Mastery: d6

All attacks the target makes receive a -2 penalty. The number of targets affected by this spell are increased by 1 with each raise.

Yari of Air [Smite]

Rank: Novice

Power Points: 2

Range: Self

Duration: 3 (1/round)

Mastery: d6

This spell summons a yari made entirely out of the element of Air. This yari functions exactly like a normal yari, except that it is weightless and deals +2 air damage, or +4 with a raise.

8.2 Maho Spells

[Incomplete]

8.3 Monk Kiho

[Incomplete]

8.4 Tattoos

Arrowroot [Healing]

Rank: Novice

Uses per day: 2

Range: Self or Touch

Duration: Instant

By invoking the natural healing properties of the Arrowroot, the ise-zumi may heal himself or another by making a Spirit roll. This roll does not receive the extra penalty of the target's Wounds as per the normal Healing Power. This Power cannot heal poison or disease, but otherwise works as per the Healing Power (SWEE pg. 91).

- **Drawback:** Upon the success of healing another person, the Ise zumi automatically takes one Wound as he takes the damage on to himself (the tattoo itself begins to bleed). This Wound can only be healed by nonmagical means. The Ise zumi does not take extra Wounds beyond the first one on subsequent uses of this tattoo.

Cherry Blossom

Rank:

Uses per day: 1

Duration: Until sunset.

The Ise zumi makes an Honor check: on a success he gains 1 benny, two with a raise. These bennies must be spent before sundown, or else they are lost. This tattoo cannot be used until the next sunrise, and it cannot be used between sunset and sunrise.

- **Drawback:** While under the effects of this tattoo, all Honor Points the ise-zumi loses are doubled, and he cannot spend bennies on Tests of Honor.

Crab [Armor]

Rank: Novice

Uses per day: 2

Duration: 3

By making a successful Vigor roll, the ise-zumi hardens his skin and receives an Armor of 2, or

4 with a raise.

- **Drawback:** On a roll of 1 on his Vigor die, regardless of his Wild Die, all Agility-linked rolls receive a -1 penalty for 3 rounds.

Chrysanthemum [Regeneration]

Rank: Veteran

Uses per day: (see text)

Duration: Permanent

The Ise zumi may make Vigor roll to heal once a day, provided he spends at least two hours in direct sunlight. The Ise zumi heals 1 Wound with a success, and 2 Wounds with a Raise.

- **Drawback:** The Ise zumi may never be magically healed.

Dragon [Burst]

Rank: Novice

Power Points: 2

Range: Flame Template

This spell is identical to the Burst Power (SWEE pg.).

Tiger

Increases unarmed damage by one die type (Str becomes Str+d4, Str+d4 becomes Str+d6, etc).

Wasp [Quickness]

Rank: Seasoned

Uses per day: 2

Range: Self

Duration: 3

Upon calling on the power of the Wasp, the Ise zumi may make an extra action without incurring a Multiple Action Penalty. This extra action can also be an action that has already been performed that round.

- **Drawback:** While under the effects of the Wasp, the Ise zumi cannot spend any bennies.

[Incomplete]

9.0 Monsters

[Incomplete]

10.0 Optional Rules

10.1 General Knowledge

General Knowledge is similar to Common Knowledge. To be precise, it is a form of knowledge that is not game-important enough to belong to the Knowledge skill, but not as commonly known to be considered Common Knowledge. A character may roll their related Attribute (usually Smarts) whenever their General Knowledge is called into question. Some General Knowledges allow a Skill roll instead, if the Skill is higher than the related Attribute. Additionally, if ever a character is dealing with a form of Common Knowledge that has something to do with their General Knowledge, they

receive a straight +2 bonus that does not stack with itself. If a character without a General Knowledge wishes to make an attempt at a General Knowledge roll, and if the GM deems it possible, then they may make a Common Knowledge roll at a –2 penalty.

A character begins play with a number of General Knowledges equal to half his Smarts die. Additional General Knowledges can be purchased with 1 point each from Hindrances. Uncertain players may opt to keep their General Knowledge slots open and fill them in over the course of play—but once a slot is filled, it is permanent.

Whenever a character's Smarts die increases due to an Advance, he also gets another General Knowledge slot. He may also purchase an extra General Knowledge slot with half of an Advance; this may be mixed and matched with the option to increase two skills. Instead of buying a new General Knowledge, an old one can be increased with a +1 bonus at the same cost, up to a maximum of +2. The following are sample General Knowledges, but players and GMs should feel free to come up with their own:

Acting – Can use Persuasion. Can also be used to disguise self.

Armorer – Can use Repair.

Bard – Can use Persuasion. Recite stories and fables.

Calligraphy – An art form above and beyond simple writing.

Craft – Can use Repair.

Dance – Use Agility.

Etiquette – Used to fit in to any situation.

Falconry

Forgery – Can use Stealth. Considered a Low Skill.

Heraldry – Used to identify banners and people with high status relations.

History – Could be considered a Knowledge skill instead.

Horse Husbandry

Hunting

Language – Choose a specific language to speak (Naga, Nezumi, etc.)

Law

Gambling – Considered a Low Skill.

Gaming – Choose a specific game.

Medicine – Can use Healing. Identify sickness and poison (at -1 penalty), craft remedies.

Meditation – Use Spirit. See 10.3 for more info.

Music – Choose a specific instrument.

Origami

Painting

Poetry

Poison – Crafts and identifies; considered a Low Skill.

Sincerity – Can use Persuasion.

Seduction – Can use Persuasion or Taunt. Considered a Low Skill.

Tea Ceremony

Theology

Torture – Considered a Low Skill.

Weaponsmith – Can use Repair.

Example:

While at court, Midori decides that the Crane diplomat needs to go. Because she has the Poison General Knowledge, she decides to make a rather deadly poison that leaves little traces. The GM tells her that she has to roll her Smarts die, and because it is such a powerful poison he is

throwing on a -3 penalty.

Noticing that she still has one General Knowledge slot left open, she asks the GM if she could spend it to increase her Poison to +1, explaining that she has been training over the last month. The GM accepts, so Midori loses one Honor Point for increasing a Low Skill, and she then makes her Smarts roll at only -2.

The next day, Edgar, the newly-appointed Unicorn magistrate, is inspecting the body of the Crane diplomat. Not having the Poison General Knowledge, Edgar is already at a disadvantage, so he asks if he could attempt a Common Knowledge roll with his d8 Healing skill. The GM agrees, but adds on a -2 penalty for not having the Poison or Medicine General Knowledges, in addition to the -3 penalty for trying to identify such a hard poison. Edgar's player gulps at the -5 penalty, picks up his dice, and prays to the kami for an Ace.

10.2 Kharma System

It is the belief of the Rokugani that what a man accomplishes in this life supports him in his next. While a player's new character might not be the reincarnation of his last one, there still is a similar link between them at the table. To add a little of this flavor to the game, the GM might want to consider these rules for handling character death.

If ever a character perishes, the player's new character receives half of the previous one's XP, just as normal. They then receive a bonus to their starting XP equal to two less than the sum of the previous character's Honor and Glory (Honor+Glory-2). This bonus cannot bring the new character's starting XP up to being greater than the previous character's XP. Ignore negative results, unless you want to be particularly strict.

Example:

Isawa Minaka lived a short but glorious life, as he died protecting his lord from an assassin with only 4 XP. This act brought his Honor up to 3, and his Glory to 2. Using the Kharma system, Minaka's player makes his new character, starting with 2 XP (half of Minaka's 4), and getting a bonus of 3 (3+2-2=3). This would bring his XP total to 5, but since that would be more than what Minaka had, it is only raised to 4.

10.3 Meditation

Here is a little houserule for if you want the Meditation General Knowledge to have more of a function at your game table. If a character does not have any bennies left, he may spend one hour in meditation. On a success, he regains one benny; two with a Raise.

Shugenja and monk characters may also meditate for one hour to regain 1 Power Point, +1 per Raise. This is in addition to any Power Points they would normally regain during that time. A character cannot meditate for both bennies and Power Points at the same time.

10.4 Courtly Intrigue

[Incomplete]

10.5 Land Governance

[Incomplete]