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Introduction
Third Edition Revised Core Compatibility Rules
If, for whatever reason, you are unable to incorporate the Advanced Mastery Abilities rules into your game, these rules allow the approximation of the styles into your game. Characters made using these rules are incompatible with characters made using the Advanced Mastery Ability rules, and such characters should not be mixed in a campaign.

All those rules are made to be optional. They change a lot of the system and it is up to each GM to allow them or not in his games.

New Advantage:

[Style] Martial Arts Instruction (Granted, 8 Points);
You have been given instruction in a specialized system of martial arts. You have made a pledge to keep the secrets of your sensei, until he has certified you to teach. You may take the specialized emphasis corresponding to your chosen martial arts style.

The advantage’s cost may be reduced by the discounts listed for your style, according to what your character qualifies for at the time you take this advantage. If you take this advantage later, you do not get a refund of the points spent even if you qualify for a reduction.

Way of the Open Hand rules:

New Emphases for each martial arts style:
All Way of the Open Hand martial arts employ the Jiu jitsu skill unless otherwise noted. Advanced Emphasis from each art is treated as a Jiu jitsu skill emphasis unless the martial art belongs to a different skill. Advanced emphases do not count in the number of emphasis you have. A character with Jiu jitsu (Kase-do) (Kase-do novice) count has having only one emphasis. Additional Jiu jitsu advanced emphases are below:

[Style] Novice Emphasis: Grants the applicable Novice ability.

[Style] Intermediate Emphasis: Grants the applicable Intermediate ability.
[Style] Advanced Emphasis: Grants the applicable Advanced ability.
[Style] Expert Emphasis: Grants the applicable Expert ability.
[Style] Master Emphasis: Grants the applicable Master ability.

Costs and discounts:
Costs are listed in CP (character points) point for character creation, but the cost in XP (experience points) is the same if you want to buy them during the game. Discounts are cumulative unless there is OR written. You cannot have both discounts that are listed as OR. Example: Gako is a monk and want to buy the Tasaii-do style. Tasaii-do discounts are monk (-4) OR bushi (-3), Shinseist monk (-2). Gako is a ronin bushi 1 / monk of the Four Temples 1. He then has the monk discount (-4) and the Shinseist monk (-2) but while he qualifies as a bushi since there is OR between monk and bushi he only takes the highest of the two discounts.

Advanced Maneuvers
Strike (Accuracy)
Some Martial Arts list Strike as a Favored Maneuver. While Strike is not actually a maneuver, a Favored Maneuver of Strike allows the art’s Emphasis bonus to apply when no other maneuvers are being used.

Takedown (3 Raises, Knockdown Variant Maneuver)
Takedown is a variant maneuver of Knockdown. Unless otherwise specified, all rules that normally apply to Knockdown apply to Takedown.

When performing the Takedown variant maneuver, the target does not gain any TN to be Hit benefit from armor. Unlike the Knockdown maneuver, the Takedown maneuver does not do damage.

Push Back (2 Raises, Knockdown Variant Maneuver)
Push Back is a variant maneuver of Knockdown. Unless otherwise specified, all rules that
normally apply to Knockdown apply to the Push Back maneuver.

When performing the Push Back variant maneuver, the target does not gain any TN to be Hit benefit from armor. If the attack hits, the opponent moves a number of feet equal to your Juijitsu Skill Rank. He retains his footing throughout the movement. This maneuver does no damage.

Extra Attack (4 Raises)
If this attack hits the TNtbH (before any effects of hitting resolve), you may make a second attack with four raises against the same target. If this second attack hits, resolve each attack’s effects in order. If the second attack is a miss, then both attacks are misses. You may make separate extra raises on these attacks and each may be made with different weapons or unarmed. If you make your second attack with an attack with your other hand, you may direct that attack against a different target within range while suffering all the appropriate penalties for using two weapons as well as the penalties for off hand fighting. You may only perform this maneuver once per round.

Knockdown (3 or more Raises)
If this attack hits, make a contested Strength + Insight Rank roll versus your opponent’s Earth Ring + Insight Rank. If you win this roll, the opponent is knock prone and then the damage if any is allied. Each Raise beyond those required for this maneuver give you a Free Raise on the contested roll.

*You may perform this maneuver as a Takedown that ignores the target’s armor and does no damage.

*You may perform this maneuver with an unarmed attack as a Throw that moves and places prone the target a number of feet away equal to twice you Juijitsu Skill Rank.

*You may perform this maneuver as a Push-Back....

Grapple (0 or more Raises)
This attack ignores the target’s armor and does no damage. If this attack hits, you start a grapple with your opponent. Each Raise made on this maneuver grants you an additional die on the initial Contested Roll. If you are unarmed while performing this Maneuver, your opponent’s TN to be Hit is increased by one of the Weapon Skill he is wielding (if any). For more information, see the Grapple rules later in this chapter. You may only perform a grapple unarmed or with weapons that explicitly state that they can be used to grapple.

Grappling
Grappling is the term applied to a form of unarmed combat wherein two or more combatants attempt to overpower one another while physically locked together in a crushing embrace.

1. Initiating a grapple is normally an attack action. Other effects may allow a character to initiate a grapple at other times.

2. Immediately after the grapple is initiated, the characters make a Contested Strength / Juijitsu (Grappling) roll to gain control of the grapple.

3. Each turn, as an Attack Action, the character in control of the Grapple may automatically inflict their normal unarmed damage (plus 1 FR for controlling the Grapple), or hold the target still, or terminate the Grapple. In situations where there are multiple grapplers, the Cumulative Skill Rolls rule applies. Characters in a grapple but not in control cannot perform actions.

4. A new Contested Strength / Juijitsu (Grappling) roll is made after each of the controlling character's actions each round. If you were in control when your Turn started, you get a Free Raise on the roll.

5. Characters using weapons to grapple may use Strength / Weapon Skill (Type) instead of Strength / Juijitsu (Grappling) when making control checks and may inflict the weapon's damage instead of Strength damage when in control of a grapple with that weapon.

EXPANDED GRAPPLE RULES
Actions During a Grapple
Instead of the normal Attack Action option during a grapple presented in the L5R Third Edition Revised main rules, characters may use these options:
While you are grappling and you are in control of the grapple against an opponent(s), you may only perform the following Actions:

* As an Attack Action, you may damage your opponent(s). You make an attack, which cannot have any raises used on it, but which automatically hits doing your unarmed damage or damage with small weapon such as a knife.

* As an Attack Action, you may attack your opponent. You make a normal attack against your opponent with an unarmed strike or small weapon such as a knife.

* As a Move Action, you may move yourself and your opponent. You may move 5’ plus X’ for each increment of five you won your last contested Grapple Roll against your opponent and up to a maximum of half your movement rounded down. You must be in control off all grapples you are in to perform this Action.

* As a Complex Action, you may pin your opponent. Doing so makes both your opponent’s and your own Reflexes trait of one for purposes of calculating the TN to be Hit.

* As a Complex Action, you may hold your opponent in place. This has no other effect other than continuing the grapple.

* As a Simple Action, you may release your opponent. This ends the grapple with that opponent.

While you are grappling but not in control of a grapple against an opponent, you may only perform the following Actions:

* As an Attack Action, you may attack your opponent. You make a normal attack against your opponent with an unarmed strike or small weapon such as a knife.

* As a Complex Action, you may attempt to escape the Grapple. You make a contested Grapple Roll, but you may only roll Agility/Jujutsu instead of Strength/Jujutsu (Grapple) during all Grapple Rolls with that target and does the weapon’s damage during the grapple instead of hand to hand damage. If the holder is not in control of the grapple he initiated with his weapon, he may use his weapon to attack. The weapon holder can end the grapple with that weapon as a Simple Action even if they are not in control of the grapple by releasing the weapon. Chain Weapons get to initiate a Grapple after a Disarm or Knockdown. Since initiating a grapple is different then the Grapple Maneuver, this takes no extra action.

**Weapons and Grappling**

Normally grapples may only be performed unarmed, but some weapons lend themselves well to grappling. If a weapon was used to initiate the grapple, the initiator uses Strength/Weapon Skill (Emphasis) instead of Strength/Jujutsu (Grapple) during all Grapple Rolls with that target and does the weapon’s damage during the grapple instead of hand to hand damage. If the holder is not in control of the grapple he initiated with his weapon, he may use his weapon to attack. The weapon holder can end the grapple with that weapon as a Simple Action even if they are not in control of the grapple by releasing the weapon. Chain Weapons get to initiate a Grapple after a Disarm or Knockdown. Since initiating a grapple is different then the Grapple Maneuver, this takes no extra action.
Martial Arts of the Brotherhood of Shinsei

Tasaii-Do (Major Martial Art)
The Emerald Empire knows that Shinsei had to defeat the Hantei’s guards with his bare hands to see the first Hantei. This martial feat impressed the first Hantei who then listened to the Little Prophet and made history. One of the guards that saw the epic battle, Tasaii, was so impressed he listened to Shinsei's teachings and joined his legions of followers.

From those teachings, Tasaii created an entire philosophy surrounding martial arts. This defensive martial art is based upon understanding movement, force, chi, motion and spirit in all things. People watching often mistake it for being aggressive, for they fail to see the forces in motion.

Favored Maneuvers: Knockdown, Kiho
Discounts:
Monk: (-4 Points)
OR Bushi: (-3 Points)
Shinseist Monk: (-2 Points)

Note: Tasaii-Do may also be used with a bo staff.

Novice Tasaii-do (Hands Are Arrows)
Requires Rank 1 Jiujitsu, Tasaii-do emphasis
Cost: 8 CP
If you declare raises on an unarmed attack or attack with a bo staff and miss, you may spend a Void Point to reroll the attack roll. If you hit, you do not gain the benefit of any raises on the attack.

Intermediate Tasaii-do (Hands Are Armor)
Requires Rank 3 Jiujitsu, Tasaii-do emphasis, Novice Tasaii-do
Cost: 9 CP
At the start of your turn, you may select an opponent. If you delay your action and are attacked by that opponent, after your opponent’s attack roll you may use your action to make an Agility/Jiujitsu(Tasaii-do) roll contested to his attack roll. If you win, your opponent’s attack is considered to have missed.

Advanced Tasaii-do (Hands Are Axes)
Requires Rank 4 Jiujitsu, Tasaii-do emphasis, Intermediate Tasaii-do
Cost: 10 CP
For every three raises you declare on your unarmed attack or attack with a bo staff, you gain an additional Free Raise which may only be applied to the Damage maneuver.

Expert Tasaii-do (Hands Are Knives)
Requires Rank 5 Jiujitsu, Tasaii-do emphasis, Advanced Tasaii-do
Cost: 11 CP
When making an unarmed or bo staff attack against an opponent who had declared raises on an attack roll made during their last action, you gain a number of Free Raises equal to your Insight Rank.

Master Tasaii-do (Hands Are Swords)
Requires Rank 7 Jiujitsu, Tasaii-do emphasis, Expert Tasaii-do
Cost: 12 CP
You may spend two Void Points to declare raises for damage after you have rolled to hit an opponent with your unarmed or bo staff attack.

Tenshido (Major Martial Art)
Ihara, a monk of the mikokami, wandered around Rokugan learning from all the Jiujutsu masters that he encountered. Always letting them defeat him so he could find the strengths and the weaknesses in their styles. He would use their knowledge to create a new martial art that would help the Brotherhood of Shinsei defend their temples without any offensive moves. Rather, the principle strategy of the martial art was to return the attack back to its initiator.

Favored Maneuvers: Disarm, Knockdown
Discounts:
Monk: (-4 Points)
OR Shugenja (-2 Points)
Thousand Temples Monk: (-2 Points)

Novice (Sharing the Mind)
Requires Rank 1 Jiujitsu, Tenshido-do emphasis
Cost: 8 CP
Opponents attacking you do not gain the normal benefit from the Full Attack Posture. (Full Attack Posture penalties still apply) You may add twice your Jiujitsu Skill Rank to your TN to be Hit against any attack you are aware of while you are unarmed and unarmored, unless you are
in the Full Attack Posture.

Intermediate (Sharing the Hands)
Requires Rank 3 Jujitsu, Tenshido-do emphasis, Novice Tenshido-do
Cost: 9 CP
You may gain up to two Free Raises when performing the Disarm or Knockdown maneuvers. If you do so, you roll and keep one less die of damage per Free Raise you gained in this manner, and you may not perform the Increase Damage maneuver on this attack.

Advanced (Sharing the Breath)
Requires Rank 4 Jujitsu, Tenshido-do emphasis. Intermediate Tenshido-do
Cost: 10 CP
Whenever an opponent spends a Void point to enhance an attack or damage roll against you, you may make a Contested Void Roll against that opponent. If successful, you gain one Void Point. Gaining void points in this manner, does not allow you to exceed the number of Void points you can normally have.

Expert (Sharing the Earth)
Requires Rank 5 Jujitsu, Tenshido-do emphasis. Advanced Tenshido-do
Cost: 11 CP
When you successfully perform the Knockdown or Disarm maneuver on an opponent, you gain a +10 TN to be Hit Bonus for one round against all opponents.

Master (Sharing the Fire)
Requires Rank 7 Jujitsu, Tenshido-do emphasis. Expert Tenshido-do
Cost: 6 CP
Whenever you would do damage with an unarmed attack roll, you may choose to inflict no wounds. If you do so, their Agility Trait is reduced by one for (Ten - the Opponent’s Stamina Trait) minutes.

Sebun-Do (Major Martial Art)
Fusae created Sebun-Do after the Seven Fortunes divinely inspired him during the Dawn of the Empire. The little monk was initially plagued with nightmares revealing the death of Order of the Seven Fortunes under the might of the Shadowlands. After seven days of meditation, he was given the secrets of this martial art by each of the Seven Fortunes. The art is passive in nature so that the student can dodge an opponent’s attack and then strike back with a soft blow. The style requires intricate knowledge of the human anatomy.

Favored Maneuvers: Accuracy, Called Shot
Discounts:
Monk: (-4 Points)
OR Bushi: (-2 Points)
Fortunist Monk: (-2 Points)

Novice (Meridians Strike)
Requires 1 Rank, Sebun-do emphasis
Cost: 3 CP
You add your Medicine Skill Ranks to your Jujitsu attack rolls. You also add your Jujitsu Skill Rank to your Medicine rolls. Finally, you may voluntarily reduce the kept dice from your unarmed damage rolls by any amount, to a minimum of one kept die.

Intermediate (Chakra Strike)
Requires 3 Rank, Sebun-do emphasis
Cost: 7 CP
You may declare a single Called Shot Raise on your unarmed attack to roll additional dice of damage equal to your opponent’s Strength trait. If you do so, you may not also declare the Increased Damage maneuver on this attack.

Advanced (Chi Strike)
Requires 4 Rank, Sebun-do emphasis
Cost: 10 CP
You may make two Called Shot Raises on your unarmed attack roll that, if successful, causes that enemy’s Reflexes trait to be reduced to one for the purposes of TN to be Hit against your unarmed attacks for one day.

Expert (Two Hands Strike)
Requires 6 Rank, Sebun-do emphasis
Cost: 11 CP
You add your Medicine Skill Ranks to your TN to be Hit while unarmored. Once per round, when you are attacked, you may reduce your Reflexes trait to one for the purposes of TN to be Hit against your unarmed attacks for one day.
Master (Touching the Void)

Requires 7 Rank, Sebun-do emphasis. Expert Sebun-do

Cost: 12 CP

Whenever you do damage with your unarmed attack, you may choose to inflict no wounds. If you do so, you may make an immediate Void/Meditation (Void Recovery) roll against TN 20 to regain void points as if you had just spent an hour in uninterrupted meditation.
Martial Arts of the Crab Clan

Kobo-Ichi-Kai Jiu Jutsu (Major Martial Art)
The true origins of this style are long lost to history, even though the Crab Clan likes to tell wild stories about its creation. As the Crab Clan bushi could not always have their weapons ready to fight, Brotherhood of Shinsei created hand-to-hand techniques to offensively fight against the creatures of the Shadowlands. This style of fighting is based on backhand strokes, roundhouse kicks, and risky grappling maneuvers.

Favored Maneuvers: Damage, Called Shot
Discounts:
Crab Clan: (-2 Points)
Monk: (-4 Points)
OR Bushi: (-3 Points)

Special Ability: If you are attacking with an aiguchi or tanto and you have the Kobo emphasis, you may substitute your jiu jitsu skill in place of your knives skill.

Novice Kobo Ichi-Kai (Slam the Gates)
Requires Rank 1 Jiu Jitsu, Kobo emphasis
Cost: 8 CP
You add your Earth Ring to your unarmed damage rolls for attacks you make using the Increase Damage maneuver. If you successfully make two raises for a Called Shot to a vital area, your opponent’s Initiative is reduced by half your Earth Ring rounded up. This effect is cumulative and does not require the attack to do damage.

Intermediate Kobo Ichi-Kai (Break the Bones)
Requires Rank 3 Jiu Jitsu, Kobo emphasis, Novice Kobo Ichi-Kai
Cost: 9 XP
You may choose to not ignore the target’s armor TN to be Hit bonus when performing a Grapple Maneuver with an unarmed strike and instead successfully make two raises for a Called Shot to hit a vital area. If attack hits and you win the initial contested Grapple Roll, you inflict immediate automatic unarmed damage.

Advanced Kobo Ichi-Kai (Wearing Down the Mountain)
Requires Rank 4 Jiu Jitsu, Kobo emphasis, Intermediate Kobo Ichi-Kai
Cost: 10 CP
You gain a Free Raise to hit while attacking a prone opponent. You may ignore up to half your Jiu Jitsu Skill rounded up to your opponent’s Carapace. You inflict a minimum of one damage against Invulnerable creatures. This minimum damage can be increased further by post damage roll effects like Kobo Ichi-Kai Novice.

Expert Kobo Ichi-Kai (Hida's Lesson)
Requires Rank 5 Jiu Jitsu, Kobo emphasis, Advanced Kobo Ichi-Kai
Cost: 11 CP
If you succeed at an initial Grapple Roll for a grapple you did not initiate, you may inflict immediate unarmed damage. You may make one or more raises when attacking to add +5 to your TN to be Hit per raise against any free or immediate attacks made by your opponent in response to your attack.

Master Kobo Ichi-Kai (Tear-Giving)
Requires Rank 7 Jiu Jitsu, Kobo emphasis, Expert Kobo Ichi-Kai
Cost: 12 CP
For each Raise you successfully make (up to a maximum of three raises) for a Called Shot to the eyes with an unarmed attack that does damage, the opponent suffers a +5 TN to Agility and Reflexes trait rolls (including skill rolls) and -5 TN to be Hit each for (Ten minus the opponent’s Stamina Trait) in rounds.

Sagasu-Do (Minor Martial Art)
The hunter's way has been exclusively taught from Tsukai-sagasu to their student. All existence of this style is denied. The witch hunters created this art from observing Kobo Ichi-kai and each master has a different style with some common threads. The art bases itself off offensive maneuvers and improves the supernatural abilities of the witch hunter.

Favored Maneuvers: Kiho, Damage
Discounts:
Crab Clan: (-2 Points)
Monk: (-4 Points)
OR Shugenja: (-2 Points)
OR Bushi: (-3 Points)
Novice (Jade Fist)
Requires Sagasu-do emphasis, Rank 1 Jiujitsu
Cost: 8 CP
When you make an unarmed attack against a target who has the Shadowlands Taint, you do additional damage equal to your Earth Ring. Tainted beings may not use Void for Damage Reduction against damage you inflict on them with unarmed attacks.

Advanced (Banishing Fist)
Requires Sagasu-do emphasis, Rank 3 Jiujitsu, Novice Sagasu-do
Cost: 9 CP
Your unarmed strikes disrupt spellcasting. Each raise you call on the Increase Damage maneuver with an unarmed strike, you also add an additional +3 TN to the Ring/Shugenja Rank roll to avoid disruption of the spell. You may spend a void point to force this roll to be made by that target on any casting roll for one round. This effect is not cumulative. Finally, you may also choose to have the attack do no wounds. If no wounds are applied, the full wounds from the damage done will be used to calculate the TN of the concentration roll.

Master (Crow's Feathers)
Requires Sagasu-do emphasis, Rank 6 Jiujitsu, Advanced Sagasu-do
Cost: 10 CP
You add your Jiujitsu Skill Rank to your magic resistance against Maho if you are aware of the spell being cast. If a Maho spell is cast targeting you and fails, you gain one Void point.
Martial Arts of the Crane Clan

Mizu-Do (Major Martial Art)
The Mizu-do was born from years of trainings by artisans and actors to make plays more realistic. After the Imperial Court massacre during the War against the Shadow, this style evolved from a defensive art to a more complete art with offensive maneuvers.

The Mizu-do is a graceful style that emphasizes beauty and form. The art incorporates a great deal of motion, with flourishes and exaggerated movements throughout. Even if the more modern version cut out some of its more graceful maneuvers, the style is still breathtaking to watch. Mainly used as a demonstration art, Mizu-do practitioners usually start with an intimidating stance, before moving to probing attacks within elaborate dancing feints, before moving for a throw or a joint-lock once the enemy made an ill-advised attack.

Favored Maneuvers: Knockdown, Disarm
Discounts:
- Crane Clan: (-2 Points)
- Bushi: (-3 Points)
- OR Courtier: (-4 Points)
- OR Artisan: (-4 Points)

Novice Mizu-do (Bend Like A Reed)
Requires Rank 1 Jiujitsu, Mizu-do emphasis
Cost: 8 CP
You add half your Jiujitsu Skill Rank to your TN to be Hit while you are unarmed, not in the Full Attack posture, and aware of your opponent’s attack. Opponents who wish to make the Extra Attack maneuver against you must make an additional Raise to do so (they are aware of the added difficulty when they declare the Extra Attack maneuver).

Intermediate Mizu-do (Flight of Dragons)
Requires Rank 3 Jiujitsu, Mizu-do emphasis, Novice Mizu-do
Cost: 9 CP
You gain a Free Raise when making the Knockdown maneuver before unarmed. You gain a Free Raise when attacking an opponent with an unarmed attack that attacked you and missed since your last turn began.

Advanced Mizu-do (Catch the Shadow)
Requires Rank 4 Jiujitsu, Mizu-do emphasis, Intermediate Mizu-do
Cost: 10 CP
You may add your Jiujitsu Skill Rank to your Opposed Grapple Roll. If you do, then you must end the grapple at you next opportunity instead of doing damage. When you end the grapple in this way, you may throw your opponent a number of feet equal to twice your Jiujitsu Skill Rank, as if you had succeeded at a Knockdown.

Expert Mizu-do (Dragon Claw)
Requires Rank 5 Jiujitsu, Mizu-do emphasis, Advanced Mizu-do
Cost: 11 CP
When you hit with an unarmed attack and inflict at least one wound, you may choose to inflict no damage. If you do so, your opponent suffers a +10 TN penalty to all skill rolls for a number of rounds equal to (Ten minus his Stamina Trait). These penalties stack.

Master Mizu-do (Hammer of Earth)
Requires Rank 7 Jiujitsu, Mizu-do emphasis, Expert Mizu-do
Cost: 12 CP
When performing a Knockdown, you may make 2 additional Called Shot Raises in order to have the target land on his head. This disorienting blow causes the opponent to be considered one Wound Rank higher than he truly is, to a maximum of Out. This penalty lasts for (Ten - victim's Stamina Trait) rounds, and multiple such effects stack.

Resplendent Crane Yarijutsu
(Minor Martial Art)
During the Emperor's winter court in the late 6th century, an Ikoma courtier tricked the Daidoji daimyo into entering a competition. The daimyo discovered too late that it was a courtly dance. On impulse, he took his yari and started to display his family's katas with it. The Emperor was impressed, and asked the daimyo name of the style. Daidoji told him it was the Resplendent Crane Yarijutsu. Since this time, the Daidoji have used the yari to present an impenetrable defense or make swift attacks to keep the enemy at distance.
**Favored Maneuvers:** Knockdown, Accuracy

**Discounts:**
- **Crane Clan:** (-2 Points)
- **Bushi:** (-2 Points)
- **Daidoji Family:** (-2 Points)

**Note:** Resplendent Crane Yarijutsu is an emphasis of Spears. The Resplendent Crane Yarijutsu Mastery Abilities may only be used in conjunction with a yari.

**Novice Resplendent Crane Yarijutsu**
(Spreading Wings)
**Requires Rank 1 Spears, Resplendent Crane Yarijutsu emphasis**
**Cost:** 8 CP
While wielding a yari you gain a Free Raise to all knockdown attempts.

**Intermediate Resplendent Crane Yarijutsu**
(Taking Flight)
**Requires Rank 3 Spears, Resplendent Crane Yarijutsu emphasis, Novice Resplendent Crane Yarijutsu**
**Cost:** 9 CP
You add your Spears skill to your initiative while wielding a yari.

**Advanced Resplendent Crane Yarijutsu**
(The Crane Soars)
**Requires Rank 4 Spears, Resplendent Crane Yarijutsu emphasis, Intermediate Resplendent Crane Yarijutsu**
**Cost:** 10 CP
You need only declare 2 Raises for the Extra Attack maneuver by making the second attack with the butt end of the Yari. This attack only does 0k2 base damage, and may be directed at any adjacent opponent.
Martial Arts of the Dragon Clan

Kaze-Do (Major Martial Art)
Kaze-do is the most famous martial art in the Emerald Empire. It was created by the even more famous ise-zumi Togashi Kaze. The monk lived under Hantei the 3rd's decree that only those in the samurai cast could bear weapons. This edict left the peasants easy preys for bandits and beasts.

Kaze created the first organized form of Juijutsu and began to teach it to the peasants to protect themselves. The Imperial Court hearing of its fame, invited Togashi Kaze to the Emperor's personal court to demonstrate. He refused and was executed without revealing the art, and even though samurai would later learned the basics of Juijutsu.

The greatest secrets of the Kaze-do were kept among the Tattooed Order of Togashi. Kaze-do is a fast style that emphasizes paralyzing its foe based on Kaze's first teaching of never strike first. The goals is to move as still as a mountain to a flurry of blows, and never use the same attack twice so as to not be caught in a pattern of predictability. This style may also be used with a bo.

Favored Maneuvers: Extra Attack, Knockdown
Discounts:
- Dragon Clan: (-2 Points)
- Monk: (-4 Points)
- OR Bushi: (-2 Points)

Note: You may consider yourself unarmed while holding a bo staff and use also associated benefits of Kaze-Do. You may also make unarmed attacks without penalties for holding a bo staff.

Novice Kaze-do (Air Dances Over Seas)
Requires: Jiu jitsu 1 Rank, Kaze-do emphasis,
Cost: 8 CP
While unarmed and unarmored, you add half your Jiu jitsu Skill Rank to your TN to be Hit.

Intermediate Kaze-do (Splitting Wood Strike)
Requires Rank 3 Jiu jitsu, Kaze-do emphasis,

Advanced Kaze-do (Water Washes around Stone)
Requires Rank 4 Jiu jitsu, Kaze-do emphasis,
Intermediate Kaze-do
Cost: 10 CP
Your unarmed attacks may ignore up to 10 points of your opponents TN to be Hit Bonus from armor, if they are prone.

Expert Kaze-do (All-Beneath-Heaven-Kneels)
Requires Rank 5 Jiu jitsu, Kaze-do emphasis,
Advanced Kaze-do
Cost: 11 CP
You may spend a Void Point to declare raises after your successful attack roll, if you are wielding a bo staff or you are attacking unarmed. These raises may only be used for the Knockdown or Takedown maneuvers. You may add your Jiu jitsu Skill Rank to your attack roll for the purposes of determining whether your Knockdown or Takedown maneuver is successful.

Master Kaze-do (Thunder Shakes the Mountain)
Requires Rank 7 Jiu jitsu, Kaze-do emphasis,
Expert Kaze-do
Cost: 12 CP
When you use the Takedown variant of the Knockdown maneuver while wielding a bo staff or attacking unarmed, you may make an additional Called Shot raise to do damage as normal. (Normally, you cannot do damage with the Takedown variant maneuver.)

Tsuchi-Do (Minor Martial Art)
The Way of the earth is a martial art born in the cold mountains of the Dragon clan. Used primarily by the Tattooed Order of Togashi. Tsuchi-Do is more a specialized sub-art of kaze-do. No one knows when it was created, or who mastered it first. Some whisper it was the mystical Dragon Champion himself.

Tsuchi-Do is a more aggressive art than the Kaze-do, and was quite common among the Kikaze-zumi of the Order of Hitomi. As a
natural flowing art, it mimics the stand and posture of animals to powerful effect. Teachers of this art usually just show pictures of animals in action, or ask their students to track down them. Until one understands the way of the beast, it is impossible to master this art.

**Favored Maneuvers:** Knockdown, Called Shot

**Discounts:**
- Monk: (−4 Points)
- Juijutsu (Kaze-do): (−2 Points)
- Dragon Clan: (−2 Points)

**Novice Tsuchi-do (Tiger climbing mountain)**

**Requires Rank 1 Juijutsu, Tsuchi-do emphasis**

**Cost:** 8 CP

You have mastered the first level of the Tsuchi-do, to keep the enemy away from you like a tiger. You roll and keep an additional die on your attack roll when you attempt a knockdown maneuver. You may add your strength trait to your unarmed damage for you strike.

**Intermediate Tsuchi-do (A Lion's Roar)**

**Requires Rank 3 Juijutsu, Tsuchi-do emphasis, Novice Tsuchi-do**

**Cost:** 9 CP

The lion is king of animals, a dangerous and mighty beast. You have studied his hunting techniques. When in full attack stance and making an unarmed attack, you may reduce your attack dice pool by any number of rolled dice to roll additional dice equal to your damage roll.

**Advanced Tsuchi-do (Strike of the Dragon)**

**Requires Rank 7 Juijitsu, Tsuchi-do emphasis, Intermediate Tsuchi-do**

**Cost:** 10 CP

You have mastered the way of the inner beast, and can now call upon it to strike your enemies. You add twice your strength trait to your unarmed damage, loosing the novice bonus to damage. By spending a void point, you can add up to two extra attacks this turn. All your attacks this turn must be unarmed. You must target three different targets, assigning one attack on each of them. You earn three free raises on each of your attacks that can only be used for the extra-attack maneuver.
Martial Arts of the Lion Clan

Magari-Yarijutsu (Major Martial Art)
Exclusively practiced by the Matsu family, this art is based on the use of the triple-bladed spear named the Magari-yari. Magari-Yari is an aggressive art designed for mortal combat. There are no defensive maneuvers, as the goal is to kill the opponent before he kills you. Matsu Gohei, the butcher, was a famous master of this art.

Favored Maneuvers: Damage, Grapple
Discounts:
Matsu Family: (-2 Points)
Bushi: (-2 Points)
Lion Clan: (-2 Points)

Note: Magari-Yarijutsu is an emphasis of spears that may only be used with a Magari-Yari, a three-bladed spear mechanically identical to a yari.

Novice Magari-Yarijutsu (Piercing Strike)
Requires Rank 1 Spears, Magari-Yarijutsu emphasis
Cost: 8 CP
You may add your Water Ring to your damage rolls for attacks you make using the Increase Damage maneuver while wielding a Magari-Yari.

Intermediate Magari-Yarijutsu (Holding Strike)
Requires Rank 3 Spears, Magari-Yarijutsu emphasis, Novice Magari-Yarijutsu
Cost: 9 CP
You may use a Magari-Yari to grapple as if it were a chain weapon. It may be used to inflict damage in a grapple it created.

Advanced Magari-Yarijutsu (Strike the Thought)
Requires Rank 4 Spears, Magari-Yarijutsu emphasis, Intermediate Magari-Yarijutsu
Cost: 10 CP
You may add your Spears skill to your initiative while wielding a Magari-Yari.

Expert Magari-Yarijutsu (Follow Your Spirit)
Requires Rank 5 Spears, Magari-Yarijutsu emphasis, Advanced Magari-Yarijutsu
Cost: 11 CP
When you make the Increase Damage maneuver with 2 or more raises, you may spend one and only one Void Point to roll and keep an additional die of damage.

Master Magari-Yarijutsu (Strike from Heaven)
Requires Rank 7 Spears, Magari-Yarijutsu emphasis, Expert Magari-Yarijutsu
Cost: 12 CP
While in the Full Attack Posture and wielding a Magari-Yari, you may attack different targets with your Extra Attack maneuver, as if you were wielding two weapons.

The Way of the Sword (Minor Martial Art)
The retired Lion champion, Akodo Toru, developed the Way of the Sword during the 6th century. Tori devised a few techniques into a new martial art, made to be used with a katana in one hand and an empty hand in the other. The techniques are made when the sword's reach is an impediment. The style requires katas to be practiced for clarity when learning the techniques.

Favored Maneuvers: Extra Attack, Knockdown
Discounts:
Akodo Family: (-2 Points)
Lion Clan: (-2 Points)
Bushi: (-2 Points)
OR Monk: (-2 Points)

Novice Way of the Sword (Opening Blow)
Requires Rank 1 Jiujitsu, Way of the Sword emphasis
Cost: 8 CP
You may make unarmed attacks without penalties for holding a sword in your main hand, and without penalties for using your off-hand. You add your Jiujitsu Skill Rank to your attack roll for the purposes of determining if your Push-Back maneuver roll is successful.

Intermediate Way of the Sword
(Entangled Blow)
Requires Rank 3 Jiujitsu, Way of the Sword emphasis, Novice Way of the Sword
Cost: 9 CP
You may use a katana or wakizashi to do damage in a grapple as if it were a small weapon. You add your Jiujitsu Skill Rank to the Contested attack roll to resist a Disarm attempt, even if you choose to use your Strength trait rather than the weapon’s normal trait.
When performing the Push-Back variant maneuver, you may choose to not ignore the target’s armor bonus to TN to be Hit. If you do so, you may do damage as if with an unarmed strike. (Normally, the Push-Back maneuver cannot do damage.)

Advanced Way of the Sword (Sweeping Blow)
Requires Rank 4 Jiujitsu, Way of the Sword emphasis, Intermediate Way of the Sword
Cost: 10 CP
You need only declare two Raises for the Extra Attack maneuver by making one of your two attacks using your unarmed attack and Jiujitsu skill. You may add your Kenjutsu Skill Ranks to your unarmed damage rolls.
Martial Arts of the Mantis Clan

Drunken Mantis (Major Martial Art)

There are many stories about how this style came to be, but the most popular is that a monk watched Mantis sailors failing to catch a drunken monkey. Later his observations of the erratic monkey were merged into a martial art of the Brotherhood of Shinsei.

The art is based on the imitation of the erratic moves of the drunken state. These fluid motions can then be used to humiliate one’s opponent into defeat.

Favored Maneuvers: Knockdown, Feint
Discounts:
- Mantis Clan: (-2 Points)
- Monk: (-4 Points)
- OR Bushi: (-3 Points)

Novice Drunken Mantis (Drunkard Crawls Home)
Requires Rank 1 Jiujitsu, Drunken Mantis emphasis
Cost: 8 CP
You add +5 to your TN to Be Hit while prone, and enemies do not gain bonuses for attacking you while you are prone. In response to any attack (even surprised), you may immediately fall prone, gaining this bonus. You need not be in the Full Attack Posture in order to rise from prone and attack in the same round (You must still make two Raises for this effect as normal).

Intermediate Drunken Mantis (Climbing the Yoriki)
Requires Rank 3 Jiujitsu, Drunken Mantis emphasis, Novice Drunken Mantis
Cost: 9 CP
When you rise from the prone status and attack, you gain two Free Raises that may only be applied to the Feint or Knockdown maneuvers.

Advanced Drunken Mantis (Two Drunks Dance)
Requires Rank 4 Jiujitsu, Drunken Mantis emphasis, Intermediate Drunken Mantis
Cost: 10 CP
You may add your Jiujitsu Skill Rank to your Opposed Grapple checks to control a grapple. If you do so, and you win, you must end the grapple on your next action. You may choose to leave the opponent prone as if you had succeeded at the Takedown Maneuver.

You may choose to add your Jiujitsu Skill Rank to your unarmed damage. If you do so, you must fall prone at the end of that attack.

Expert Drunken Mantis (Drunkard Finds a Koku) CP
Requires Rank 5 Jiujitsu, Drunken Mantis emphasis, Advanced Drunken Mantis
Cost: 11 CP
You gain a Carapace rating equal to half your Jiujitsu Skill Rank, rounded down, against all attacks against you while you are prone.

Master Drunken Mantis (Drunk Loses His Sandal)
Requires Rank 7 Jiujitsu, Drunken Mantis emphasis, Expert Drunken Mantis
Cost: 12 CP
When you successfully perform the Feint maneuver, you gain a +10 bonus to your TN to be Hit against all attacks for one round.

Himitsuheiki (Minor Martial Art)

The first document describing this style is only a century old. Based on fluid movements and the use of improvised weapons found around the practitioners, the art is defensive in nature. The user is a whirlwind of activity and movements, making Himitsuheiki impressive to watch.

Favored Maneuvers: Feint, Disarm
Discounts:
- Mantis Clan: (-2 Points)
- Monk: (-4 Points)
- OR Bushi: (-3 Points)

Note: Himitsuheiki may also be used with any improvised weapon. However, Himitsuheiki is still an emphasis of Jiujitsu.

Novice (Everything Has its Use)
Requires Rank 3 Jiujitsu, Himitsuheiki emphasis
Cost: 6 CP
You may ignore the penalty from an improvised weapon's Poor Quality.

Improvised weapons are 0k2 Poor Quality weapons modeled on the tanto, jo staff, bo staff, tonfa, tetsubo, whip, manrikikusari, or yari depending on size and composition. When using an improvised weapon or unarmed, you add your Jiujitsu Skill Rank to your Initiative score.

(Note: Improvised weapons are of Poor Quality, and require two Raises to be called for each Raise of effect.)

Intermediate (The Mind is Always Armed)
Requires Rank 4 Jiujitsu, Himitsuheiki emphasis, Novice Himitsukeiki
Cost: 8 CP
Once per round, obtaining an improvised weapon does not count as an action.

If you are unarmed or drop your weapon after your attack, you gain a Free Raise on the attack. This Free Raise may only be used on the Feint or Disarm maneuvers.

(Note: Finding an object suitable for use as an improvised weapon is a Standard Action requiring a Perception/Investigation (Notice) roll. Finding a suitable object in a living or working area is TN 5.

Circumstances may increase the difficulty of this roll, but it should be possible to find a suitable object in nearly any environment short of deep water or sand dunes.)

Advanced (Typhoon Strike)
Requires Rank 5 Jiujitsu, Himitsuheiki emphasis, Intermediate Himitsukeiki
Cost: 10 CP
You roll and keep an additional die of damage when using an Improvised weapon or unarmed. You may now throw any improvised weapon accurately up to ten feet, and throwing a weapon in this manner counts as dropping it for the purposes of the Himitsukeiki Intermediate ability.
Martial Arts of the Phoenix Clan

Kinenhi (Major Martial Art)
Shiba was a Kami of peace and wisdom. When he saw Shinsei and his followers using jujutsu, he thought the skill had great merit. He died in the Shadowlands before he could do anything with his observations, but his piqued interest was given to his son Tsuzaki who commanded several bushi to develop an unarmed fighting style. The style was nearly wiped out in 1123 when the Darkfever wiped out every Kinenhi master outside of Shiba Kyuko.

The style would be resurrected many times over the years and then destroyed by the followers of Darkness. However, at the end of the War of Spirits, a returned spirit and his students stopped the armies of the Steel Chrysanthemum using Kinenhi. Since that battle, the Phoenix Clan has been teaching the art again.

Kinenhi is an aggressive art that uses quick and powerful blows to defeat one’s foe. Meditation and focus are used to master the aggressive tendencies that can appear when using this art in self-defense.

Favored Maneuvers: Accuracy, Kiho
Discounts:
- Phoenix Clan: (-3 Points)
- Bushi: (-3 Points)
- OR Monk: (-2 Points)

Novice Kinenhi (One, Avoid Violence)
Requires Rank 3 Jiujitsu, Kinenhi emphasis
Cost: 5 CP
Add half your Jiujitsu Skill Rank, rounded down, to your TN to be Hit while unarmed, not in the Full Attack posture, and in Light Armor or lighter.

Intermediate Kinenhi (Two, Strive to Excel in the Art)
Requires Rank 4 Jiujitsu, Kinenhi emphasis, Novice Kinenhi
Cost: 9 CP
When performing an attack, you may spend one and only one Void Point to roll and keep an additional die of damage with your unarmed attacks.

Advanced Kinenhi (Three, Guard the Path of Truth)
Requires Rank 5 Jiujitsu, Kinenhi emphasis, Intermediate Kinenhi
Cost: 10 CP
When in the Full Attack Posture, you may roll two additional dice on your unarmed damage rolls.

Expert Kinenhi (Four, Strive for Perfection of Character)
Requires Rank 6 Jiujitsu, Kinenhi emphasis, Advanced Kinenhi
Cost: 11 CP
When one of your unarmed damage dice explodes, you add your Void Ring to the total damage dealt. This effect occurs each time a die explodes, regardless if the die is kept or not.

Master Kinenhi (Five, Follow the Way of Courtesy)
Requires Rank 7 Jiujitsu, Kinenhi emphasis, Expert Kinenhi
Cost: 12 CP
You may make one or more Called Shot Raises in an attempt to stun an opponent with your unarmed attack. If your attack hits and does damage, the target must make a Raw Earth Ring Roll of TN 15 + 5 per Raise called, or else suffer a +10TN penalty to his actions and skill rolls for one round.

Kukan-do (Phoenix Minor Martial Art, Defensive)
The Henshin Master developed Kukan-do as an extension of what they learned from the Path of Man. What started as breathing exercises then turned more and more into a martial art. The techniques have been modified, repeatedly throughout the centuries, but the principles remain the same.

Today, the sect of the Golden Arm is the master of this martial art. Asako Masamichi is the greatest master of Kukan-do alive, and one of the greatest master to ever live.

Favored Maneuvers: Grapple, Knockdown
Discounts:
- Phoenix Clan: (-2 points)
- Shugenja: (-3 points)
- OR Monk: (-4 points)
Novice Kukan-do (An Act of Serenity)
Requires Rank 1 Jujitsu, Kukan-do emphasis
Cost: 6 CP
Your great sense of serenity makes you sensitive to hostile intent. When an opponent who is in the Full Attack posture attacks you, you may add your Jujitsu to your TN to be Hit. You lose this bonus while armed or incapacitated, but not for being unaware of the attacker. In addition, you gain a Free Raise to detect an ambush or avoid being surprised.

Intermediate Kukan-do (Strike from the Void)
Requires Rank 3 Jujitsu, Kukan-do emphasis, Novice Kukan-do
Cost: 10 CP
You know how to subdue your opponents harmlessly. While unarmed, you gain a Free Raise toward any maneuver that will not deal damage to your opponent. You may use this Free Raise to initiate or control a grapple, but you may not take the Attack Actions to deal damage during that grapple if you do so. Finally, you regain one additional Void Point when you meditate to regain Void.

Advanced Kukan-do (The Great Void)
Requires Rank 5 Jujitsu, Kukan-do emphasis, Intermediate Kukan-do
Cost: 11 CP
You have learned to turn an opponent's greatest efforts against themselves. When an opponent spends a Void Point on an Enhancement to an attack roll or grapple roll against you, you may spend two Void Points. The effect of their Void Point is canceled and you gain the identical enhancement on your first unarmed attack roll or grapple roll against that opponent in the next Round. This effect does not penalize you from spending void points on the next round to gain the enhancement on your own.
Martial Arts of the Scorpion Clan

Ninjutsu (Major Martial Art)
Bayushi Aramaro, the original leader of the ninja, formalized Ninjutsu many centuries ago. Ninjutsu not surprisingly is used to help assassinate targets and escape unharmed. The art is based on staying out of the opponent's reach and making one good attack that will utilize an opponent's weakness. Ninja have discovered that this art is largely useless against skilled martial artists, especially those using soft styles in defensive positions. In those cases, ninja are taught to use range weapons. The real name of this martial is Taijutsu, but since he has been created by Shinobis for Shinobis it is usually called Ninjutsu.

Favored Maneuvers: Called Shot, Damage
Discounts:
Scorpion Clan: (-2 Points)
Ninja: (-4 Points)
OR Bushi: (-2 Points)

Note: Ninjutsu is an emphasis of Jiujitsu. However, you are considered unarmed with a tanto or aiguchi when using Ninjutsu.

Ninjutsu Novice (From Shadows Come)
Requires Rank 1 Jiujitsu, Ninjutsu emphasis,
Cost: 6 CP
When you attack an opponent who was unaware of your presence, you may make a single Called Shot raise to give yourself a +5 TN to be Hit bonus against all attackers for one round.

Ninjutsu Intermediate (With Shadow as Your Cloak)
Requires Rank 3 Jiujitsu, Ninjutsu emphasis,
Novice Ninjutsu
Cost: 8 CP
You may make two Called Shot raises on your attack. If successful, for one round any opponent who wishes to perform a maneuver against you must make a Called Shot raise in order to perform any maneuver.

Ninjutsu Advanced (Into Shadow Drive Them)
Requires Rank 5 Jiujitsu, Ninjutsu emphasis,
Intermediate Ninjutsu
Cost: 10 CP
When you perform the Increased Damage maneuver with your unarmed strike, you add your Jiujitsu Skill Rank to the damage. If your target was not aware of your presence, you need not declare a maneuver to gain this bonus.

Ninjutsu Expert (Without a Sound)
Requires Rank 6 Jiujitsu, Ninjutsu emphasis,
Advanced Ninjutsu
Cost: 11 CP
You may make Called Shot Raises up to half your Jiujitsu Skill Rank, rounded down, on your attack. For each such Raise, you gain pme Rank of Carapace for one round.

Ninjutsu Master (Before They Know)
Requires Rank 7 Jiujitsu, Ninjutsu emphasis,
Expert Ninjutsu
Cost: 13 CP
You gain two Free Raises to your unarmed attack against an enemy who is unaware of your presence. These Raises may only be used for the Increased Damage, Called Shot, or Extra Attack maneuvers.

Marumojutsu (Minor Martial Art)
Bayushi Marumo was a ronin Scorpion bushi that lived during the aftermath of the Scorpion Clan coup. He quickly discovered that to be a Scorpion and ronin was making him a leading target for the peoples' wrath. Since he could not kill them or more trouble would occur, he created a style that was based on looking casual and defenseless. When the opportunity presented itself, he could effortlessly strike and disable the opponent.

Favored Maneuvers: Feint, Called Shot
Discounts:
Scorpion Clan: (-3 Points)
Courtier: (-3 Points)
OR Bushi (-3 Points)

Marumojutsu Novice (Ordered, Wait for Chaos)
Requires Rank 1 Jiujitsu, Marumojutsu emphasis
Cost: 6 CP
You may add your Jiujitsu Skill Rank to your TN to be Hit while on Full Defense. You add a bonus equal to half your Jiujitsu Skill Rank to your Tides of Battle roll.

Marumojutsu Intermediate (Calm, Wait for Clamor)
Requires Rank 3 Jiujitsu, Marumojutsu emphasis, Novice Marumojutsu
Cost: 9 CP
When you make a Feint Maneuver with your unarmed attack, you may add your Jiujitsu Skill Rank to your TN to be Hit for one round.

Marumojutsu Advanced (Strong, Wait for Weakness)
Requires Rank 5 Jiujitsu, Marumojutsu emphasis, Intermediate Marumojutsu
Cost: 10 CP
When you make an unarmed attack, you may make two Called Shot Raises that impairs the opponent with a temporary injury. He is considered one Wound Rank higher than he is, to a maximum of Out. This lasts for (Ten - victim's Stamina Trait) rounds, and multiple such effects stack.
Martial Arts of the Spider Clan

Doku-Do (Major Spider Art)
Doku-do, the Way of Poison, is the signature art of the Order of the Spider. Doku-do began when Michio, a former monk from the Brotherhood of Shinsei met the corrupted Roshungi, leader of the fallen Order of Onnotangu. Roshungi initiated Michio in the Lost’s beliefs, and then with Michio founded the Order of the Spider.

The Order of the Spider have developed a vicious, aggressive art that makes use of penetrating offensive strikes and moves that put their targets in the perfect position for lethal finishing blows. Training is harsh and unforgiving. Many students die attempting to master the art. The monks have embraced this fact, reasoning that by culling the weak, the art can only grow stronger.

Favored Maneuvers: Damage, Knockdown
Discounts:
- Spider Clan: (-2 Points)
- Monk: (-3 Points)
- OR Bushi: (-2 Points)
- Heartless Advantage: (-1 Point)

Novice Doku-Do (Death of Virtue)
Requires Rank 1 Jiujiutsu, Doku-Do emphasis
Cost: 8 CP
When using jiujiutsu, you may add your target's honor rank to all damage rolls against them.

Intermediate Doku-Do (Spider's Bite)
Requires Rank 3 Jiujiutsu, Doku-Do emphasis, Novice Doku-Do
Cost: 9 CP
Once per turn, you may choose to lower your TN to be Hit by five until your next turn to gain a Free Raise on your attack rolls made with Jiujiutsu until your next turn.

Advanced Doku-Do (Fang's Reach)
Requires Rank 5 Jiujiutsu, Doku-Do emphasis, Intermediate Doku-Do
Cost: 10 CP
You may now substitute the Spear skill with the Jiujiutsu when using a Naginata.

Expert Doku-Do (The Fallen Prey)
Requires Rank 7 Jiujiutsu, Doku-Do emphasis, Advanced Doku-Do
Cost: 11 CP
You gain three free raises towards the Knockdown maneuver when using Jiujiutsu.

Master Doku-Do (Hundred Hands Strike)
Requires Rank 9 Jiujiutsu, Doku-Do emphasis, Expert Doku-Do
Cost: 12 CP
Once per attack, when attacking with Jiujiutsu, you may choose to lose a point of honor to gain an additional attack. You may choose to lose an additional point of honor to add your skill rank in damage for this attack. This additional attack cannot trigger this ability again. If you do not have any honor points left, you cannot use this ability.

Tsume-do (Spider Minor Martial Art)
Tsume-do is a new martial art, born from the efforts of the Lost to become more civilized. Daigotsu has realized that those who can gain Blackened Claws from their Taint find it hard to resist using the claws in lieu of other weapons. To this extent, he has allowed the sensei Daigotsu Kurai to teach a style that emphasizes discipline in the use of the weapons. Thus, Tsume-do was born.

The stances are predatory-like, and spectators watching the techniques have always had a feeling of being the prey in front of naked aggression. Practitioners often employ psychological warfare on their opponents by growling and threatening their opponent in most obscene ways.

Favored Maneuvers: Damage, Extra Attack
Discounts:
- Spider Clan: (-2 points)
- Daigotsu Family: (-2 points)
- Bushi: (-2 points)

Note: Tsume-do is an emphasis of Knives. The Tsume-do Mastery Abilities may only be used in conjunction with Blackened Claws provided by the Minor Shadowlands Power of the same name.
Novice Tsume-do (The Blackened Rage)

**Requires Rank 1 Knives, Tsume-do**
**Emphasis, and Blackened Claws Minor**
**Shadowlands Power**
**Cost: 8 CP**

You have learned how to exercise discipline and avoid succumbing to the base urges caused by your claws, and you have learned that they are useful for defense as much as offense. You may spend a Void Point when extending your claws not to gain a point of Shadowlands Taint. In addition, while not holding or wielding anything except your claws and not in the Full Attack posture, you may add your Fire Ring to your TN to be Hit. Finally, you no longer have to make a raw Willpower trait roll to avoid using your claws if you choose not to.

Intermediate Tsume-do (Death Becomes You)

**Requires Rank 3 Knives, Tsume-do**
**Emphasis, and Blackened Claws Minor**
**Shadowlands Power. Novice Tsume-do**
**Cost: 9 CP**

You have advanced your defensive Techniques, and learned how to press an offensive whenever your opponent extends themselves. After an opponent attacks you and misses, you may use your claws to deal a number of Wounds equal to your Knives Skill to him.

Advanced Tsume-do (Web of Pain)

**Requires Rank 6 Knives, Tsume-do**
**Emphasis, and Blackened Claws Minor**
**Shadowlands Power. Intermediate Tsume-do**
**Cost: 10 CP**

You have reached the peak of your discipline, and no one is safe from your claws. You no longer have to spend a Void Point to avoid gaining Taint when extending your Claws. When you attack and miss your target's TN to be Hit by ten or less, you may deal an amount of Wounds to the target equal to your Knives Skill.
Martial Arts of the Unicorn Clan

Bariqu Wrestling (Major Martial Art)
A style learned from the Ujik-hai who stayed relatively unknown until the Moto family returned from the Burning Sands. The art was created as a way to challenge the leader without weakening the nomadic tribes of the original Moto. Wrestlers wear a metal-studded, sleeveless leather top, white pants and sturdy riding boots. Legends say that a woman once disguised herself as a man and defeated everyone before revealing her true gender, masters as well as men.

Bariqu involves ritualized grappling with low, rapid attacks and grabs. Practitioners stay low to the ground, circling around their opponent searching for an opportunity to start a grapple.

**Favored Maneuvers:** Grapple, Knockdown

**Discounts:**
- Unicorn Clan: (-2 Points)
- Bushi: (-2 Points)
- OR Monk: (-2 Points)

Bariqu Novice (Rikishi's Strength)
Requires Rank 1 Juijitsu, Bariqu emphasis, Cost: 6 CP
When you do damage in a Grapple you control, add your Water Ring to the wounds inflicted.

Bariqu Intermediate (Rikishi's Throw)
Requires Rank 3 Juijitsu, Bariqu emphasis, Novice Bariqu
Cost: 7 CP
When you control a Grapple, you may choose to end the Grapple by throwing your opponent as if you had succeeded at a Knockdown while unarmed. This powerful throw may inflict unarmed damage if you wish (gaining the benefit of Bariqu Novice if you do so).

Bariqu Advanced (Rikishi's Grasp)
Requires Rank 5 Juijitsu, Bariqu emphasis, Intermediate Bariqu
Cost: 10 CP
When you make an Opposed Grapple Check to control a Grapple, you may make two Called Shot Raises to get a joint lock on the opponent. The painful wrenching of the joints causes the victim to be considered one Wound Rank more injured than he is, to a maximum of Down, for (Ten - the victim's Stamina Trait) in rounds. Multiple such effects stack. You may still choose to do damage, hold the opponent, or end the grapple as normal.

Bariqu Expert (Rikishi's Skill)
Requires Rank 6 Juijitsu, Bariqu emphasis, Advanced Bariqu
Cost: 11 CP
When you lose an Opposed Grapple Check to control a Grapple, you may spend a Void Point to immediately re-roll the check. If you succeed at this second check, no one gains control of the grapple and it immediately ends.

Bariqu Master (Rikishi's Hug)
Requires Rank 7 Juijitsu, Bariqu emphasis, Expert Bariqu
Cost: 12 CP
When you make an Opposed Grapple Check to control a Grapple, you may make two Called Shot Raises that, if successful, prevent your opponent from attempting to attack you with unarmed or small weapon strikes on his turn.

Shiotome-Do (Minor Martial Art)
Otaku and Otaku Shiko, her daughter, was said to be an unparalleled Unicorn master of Juijutsu at the Dawn of the Empire. However, during the travels of the clan of Ki-Riin, the Otaku learned that they needed something more to fight if they were unmounted. After years of research, Shiotome-do was created.

Shiotome-do is a precise art with carefully measured movements and strikes. The goal is to weaken the enemy’s attack and then make a powerful counter-attack when given the opportunity.

**Favored Maneuvers:** Called Shot, Knockdown

**Discounts:**
- Unicorn Clan: (-2 Points)
- Female: (-2 Points)
- OR Bushi: (-2 Points)
- OR Monk: (-2 Points)
- Utaku Family: (-2 Points)

Novice (Shiko's Technique)
Requires Rank 1 Jiujitsu, Shiotome-Do emphasis.
Cost: 9 CP
When making Opposed Grapple Checks against you to control a Grapple that you did not initiate, opponents must use their Water Ring in place of their Strength Trait. When making an unarmed attack, you may make a Called Shot Raise that, if successful, forces that opponent to declare two additional Raises to perform the Grapple maneuver for one round (for example, two instead of the usual zero). If done during a Grapple, you instead gain two Free Raises to the next Opposed Grapple Check to control that grapple.

Intermediate (Maiden’s Throw)
Requires Rank 3 Jiujitsu, Shiotome-Do emphasis, Novice Shiotome-Do
Cost: 10 CP
You may perform the Takedown maneuver in a grapple, even in grapples you do not control. If you do so, you fall prone as well. If you control the Grapple, you gain a Free Raise to perform the Takedown maneuver. While prone, you gain a Free Raise to all Opposed Grapple Checks to control the grapple.

Advanced (Kamoko’s Strike)
Requires Rank 5 Jiujitsu, Shiotome-Do emphasis, Novice Shiotome-Do
Cost: 11 CP
You may make a single Called Shot Raise to target vital nerve clusters or weak points with your unarmed strike, dealing additional damage equal to your Jiujitsu Skill Rank.
Martial Arts of the Ronin

Nagai Michinori (Major Martial Art)

Togashi Kaelung created Nagai Michinori when he was a ronin monk. He employed Nagai Michinori when he was hunting down Kokujin and the enemies of the Dragon Clan when he was given fealty once again by Togashi Satsu. This martial art has been taught to only a handful of people, and the art's name means everything. The practitioners are always in a state of flux as the art is based on many different martial arts through the Empire.

True mastery is a never-ending journey, as each student must find his own path through testing, and combining martial arts. Only then can they find the true style of Nagai Michinori.

Favored Maneuvers: Special, see below

Discounts:
- Monk: (-4 Points)
- OR Bushi: (-2 Points)
- OR Bushi: (-2 Points)
- OR any "Ronin" School (-2 Points)

Note: Nagai Michinori is an emphasis of Jiujitsu.

Novice (The Way Begins With a Step)
Requires Rank 1 Jiujitsu, Nagai Michinori emphasis
Cost: 8 CP
Choose any one of the universal arts. You have that art's favored maneuvers as favored maneuvers for Nagai Michinori.

You may add half your Jiujitsu Skill Rank to either your unarmed attack roll or your unarmed damage roll on each unarmed attack. If you are in the Full Attack Posture, you may add half your Jiujitsu Skill Rank to both.

Intermediate (The Way Goes Through Many Lands)
Requires Rank 3 Jiujitsu, Nagai Michinori emphasis, Novice Nagai Michinori.
Cost: 9 CP
Choose another of the universal arts. You add that art's favored maneuvers to your Nagai Michinori favored maneuvers.

You add half your Jiujitsu Skill Rank to your Tides of Battle rolls while unarmed.

Advanced (The Way Seeks the High and the Low)
Requires Rank 5 Jiujitsu, Nagai Michinori emphasis. Intermediate Nagai Michinori
Cost: 10 CP
You may add half your Jiujitsu Skill Rank to your TN to be Hit against all attacks you are aware of while you are not in the Full Attack Posture. If you are in the Full Defense Posture, you may add your full Skill Ranks instead.

Expert (The Way Seeks the Wet and the Dry)
Requires Rank 7 Jiujitsu, Nagai Michinori emphasis. Advanced Nagai Michinori.
Cost: 12 CP
Choose another of the universal arts. You add that art's favored maneuvers to your Nagai Michinori favored maneuvers.

When you attack an opponent with lower Initiative, you gain two Free Raises on that attack, and you gain a +10 TN to be Hit bonus against that opponent for one round if you hit with your attack. This TN to be Hit benefit does not stack from multiple attacks in a single round against a single attacker, however if you have attacked two qualifying targets this round, you gain the benefit against each normally.

Master (The Way is Never Finished)
Requires Rank 8 Jiujitsu, Nagai Michinori emphasis. Expert Nagai Michinori.
Cost: 14 CP
Once per round, when an opponent makes an attack against you and misses, you may make an immediate unarmed attack against that opponent if you are in range, taking two additional Raises to do so. If you do so while in the Full Defense Posture, you enter the Attack Posture before you attack.

Chisaijutsu (Minor Martial Art)
The Brotherhood of the Tessen was born in the streets of Toshi Ranbo before it became the capital of the Empire. These ronin searched for a way to prevent hostility between Lion and Crane
whether during the times of peace or war. They found that a tessen was a very good defensive weapon for stopping escalating violence.

The Chisaijutsu later appeared when their mastery increased over subsequent generations. Chisaijutsu is an elegant art that uses wide, sweeping strikes that target weaknesses in the opponent’s defenses. Misdirection and parries are primarily employed for protection against an opponent’s attack.

**Favored Maneuvers:** Disarm, Damage

**Discounts:**
- Bushi: (-4 Points)
- OR Monk: (-2 Points)
- Minor Clan: (-2 Points)
- OR Ronin Samurai: (-2 Points)

**Note:** Chisaijutsu is an emphasis of War Fans. If you have the Iron Tessen ronin path, you automatically gain the benefit of and count as having Novice Chisaijutsu upon taking the Chisaijutsu emphasis, spending zero XP for the benefit.

**Novice Chisaijutsu (Iron Fan Style)**

**Requires Rank 5 War Fans, Chisaijutsu emphasis**

**Cost:** 7 CP

You may use your War Fans skill in place of your Defense skill when in the Full Defense Posture and wielding a War Fan. You do not suffer the two-weapon or off-hand penalties to your War Fan attacks.

**Intermediate Chisaijutsu (Tapping the Fan)**

**Requires Rank 3 War Fans, Chisaijutsu emphasis, Novice Chisaijutsu**

**Cost:** 9 CP

You add your War Fans skill to your Contested Attack Roll when performing the disarm maneuver with a War Fan.

**Advanced Chisaijutsu (The Fan Slams Shut)**

**Requires Rank 5 War Fans, Chisaijutsu emphasis, Intermediate Chisaijutsu**

**Cost:** 10 CP

When making the Increase Damage maneuver with your War Fan attack with at least two Raises, you may spend one and only one Void Point to roll and keep an additional die of damage.
Martial Arts of the Imperials

Heaven and Earth (Minor Martial Art)
The Seppun Guards present when Shinsei knocked Kami Akodo down were quite impressed. They a simple art that was slow and predictable, but since few people have seen demonstrations of Heaven and Earth, the art has stayed useful for over a thousand years.

The first objective of this art was to give a weapon to the Seppun Miharu even if they do not have one on hand to defend the Emperor. Later a second objective was added. The Miya family found this new addition very useful in escaping assassins.

Favored Maneuvers: Disarm And Knockdown
Discounts:
Seppun Guardsmen: (-4 Points)
Three or more Katas: (-2 Points)
Miya Herald: (-2 Points)

Novice Heaven and Earth (Student of the Tao)
Requires Rank 1 Jiu jutsu and the Heaven and Earth emphasis
Cost: 8 CP
You have learned that your kata and purifications rituals are the key to mastering the power of the elements within you. You add your Juijutsu rank to your TN to be hit when in full defense and unarmed. You requires one less raise when making the disarm maneuver while unarmed.

Intermediate Heaven and Earth (Blessing Of The Ancestors)
Requires Rank 3 Jiu jitsu, Heaven and Earth emphasis, Novice Heaven and Earth
Cost: 9 CP
Your rituals honors your ancestors and you feel their blessings. You add twice your honor rank to your Juijutsu rolls when fighting unarmed.

Advanced Heaven and Earth (Blessing of the Heavens)
Requires Rank 7 Jiu jitsu, Heaven and Earth

emphasis, intermediate Heaven and Earth.
Cost: 10 CP
You feel the pulse of the heavens. When fighting unarmed, you can call upon the flow of the heavens. If you are strike a creature from Ningen-do, you keep half your honor rank (rounded up) in additional damage dice. Those damages can never lower your target's wound rank below down.
Martial Arts of the Nezumi

Mochatchikkan
See Creatures of Rokugan Third Edition page 81 for updated art

Martial Arts of the Gaijin

Sainika
See Legend of the Burning Sands Sourcebook page 281-282 for updated art
Updated and New Kiho

Air Kiho

Be the Breeze
Type: Martial
Mastery: 4
A monk who masters this kiho can harness the latent power of the wind. This monk can deliver an unarmed attack against an opponent up to ten feet away by spending a Void Point. This attack cannot force an opponent beyond the Down wound level. The monk cannot be in full attack or full defense while using this kiho. This attack replaces all the attack the monk should have normally.

Kawaru Focus
Type: Mystical
Mastery: 5 (4 if you are not born in a clan)
One of the most basic mystical kiho, this kiho reflects the possible futures surrounding a set of items. It is even said to possibly give insight into the next lives of those who hold the items in question. The name of the kiho comes from the Kawaru coins that some of the wisest heimin use to perform this “peasant magic”.

To use the kiho, the monk must focus upon a small item such as a coin or yarrow stick and spend a Void Point. Thereafter, the monk can generally sense the location of the items, as well as the well-being of the person holding them. Any time the monk spends a Void Point thereafter he may learn the following: approximate distance and location of the item, the identity of the current holder (only if it is someone the monk has personally met), the current Wound Penalties suffered by that person, and their general physical and emotional state (happy, angry, asleep, poisoned, diseased, etc.). This is only a momentary flash of insight; the monk cannot monitor the target’s location, read their mind, or home in on them (though it is conceivable a monk could spend Void multiple times and triangulate the target’s position).

Soul of the Raging Storm
Type: Mystical
Mastery: 4
A monk who has mastered Soul of the Raging Storm is always prepared to defend himself.

Whenever the monk is attacked, before the dice are rolled, but after the attacker has declared any raises, the monk may spend a Void Point to increase his TN to be hit by IO. This kiho can also be used against any spell, which is aimed or targeted at the monk, increasing the TN of the spell by ten.

The Thunder’s Clap
Type: Martial (Atemi)
Mastery: 5
Osano-Wo smiles within your soul. The monk may perform a special Atemi attack that strikes the target deaf. This effect lasts for twenty-four hours. An opponent can remove this effect by meditating for one round who knows any of the following kiho: this kiho, Cleansing Spirit, or Chi Protection. However, a character using Chi Protection must also make an Intelligence/Jujutsu (Atemi) roll vs. TN 25 to remove the effect from another person.

Whisper of the Wind (Order of Tengen Secret Kiho)
Type: Internal
Mastery: 4
The heightened state of awareness possessed by many monks allows them to subtly influence the elemental kami around them. The creative monks of the Order of Tengen sometimes convince the air kami to influence others’ perception of the monks. The subtle whisperings of the kami make others view the monk favorably, and become far more likely to trust the monk’s word. By spending a void point, the monk gains a bonus to Etiquette or Courtier skill rolls equal to the monks Air Ring x 2 for the next twenty minutes.

White Sense (Kuni family Secret Kiho)
Type: Internal
Mastery: 5
With concentration and careful projection of the character’s chi, normal senses are no limit to one’s perception. This kiho extends the monk’s senses out much further than normal, and allows him to sense the presence of the dead.

While this kiho is active, the character can identify the living status (living, dead, or undead) of any creature, he sees. In addition, if a monk spends an entire round doing nothing else except meditating on the undead, the character can sense any undead creatures (pennaggolan, zombies) within Air Ring x 10'.
Eyes of the Wind (Order of Tengen Secret Kiho)  
Type: Internal  
Mastery: 6  
The monks of the Order of Tengen realize that their greatest weapons are their own senses. With proper training, their powers of perception can exceed those of ordinary men. With the expenditure of a Void Point and a successful Void/Meditation roll (TN 25), the monk may lapse into a trance and merge his senses with the wind itself. The monk may project his senses to any point within a number of miles equal to his Air ring. From this point, the monk may see and hear anything that would normally be visible or audible to normal human senses. The monk must make another Void/Meditation roll after every five minutes to maintain the trance. The TN increases cumulatively by 5 on every roll after the first.

A dangerous drawback to Eyes of the Wind is that a monk’s traveling senses are particularly susceptible to magic. Any damage-causing spell cast within range of the monk’s senses has a fifty percent chance of affecting him as well as the spell’s other targets. Magical wards (including Evil Ward) and protection against magical scrying foil the effects of this kiho.

Earth Kiho

Calm of Shinsei  
Type: Internal  
Mastery: 7  
You have the firm patience of unyielding stone; given time you can harvest great wisdom from deep within. When the monk needs to make any Intelligence or Perception trait based skill check, the monk may meditate with this kiho for an answer. For every twenty minutes the monk meditates, the monk earns a free raise up to a maximum of his Earth Ring rank. These free raises must be used immediately and may not be saved.

Disrupt the Sixth Harmony (Kuni family Secret Kiho)  
Type: Martial  
Mastery: 5  
This kiho is a recent development, and is the result of centuries of research into the ‘sixth element’ and the anatomy of creatures of the Shadowlands. In much the same way that the five elements flow harmoniously through a living being, Taint flows through a minion of the Shadowlands. Disrupting this flow is just as lethal as the disruption of the harmonies of any other mortal. Unfortunately, this has no effect on spirits from other realms, including oni. Such entities are simply too ‘in tune’ with the Taint to possibly disrupt.

Any creature that normally has the Shadowlands Taint, except spirits (including oni, shuten doji, and kansen), may be affected by this kiho. All dice that roll lower than the character’s Earth ring plus four are treated as though they were rolled as such. Dice increased to ten do not explode, and a die cannot go above 10 (except through exploding as normal).

Purity of Spirit  
Type: Martial (Atemi)  
Mastery: 6  
This kiho is one of the most complex atemi. The monk using it makes a series of fingertip strikes around the neck or face, causing no actual damage. If he manages to strike a target successfully, the monk may spend a Void Point to make a contested Earth Ring roll against his target. If the monk wins the contested roll, the target is stunned by a powerful burst of chi flowing from the monk. This burst seeks the Earth within the body, slowing the victim. The target is considered stunned and cannot attack or move for a number of rounds equal to the Monk’s Earth Ring.

Any target of this kiho with any number of Shadowlands Ranks is stunned for an additional number of rounds equal to the Monk’s Earth Ring plus the target’s Shadowlands Rank.

Remember the Mountain  
Type: Internal  
Mastery: 4  
Just as the mountain stands against the wind, the rain, and the flame, you can harden your spirit against the power of the elements. As long as this kiho is active, the TN of all spells targeting the monk are increased by the monk’s Earth Ring x 3. Unfortunately, all spells cast by the monk have their TNs raised by the monk’s Earth Ring x 5 and the monk may not make any raises on the spells.
Ward against the Darkness (Kuni family and Kuroiban Secret Kiho)
Type: Kharmic
Mastery: 3 (2 for Kuni and Yogo)
This kiho allows the character to fortify his spirit against the Dark Lord’s touch. While this kiho is active, the character is more capable of resisting any effect that would give him the taint, including the natural accumulation that occurs by simply being in the Shadowlands. This provides an effective, if not impenetrable defense against the Shadowlands Taint.

Any time the character’s player must roll to avoid getting the Shadowlands Taint, the player may roll twice and choose which result he prefers. If an effect (such as a maho spell) attempts to give the character the Taint, a second roll must be made, with the player again choosing which roll to abide by.

Water Kiho
Gift of the Water Dragon
Type: Kharmic
Mastery: 5
The Water Dragon embodies maneuverability and fluid motion. You can easily exploit the weaknesses of those who attempt to outmaneuver you. Once per turn, the monk may make an additional attack against opponents in the full defense posture or an enemy using a general action to focus.

Fate’s Merciful Hand
Type: Kharmic
Mastery: 7
The kharmic wheel spins for each soul, eternally moving from each person’s actions back to their original source. This kiho helps those who help others and rewards them for their positive kharma.

If the monk declares the Full Defense posture, he may direct one attack per round against a target within striking distance of himself (including ranged attacks). If he does so, he may not be reduced below the Down Wound level by any wounds taken from that attacker. The first time he would have been reduced to Down wound level by this effect, he loses all remaining Void Points and this kiho is deactivated. This kiho automatically deactivates if you have less than half your maximum Void Points.

Heart of Suitengu
Type: Aiki / Internal
Mastery: 3
One of the more ubiquitous discoveries of the new age stemmed from a practical need: in order to be able to research new kiho, monks needed a way to replenish their reserves of chi. The Heart of Suitengu kiho was developed to allow monks to recuperate quickly after exerting themselves.

This kiho has two effects. When this kiho is active, the monk only needs five minutes of meditation to change an internal or kharmic kiho. Once per day, after one-hour of meditation, the monk gains a free void point that can be used for kiho activation in addition to any normal benefits received from the meditation.

Speed of the Waterfall
Type: Internal
Mastery: 4
The mink can infuse his body with the spirit of water, allowing swift and rapid movements. Unfortunately, such speed often comes at the cost of precision and damage. Although the monk loses half of his rolled and kept dice for attack and damage when the kiho activates, the monk may double his/her water ring for purposes of calculating the monk’s speed.

Fire Kiho
Ai Uchi
Ai Uchi is now the Kharmic Strike Kiho. Find information on the kiho in Legend of the Five Rings Third Edition Revised.

Beginning and End
Type: Internal
Mastery: 7
The master of this kiho understands that the cycle of rebirth affects almost everything equally, but for the one thing that can be both the easiest and hardest to change: the mind. Using this kiho allows the monk to channel his creativity from within and rethink even the most ingrained ideas. This effect will allow the character to switch the ranks of any two skills the character possesses while the kiho is active. The monk temporarily loses all mastery benefits and emphasis of the skill that was used to initiate the switch and gains all legal mastery benefits of the new skill.

While the monk is under the initial effects of this kiho, his “rebirth” of thought consumes all of his
The monk is completely concentrated inward, attempting to rebuild his own beliefs and knowledge. The monk is simply unaware of his surroundings (the monk automatically fails any attempts to resist ambush). While this kiho remains in effect, the character cannot gain more than half of the total experience rewarded unless it directly involves one of the skills that was switched. The excess Fire Ring in the mind of the user simply makes other learning nearly impossible.

**Elemental Shock**
**Type:** Kharmic  
**Mastery:** 6  
The harmony of your soul cannot be broken; those who seek to disrupt your chi risk their own well-being. Any time a spell, kiho, or other effect imposes TN penalties, blindness, deafness, paralysis, sleep, or other negative status effects (not including poison or disease) upon you, you may spend two Void Points to inflict the same effect upon the party responsible. The target may resist by spending two void points and winning a contested roll of their Earth Ring against your Fire Ring.

**Palm of Fire**
**Type:** Mystical  
**Mastery:** 5  
The monk can focus the purity of Osano-Wo's fire into a searing physical blow or blast nearby enemies with a sheet of fire. The monk can spend a void point when hitting with bare hands to inflict 3k2 to the target and 2k1 to all adjacent peoples. This damage is cumulative with normal damage received from the unarmed attack.

**Sever the Dark Lord's Touch (Kuni family Secret Kiho)**
**Type:** Martial  
**Mastery:** 4  
This kiho involves fast movements as the character darts in and strikes the undead in precise locations swiftly. If successful, the undead being collapses instantly, its connection to Jigoku broken.

This kiho only works with a bare hand attack, and may not be combined with other techniques or kata (though it can be a single attack of several made in a turn). If the attack is successful, the monk must make a contested School Rank/Fire Ring roll against the undead’s Fire Ring (Five if the target has no Intelligence Trait). If this roll is successful, the undead creature dies instantly.

**Shatter the Elements**
**Type:** Martial  
**Mastery:** 6  
The monk can perform a powerful attack that disrupts the flow of energies between the target’s body and soul, greatly disrupting his ability to use magic or kiho. The monk may spend a void Point when making an unarmed attack roll to disrupt the target’s magical energies. Any time the target attempts to cast a spell, use a kiho, or draw upon a natural magical ability, he must make a contested roll with his appropriate Ring vs. the monk’s Fire Ring; otherwise the attempt fails. The “appropriate” Ring is that of the element used to cast the spell or use the kiho. In the cases of natural magical abilities that do not apply directly to any Ring, use the target’s highest Ring. The effects of this kiho last a number of rounds equal to the monk’s Fire Ring.

**Thunderstroke**
**Type:** Mystical  
**Mastery:** 6  
The monk can summon the thunder of Osano-Wo, the Fortune of Fire and Thunder, into a single devastating blow that explodes with a burst of thunder and lightning. The monk can spend one void point when striking with his bare hands to deal Fire Ring K Monk’s School Rank in wounds. This damage is cumulative with normal damage received from the unarmed attack.

**Void Kiho**

**Endless Well**
**Type:** Mystical  
**Mastery:** 8  
While there are some who understand the depths of the void, those capable of casting this kiho realize that while the void is nothing, it is everything as well and can therefore be shaped by a powerful will, if for but a short time.

The monk may channel his chi and the power of the Void into creating any one item. By initially spending one Void Point, the monk may fashion any one non-magical item in any design he sees fit as long as its total volume and mass doesn’t exceed one-fourth of the monk’s own mass. Each round, the monk must spend another Void point...
to keep the item in existence. While this kiho is in effect, if the monk replenishes his Void Points in any way, whether by a self-generated effect or through the actions of another person, the item will permanently become one-forth the mass that it was. This effect is cumulative. Once the monk is out of Void Points, the item will fade into nothingness, returning to the Void from whence it came.

Kharmic Unison
Type: Kharmic
Mastery: 5
The monk’s spirit is skilled at defending others. At the start of each fight, the monk can designate one person to be under his/her protection. As long as the monk stays next to the charge, the monk can spend a void point to redirect any attack to the charge to himself. The monk must declare this action before the roll. If the opponent’s attack roll misses by more than ten, the monk gains a free counter-attack.

The Power of Nothing
Type: Mystical
Mastery: 9
The monk has mastered the greatest secret of Void, allowing him to manipulate fate itself. Once per turn, the monk can spend a void point to re-roll any skill roll or contested roll keeping the best one. If the second roll succeeds the TN by more than ten, the void point is not spent.

Strike of Silent Waters
Type: Martial
Mastery: 7
This kiho is very effective and very impressive to see. Only the most focused monks have the discipline to control their chi so far away from their body. With a simple open-handed strike, the monk can use the water in a body to magnify and direct his chi. Properly focused chi will be able to knock back an opponent up to ten feet away. One cannot deny the spiritual power of the monk if he is able to damage someone without touching him at all.

The monk must spend a void point to activate this kiho. The character makes an unarmed attack against another living creature. Ignore armor for this attack. If the monk succeeds in hitting the target, he may deal his unarmed damage to another living creature up to ten feet directly behind the original target. The character does not need to be able to see the second target; if he cannot see the second target, he must make a Meditation/Void Ring roll at a TN of 35 or miss the target.

Dark Kiho:

Note: You cannot use a dark kiho the same turn as an elemental kiho. Each time you use a dark kiho, you must make a void roll TN equal to the Dark Kiho’s mastery x 5. If you succeed, you gain one taint point. If you fail you gain taint equal to the Dark Kiho’s mastery level in points minus half the user’s Lore: Maho rank (round down).

Blessings Of Jigoku
Type: Mystical
Element: Taint
Mastery: 5
By summoning forth the power of a lost soul, this kiho grants the wisdom of the dead to an ally of the maho-tsukai. When cast, the shugenja or monk must target a dead creature it is touching. The maho-tsukai may then use any skill known to the dead person in life, at a rank equal to the tsukai’s Shadowlands Taint rank (but not surpassing the dead person’s original skill). This kiho may remain in effect for up to 10 rounds, or one round after physical contact is lost, whichever is first.

Bloodstrike
Type: Mystical
Element: Taint
Mastery: 3
This terrifying kiho is thankfully known to only a few maho-tsukai in the Empire. Thought to have been created by Iuchiban, it has been passed down to Fu Leng’s most devout followers. By summoning the darkness of the air around them and powering it with his own corrupted blood, users are able to strike his opponents’ very souls with corrupted lightning. Those who are struck with this lightning instantly lose one point of Void. If he has no Void to spend, he instead takes 3kl Wounds from the black lightning and gains 1 point of Taint.

This kiho can only be cast by spilling tainted blood, and has a range of thirty feet.

Child of the Corrupted Dragon
Type: Kharmic
Element: Earth
Mastery: 5
This horrifying kiho allows the monk to merge with the foul corruption of the Taint itself, removing him from the grasp of the elements. Spells from any element other than Void that target a monk employing this kiho have their TN increased by the monk’s Earth Mastery x 2. A monk using Child of the Corrupted Dragon has skin the color of a moonless night, with shadows that seem to crawl across his flesh and eyes that burn a sickly green. This kiho lasts for a number of turns equal to the monk’s Taint rank.

Essence of Corruption
Type: Mystical
Element: Earth
Mastery: 3
Similar to Corrupted Touch, this kiho channels a portion of the dark monk’s Taint into an outward display of corruption. By striking any nonliving object, the monk may corrupt and corrode it with his own essence. Wood rots, stone breaks, and metal rusts. Especially well constructed objects (such as the average katana) will not be destroyed, merely sullied and in need of restoration by a trained weaponsmith. Dark monks have been known to use Essence of Corruption to destroy the peasant weapons of their opponents, or even the walls of buildings in which they are fighting, allowing for an escape route while the monk’s opponents scramble to escape the collapsing structure.

Kumo’s Breath
Type: Mystical
Element: Air
Mastery: 4
Each of the elements that exist within a dark monk has been corrupted by the presence of the Taint. With concentration, the monk can turn these corrupted elements against his foes. By concentrating for one round, the dark monk can summon forth a blast of foul air from deep within his lungs. This air is a noxious poison, debilitating to even the strongest bushi. The monk must be within arm’s reach of an opponent to use this attack, which affects the target so severely that a Stamina trait roll against a TN of 20 is required or the opponent will spend the next two rounds on the ground retching violently.

Touch Of Corruption
Type: Martial

Element: Taint
Mastery: 3
This kiho extends the Shadowlands Taint to a target, but not tainting it. However, the imbalance of having the Shadowlands Taint within one’s body creates an imbalance of the elements. This kiho requires a jujutsu attack roll to succeed, and the target is considered to have a Void rank of 0 for the duration of this kiho: 2 X insight rank if the monk.

Venom Touch
Type: Martial
Element: Water
Mastery: 5 (4 for monks of the Temple of Venom)
With a precise strike, a dark monk can corrupt the flow of Water through an opponent’s spirit, disrupting the normal balance of the soul and inflicting tremendous pain. With a successful hand-to-hand attack, the monk causes intense pain in the target, whose inner balance is painfully wrenched out of alignment. The target of Venom’s Touch suffers 3k3 Wounds per round for a number of rounds after the strike equal to the monk’s Taint rank.

Type: Martial