

L5R Errata (4/22/00)

L5R CORE RULEBOOK

ADVANTAGES AND DISADVANTAGES

Q: Social Position (pg. 74), pg. 57, and Clan Sections: What is the difference between gaining Glory Ranks by paying 5 CP per Rank from your clan and raising the Glory Rank through the advantage Social Position (also 5 CP per rank)?

A: There is no difference, it's a redundancy. It was put in both places so you could find it easily.

Q: Bad Health (pg. 75): Official Clarification. I'm not sure about how Bad Health is supposed to work.

A: Should read: A character with Bad Health has his wound ranks figured as if his Stamina were one rank lower. A character cannot take this disadvantage if his Stamina is more than three.

Example: Shinjo Danjuro has Stamina 3 and Earth 3. He is suffering from Bad Health and therefore has only four Wounds per Rank instead of 6. (Stamina 3 -1 = 2 --> Earth =2)

Q: Does Bad Health affect healing times?

A: Yes.

Q: How much do Magic Items cost when using the Inheritance Advantage?

A: It depends on the GM, and how common he wants magic. Five points for a sword that does more damage is about average.

Q: Lame (pg. 76): "All rolls involving Agility are at -2" The -2 is subtracted from the total, right?

A: No. The -2 is subtracted from the number of dice.

Q: Low Pain Threshold (pg. 76): How is this supposed to work?

A: Whenever you lose a wound rank you lose an additional die. The wound penalty is now 0, -2, -3, -4, -5, Down, Out, Dead.

Q: Small (pg. 77): Can the die you drop be one of the dice you would have to drop in the first place, or do you drop your highest dice after dropping all the rest?

A: Drop your highest die after dropping all the rest.

ARMOR CLARIFICATION

Q: I would like to know how the armor is supposed to work in combat.

A: The armor system is based on the idea that if you hit the armor no damage gets through, so armor is basically decreasing the number of places that you can hit to score real damage. The net result is an increase in the TN to be hit. 5 for light armor, 10 for heavy.

The attribute Armor for listed for creatures is different. With that any dice that are lower than the creatures Armor Rating only do single point of damage. Example: Shinjo Danjuro successfully hits an Ogre (Armor 7) and rolls six dice keep two for damage. His damage rolls are 3, 4, 6, 9, 2, 5. He keeps the 9 and 6 doing 10 points of damage. (Of course the Ogre then drives Danjuro into the ground like a tent peg).

CRAB CLAN SECTION

Q: The Crab Clan Bushi School (pg. 79) reads "He adds his current Earth rank to all hit and damage rolls." Does this mean he adds dice to the roll?

A: No. The Bushi adds his Earth to the total. So a Crab with a 4 Earth rolls a 12 to hit and adds his Earth to the roll for a total of 16.

Q: Mountain Does Not Move (pg. 79): Do you spend the VP/make the roll before or after the attacker hits or calculates damage?

A: After damage is calculated. It can be done before but the first way is more forgiving.

CRANE CLAN SECTION

Q: Does the Rank 5 Kakita Bushi School ability apply to both Iaijutsu duels and combat?

A: Yes.

Q: What happens if I raise by 3 instead of 5 using "Sudden Strike? Do I get the increased damage?

A: Yes, round up to the nearest five.

LION CLAN SECTION

Q: Do I add my Honor in dice to all hit rolls or to the total?

A: Just like the Crab errata you add your Honor to the die total.

SCORPION CLAN SECTION

Q: Page 62 doesn't have an outfit for Scorpions.

A: Use the outfit on the Scorpion Clan pages.

Q: Does the Rank 1 Scorpion ability allow me to act twice?

A: No. You get to roll two dice, add them together and use the total as you initiative for that round.

Q: What happens if I have the advantage Quick?

A: You get to roll three dice and keep two. With a Polearm you roll 4k2.

UNICORN CLAN SECTION

Q: Does the Unicorn Rank 2 Technique count as a Full Defense?

A: Yes.

Typo: pg. 91 Shinjo Bushi School: Change Survival to Hunting.

CREATURES

Q: On pg. 92 it says Gaki can only be sensed with an intuition roll, and on pg. 193 it says Kitsune are considered to have an Empathy of 6.

A: Both examples should say Awareness.

Missing Fear Ratings

Gaki: 3	Ubume: 2	Goryo: 3	Kumo: 3
Ogres: 2	Zombies: 4	Skeletons: 4	Pennaggolan: 4
Kyoso no Oni: 5	Oni no Shikibu: 3	Oni no AkumA: 4	Oni no Tsuburu: 4

pg. 189 - 203: The various Monsters don't follow the same format. Some have their Strength factored in to their 'Rolls For Damage' while others don't. Some also have their values incorrectly calculated. The following lists those that don't, but with their Traits factored in correctly to ease speed of use:

pg. 193: KITSUNE: Rolls When Attacking: 3k3, ...consider them to have an Awareness of 6 (Empathy isn't a Trait).

pg. 195: TYPICAL RATLING: Rolls For Damage: 6k2 (spear)

RATLING "SHUGENJA": Rolls For Damage: 4k2 (knife)

RATLING BUSHI: Rolls For Damage: 5k2 (sword) (Some have superior weapons which give them 6k2).

pg. 197 ZOMBIES & SKELETONS: Rolls For Damage: 4k1 (unarmed); 4k2 (improvised)

pg. 199 KENKU: Rolls For Damage: 5k1 (beak and claws)

pg. 200 KAPPA: Rolls For Damage: 4k1 (unarmed)

pg. 201 PENNAGGOLAN: Rolls For Damage: 5k1 (bite); 4k1 + Immobility

pg. 202

KYOSO: Rolls For Damage: 5k1 (HTH)

SHIKIBU: Rolls For Damage: 5k1 (Unarmed)

pg. 203 TSUBURU: Rolls For Damage: HTH: 10k2; Teeth: 10k1

EQUIPMENT

Q: What do Fine Quality items do?

A: Depending on your GM, fine quality items may add an extra die or a free raise in social situations as you make a bigger impression.

Q: What does a First Aid Kit do?

A: It allows a character to use his Medicine skill better. It's recommended to allow two free raises when using a First Aid Kit. See Way of the Unicorn pg. 103.

GENERAL RULES

Q: If a school gives you a choice of two extra high skill, can I take on skill at two?

A: Yes, depending on your GM's preferences.

Q: Does my characters Glory Rank have to equal his school rank?

A: No. Characters may have Glory ranks above or below their school rank without penalty.

Q: There are two ways to determine Insight which is correct?

A: The example on pg. 60 is correct. Add up your ring ranks and multiply that by ten. Then add your skill ranks together. Finally add both scores together and that's your insight total.

Q: Do I have to keep the highest dice I roll?

A: No, you may keep any of the dice you wish.

Q: If I get multiple actions in a turn when does my second take place?

A: Right after the first. Or you can hold an action for later in the round.

Q: How does a character without a school make multiple actions?

A: They don't, that's the advantage of going to an established bushi school.

Q: Can you use a Void point to raise a ring instead of a single trait?

A: No. The example skirmish text on page 111 is a typo. Void points can only raise Traits.

Q: Does a free raise count against the number of raises I can have (maximum = to Void)?

A: No. Free raises do not count against you Void limit.

Q: Do you get to keep dice gained from spending Void points?

A: Yes, Void dice are always kept.

Q: The outfits on pg. 62 don't match the clan outfits on their respective pages.

A: Ignore pg. 62. Use the outfits on the individual Clan pages (pg. 78 - 92).

Q: The outfit description on my clan pages are different from the examples on pg. 62, which do I use?

A: You use the outfit on the clan page if there is a difference.

Q: What happens in a tie in initiative?

A: This is up to the GM but a simultaneous strike is the usual way to handle this.

Q: Rules Example (pg. 43): Why does the example on this page ignore step 3 of the procedure for contested rolls as written in the sidebar? ("Both characters must drop all dice that roll lower than the Trait of their opponent.")

A: It's an error. You do not drop dice for a Contested Roll.

Q: The rules are ambiguous about extra dice. When it says I get to roll extra dice do I get to keep them?

A: No. If the rules say you get to roll extra dice that's all you get to do. If the rules say you get to roll and keep additional dice then you can keep them.

Q: Do negative modifiers given by wound levels affect dice kept or dice rolled?

A: Dice rolled. If you roll six dice and are at -1 you roll five dice. However, if your wound rank removes more dice than you keep you keep the dice you roll.

Q: Do characters add Strength to damage when using a bow?

A: No. A bow has a Strength of 2.

Q: If you can't add strength to an arrow explain the Humming Bulb (0k1)

A: A bow has a Strength of 2 that you use in place of your own.

Q: In the Ceremony of the Samurai adventure is it supposed to be 10 Glory Points for winning the Topaz Championship or 10 Honor Points?

A: It should be 10 Glory points.

Q: There are no movement rules.

A: A character may move a number of feet per second equal to his Agility + 5.

Q: How do Ronin advance in Techniques?

A: They don't unless they find a teacher. Most people will not be willing to teach a Ronin their clan techniques.

Q: My Clan Ronin is adopted by another clan. Do I learn the first or second level technique from his new school?

A: The first. You always have to start at the bottom.

Typo: pg. 39 YORIKI: Most prefer to use a sai, a two-pronged sword-catching hand weapon...

Typo: pg. 105 SIDEBAR:... the relevant roll is Agility + Hand-to-Hand, and the...

Typo: pg. 146 The sidebar is missing. The entire page, (including the missing sidebar) is reprinted on pg. 246.

Typo: pg. 184 SIDEBAR, Ignore this sidebar. It is printed correctly on pg. 182.

Typo: pg. 218 BAYUSHI SUGAI, SCORPION BUSHI: Remove Conceal 2 (no such skill)

Typo: pg. 219 MIRUMOTO URIKO, DRAGON BUSHI: Change Sumai 1 to Wrestling 1.

HIDA FUJIZAKA, CRAB BUSHI: Change Sumai 1 to Wrestling 1.

OTAKU SHIKO, UNICORN BUSHI: Change Kyujutsu 1 to Archery 1. Shiko adds her Horsemanship to any skill when making a roll while mounted.

Typo: pg. 249 PEASANT WEAPONS: Sai length is 18" not 3'.

IAIJUTSU DUELS

Q: Why can't you use other weapons in an Iaijutsu duel?

A: An Iaijutsu duel is a formalized combat involving a Katana. Iaijutsu is the art of drawing and striking with a Katana in the same motion, no one teaches any other way.

Q: Do you use Reflexes or Agility to determine who goes first?

A: Reflexes. The GM screen fixes this error.

Q: Who focuses first in a duel?

A: The person with the highest initiative (Reflexes) decides who focuses first.

SHUGENJA ERRATA AND CLARIFICATIONS

Kuni (Crab) Shugenja School (pg. 79), Beginning spells are: Sense, Commune, and Summon, plus 3 Earth, 2 Fire, and 1 Water.

Asahina (Crane) Shugenja School (pg. 81), Beginning spells are: Sense, Commune, and Summon, plus 3 Air, 2 Earth, and 1 Water.

Q: Can spells be raised to 0 actions, making it instantaneous?

A: No. All spells require at least one action to cast.

Q: Can you double a spell's time to get a free raise more than once?

A: No. You are limited to a single time.

Q: How do Shugenja get more spells? It clearly explains how not to trade spells.

A: Largely you will get more spells through game play. i.e. Finding scrolls, gifts, etc.

Q: Do spells count to gaining insight for another school level?

A: Spells do not increase your insight.

Q: What does a Shugenja get when he gains a school level?

A: Increased chance of mastery and an additional die to roll for spells, and three new spells.

Q: Can you use character points to get more spell to start the game with?

A: No.

Q: What was supposed to be on page 146?

A: Page 146 is fine, with the exception of the sidebar that is on pg. 246. Pg. 246 was supposed to have had the rest of the special thanks, the bibliography and other interesting but unimportant things.

Q: How many spells can you write into a book? How many pages does a book have?

A: None. Books do not exist in Rokugan, only scrolls.

SKILLS

Q: Are the traits listed after each skill the only ones I can use?

A: No. The traits listed are only the most common ones used with the skill. The GM can call for a roll of any trait + skill. See Traits pg. 98

Q: Shintao (pg. 70): Is it possible to have Traits higher than 5, or is this referring to Skills?

A: No. Just Traits.

Q: Does Shintao 3 allow you to raise Void?

A: Yes, it is the only ring that you may do this with.

Q: What does the Bureaucracy skill cover?

A: The Bureaucracy skill does not exist and should be changed to Law.

Q: What does the Survival skill cover?

A: The Survival skill does not exist and should be changed to Hunting.

Q: How does Medicine work?

A: The TN to use Medicine is 5 x the Wound Rank. If the person is at -3 Wound Rank, the TN is 15 (5 x 3). That heals 1 Wound Rank. Medicine can only be performed on a Wounded person once per day.

Q: What's the difference between Herbalism and Medicine?

A: None. Herbalism is the Peasant version of Medicine. One name is just more acceptable for Samurai to use.

Q: What skill do I use when I use a polearm?

A: You use the Yarijutsu (Agility) skill.

1st Edition GAME MASTER'S PACK

ADVENTURE BOOKLET

Character Sheet: front side: Awareness and Intelligence are reversed in the Fire and Water Rings. The Character sheet in the book and Way of the Dragon is correct.

Hit Locations (pg. 45): The headings for Random Hits and Melee Hits should be reversed. i.e. Random Hits should be melee hits and vice versa.

1st Edition GAME MASTER'S SCREEN

Contested Rolls: center panel, right side middle: Ignore step 3. You never drop dice in a contested roll.

Hit Locations: center panel, left side bottom: The headings for Random Hits and Melee Hits should be reversed. i.e. Random Hits should be melee hits and vice versa.

WAY OF THE DRAGON

GENERAL

Q: Do Dragons have to take Ambidextrous (pg. 73 main rules) to use their two sword technique?

A: No. He only has to take ambidextrous if he wants too. But it is not automatic either, it still costs three points.

Q: Why do Dragons only get six skills?

A: This is an intentional balancing factor to offset the +1 to any trait from the Dragon Clan schools.

Q: It says I can add +1 to any trait, does that include Void?

A: No. Void is a Ring not a Trait.

Q: Is Lore: Maho a Low Skill?

A: Yes.

Q: When does the Bushi attack again when using the Mirumoto Rank 4 ability "The Unrighteous Will Fall"?

A: If the Bushi kills his opponent with the strike that attack does not count as an action and he gets to attack again immediately.

Q: The outfit description on the Dragon Clan pages is different from the example on pg. 62, which do I use?

A: You use the outfit on the Dragon Clan page.

Q: Can I be a Samurai/Shugenja like Yokuni?

A: No. He's a demigod and one thousand years old. Unless your GM lets you create a character with both of those attributes it's impossible.

Q: Are Kitsuki Magistrates considered Samurai?

A: Yes. They are a samurai family.

Q: The Nemuranai Hunger (pg. 94) mentions a person named Horiuchi Danai. I thought there was only one Horiuchi ever in Rokugan.

A: That's a mistake. The name should be Luchi Danai.

ISE ZUMI

Q: When a tattoo refers to school rank and I'm not an Ise zumi what do I use?

A: Use the rank of your current school.

Q: On page 43 it says "An Ise zumi may never have more Tattoos than his Void Ring." but both of the Ise Zumi example characters have more tattoos than Void.

A: It's an error. The text is correct, you can only have as many tattoos as you have Void ranks.

Q: The Ise zumi on page 71 has Strength of the Earth (pg. 74 main rules) three times. His wound levels are -0/-0/-0/-0/-4/Down/Out/Dead. According Strength of the Earth it should be -0/-0/-0/-0/-1/Down/Out/Dead. Which is right?

A: The second example is correct.

Q: Can Ise zumi use Crafts: Mitsugusuri?

A: Yes.

Q: Does the Arrowroot tattoo regrow limbs?

A: No.

WAY OF THE UNICORN

GENERAL

Q: How does the Way of the Unicorn work? Do I add Horsemanship to the total or dice?

A: You add your Horsemanship in dice to the number of dice you roll. Example: Shinjo Heikuro is attacking with a Naginata from horseback. His agility is 3, his Horsemanship is 4, and his naginata skill is 3. To hit he rolls 10 dice ($3 + 4 + 3 = 10$) keeping his Agility of 3. The maximum dice that can be rolled is still 10 however.

Q: Does the Unicorn Rank 2 Technique count as a Full Defense?

A: Yes.

PERSONALITIES

Shinjo Yokatsu doesn't have the Horsemanship skill.
His horsemanship is 5.

WAY OF THE CRAB

GENERAL RULES

Q: Is Lore: Maho-Tsukai considered a Low skill because of it's questionable topic?

A: Yes, all the Low Skills are Low Skills because of their questionable nature, and are dishonorable for samurai to have.

Q: The Kaiu Sword advantage is listed as 5 points (page 49), but on page 108 it says it is for 4 points, (under the forge) which is it?

A: It's 5 points.

Q: Also on the advantages, are any of them restricted to the Crab? They make no mention of even the Kaiu sword being restricted by this...

A: First, unless they are listed as "Only Crab," they are available to everybody. This applies to all clanbooks also. Plus a Kaiu sword must be earned by it's user, they are not prizes. .

PERSONALITIES

Q: Several personalities don't have the 'required' shintao of three for their traits?

A: It's a mistake, add it to their skill list.

Q: Why is Taka's glory so low?

A: Because he doesn't want anyone to know who he is, it makes it easier to swindle people.

SCHOOLS

Q: The Crab Clan Bushi School (pg. 79) reads "He adds his current Earth rank to all hit and damage rolls." Does this mean he adds dice to the roll?

A: No. The Bushi adds his Earth to the total. So a Crab with a 4 Earth rolls a 12 to hit and adds his Earth to the roll for a total of 16.

Q: Mountain Does Not Move (pg. 79): Do you spend the VP/make the roll before or after the attacker hits or calculates damage?

A: After damage is calculated. It can be done before but the first way is more forgiving.

Q: Can Unicorn Character join the Hiruma Scout School? (page 50)

A: Yes.

Q: Do the Hiruma start with no Honor Boxes?

A: Yes, the Hiruma have lost their land, their heritage, and their pride.

Q: For the Kaiu Engineering School (page 51), is it 2 Honor and five boxes instead of just 2 boxes?

A: Rank 2.

Q: So how does the Kuni witch hunter/shugenja combo work? Do they gain spells/ranks the same way?

A: It isn't a combo school. They train in the Kuni school but in a different way so they don't get spells. Witch Hunters are not Shugenja.

Q: Do the items a Yasuki receive cost anything?

A: No, they are acquired by his business prowess over time.

Q: Do the berserkers get any starting skills?

A: They start out at the Hida School, so they start with the Hida School Skill package.

WAY OF THE NAGA

Q: How many pearls does a Jakla Start with? In two places it says nine [pg. 62.1, 64.S], 3 each from two elements, two from another, and one from the last. The Choosing Pearls section on pg. 64 and the example character both indicate you get only four; one pearl from each element.

A: It should be nine. They tend to destroy themselves, and all. ;) When the book says you get one from each element, it is intended to imply that you will *always* begin with at least one in each element.

Q: What spells can a starting jakla choose? The sidebar on pg. 64 says they have the same limitations as a Rokugani shugenja. That indicates Ring + School Rank or less for mastery level.
A: Ignore the Immortal Steel blunder. The spell choice should be the same as for a Rokugani shugenja.

Q: Do the naga have the equivalents to the spells described in Walking the Way? Are these equivalents more difficult to acquire? How about secret spells from the other Way of the Clan books?

A: Yes, yes, and no. They can't copy the Way of the Clan spells.

Q: Can a jakla learn something other than pearl magic (such as the Unicorn talisman magic), or do they -always- end up getting one free raise per school rank (putting those uppity Phoenix tensai in their place)?

A: They can't master Rokugani magic, because they have no connection to the Kami. Was that your question? This one seemed a bit vague. [Sorry. Just wondering if every spell they're ever going to cast will begetting the wad of pearl magic raises.]

Q: Do spell casting pearls automatically start to degrade when they are taken from the bed, or can you avoid using them to keep them fresh? If a jakla uses it once then stops, does it continue to degrade in following months?

A: It will continue to degrade, sadly. [When do they start degrading? When removed from the bed or when first used to cast a spell?]

Q: The specific spell pearls mentioned in the appendix don't say if they degrade like normal pearls or not. Do they?

A: They do.

Q: Is it deliberate that a jakla has to constantly return to the naga lands for new pearls or lose all spell casting ability?

A: Yup. Although, as always, your GM can alter those rules to suit their campaign.

Q: Like shugenja, one part of the casting process "Blending" is described as dangerous. How so (mechanics please)?

A: Oh dear, I'll have to turn this over to the mechanics department. I'll get back to you on this one.

Q: Overall, jakla look like they are supposed to "out-Phoenix the Phoenix". I'll be very curious how they shape up from your replies :).

A: They have their drawbacks - mainly, that their spells must be chosen, and placed, far ahead of time. They don't have the flexibility of normal spell casters in the long run. But don't worry, they won't out-Phoenix the Phoenix for long...[Oooo..! :)]

Q: Could we get a more complete list of naga name/job titles? They are sprinkled around the book, but even gathering up these tidbits leaves tremendous gaps for the GM who would like to bring naga into his game.

A: Sadly, that would take hours, and the intention was for the GM to create his own, and only use a few of ours. So I'd rather not.[I'll try to collate what has been said for interested parties.]

Q: How many CP does it cost to roll on the karma tables?

A: Same as the standard Heritage Table; 1 CP

Q: How often do they really shed? One section says annually. Another says every four years. (A nicely thought out and supported answer from the list suggests that the torso sheds annually to cope with the added flexibility, while the tail sheds every four years)

A: Excellent answer. Go with that. The initial intent was annually until after puberty, and then once every four years thereafter, as the body ceases its growth spurts.

Q: How do you explain the various Rokugani based entries on the Heritage tables? They give the impression that the naga have had lots of contact with humans, yet the humans claim near complete ignorance of the naga.

A: See the section on Naga scouts, and remember that any information learned by the Scouts is passed into the Akasha for learning by the Great Mind. Even with the Greensnake filter.

Q: Do 5th rank scouts control animals? The technique says yes and no.

A: The animals want to help you; you don't mentally overpower them.

Q: Why is Way of the Naga seemingly set after the SCC? For a large body of the RPG players, this book is either deeply confusing or irrelevant to their games, being placed in a setting they know nothing about. Help!?!

A: Although the Naga awaken before the Coup, they become fully active afterward. The Naga book is slightly ahead of its time - in order to have them as playable, we needed to be able to do that. Don't worry; the storyline will catch up really soon.

WAY OF THE MINOR CLANS

Q: Um, one question.... about the Fox School. I notice they, unlike ANY other Shugenja school do not get a free raise with an element.

The Fox Shugenja get a free raise with Earth. (This came from a post from Ree around 3/14/00)