

The War Dojos of the Crab Clan

Since almost the first days of the empire the Crab Clan has stood guard against the powers of He-who-must-not-be-named: the Dark Kami Fu Leng. While they have had setbacks and occasional wars with their brothers within the empire, the need to guard the southwestern expanses of Rokugan from the occasional black tide of oni, goblins, and undead has shaped the clan into an enormous war machine. Honed by constant drills and expeditions into the poisoned wastes of the Shadowlands, Crab warriors are amongst the deadliest fighters in Rokugan. Though many say the families of the Crab lack courage, those who have made allies of these determined people find that they need rarely fear the treachery and misdirection so common amongst Rokugan's more 'civilized' clans...

"There are no lies on the battlefield" - Hida-no-Kami, The First Crab

The Hida Family

The children of the first Crab have been ever resolute in upholding the task their founder assumed on behalf of the Hamtei. For them failure spells the death of the empire and so they have taken victory as their highest accomplishment and nearly any means that leads to victory is to be considered. Their founding kami also taught his descendants that strength is the greatest virtue. What many outside the family fail to realize is that the Hida do recognize many forms of strength: physical, spiritual, knowledge, and dedication. Those who underestimate a samurai of the Hida rarely have the opportunity to do so again.

Family Benefit: As in L5R RPG. Hida may take the Large Advantage for 1 less CP, and receive 1 extra CP for taking the Obtuse Disadvantage.

Hida Berserker School

Benefit: +1 Stamina

Starting Honor: 1, plus 5 boxes

Penalty: Berserkers must purchase Death Trance out of their initial CPs. No other school's techniques may ever be used while in a berserk trance.

Skills: Athletics, Battle, Intimidation, Jiu-jitsu, Kenjutsu, Meditation, and Shadowlands Lore or Bushido Lore

Techniques

Rank 1: The Blood Tide

The berserker learns to enter the berserker's trance, often called "the Hida Frenzy" or "the Tide". It is an expression of the berserker's inner rage. It takes one turn (at normal TNtBH but no other actions) to enter the trance. The trance lasts for a number of turns equal to his Earth Ring x2. While in the trance, the berserker reduces Wound Penalties by his School Rank (cumulative with Strength of the Earth if the character has it) and keeps additional dice on all Damage Rolls equal to his School Rank. The drawback being that the berserker may not declare Full Defense and gains no benefit from his armor while in this state. The berserker may end the rage at any time. When the rage ends, the berserker is "Spent" for an equal period. While Spent, all his Skills are reduced to 0 (unskilled), and all his Traits are at -1. The character's Wound Ranks are not reduced by this effect.

Rank 2: The Crest of the Wave

By meditating before entering battle, focusing and honing his anger, the berserker can greatly extend the time he may remain in the trance. After meditating for an hour he may roll Void + Meditation, TN 20. Success adds his Earth Ring to the number of turns his next berserk may last. Each raise adds another Earth Ring in turns. Once the meditation is complete, he must enter the trance within an hour or lose the benefit.

Rank 3: Wearing at the Cliffs

The berserker's detachment from the frailties of his own body let him withstand terrible wounds in the throws of the trance. While in trance, the berserker replaces his Down and Out wound categories with -5 and -6 respectively. When the berserk ends, these Wound Ranks return to their normal effects, possibly dropping the berserker where he stands.

Rank 4: Depths of the Sea

The berserker's speed and rage have reached new heights. While in trance, each time the berserker kills an opponent, he gains an additional attack on the following turn. The additional attack only applies to the following turn. He must kill again to gain this benefit in subsequent turns. Thus he could make two attacks on the turn following him killing an opponent (one plus one bonus attack). If he killed two opponents with those attacks he would make three attacks (2 bonus attacks plus his usual one attack per turn) on the following turn and so on.

Rank 5: The Drowned Man

The Tide has seized the berserker's soul. The berserker may choose to remain in his trance beyond the normal duration. Once he 'gives in to the Tide', he may not stop until no one opposing him remains. While in this state, he can not distinguish between friend and foe. He attacks the nearest target available, preferring those who have attacked him in the last turn to those who have not. If no one attacks him for 5 consecutive turns he comes out of the rage. While out of control, he must keep the highest dice rolled to Attack and for Damage.

Outfit: Berserker

(All items are of Average Quality): Katana & Wakizashi w/ stand, Traveling Pack, Kimono, any 2 weapons, 5 Koku

Hida Bushi School

The best known of all southern swordsmanship styles, the Iron Mountain School traces its origins all the way back to the deeds of Lord Hida, the "First Crab". This school combines flexible offense with awesome resilience. Iron Mountain-trained bushi frequently shrug off blows that would have killed other men.

Benefit: As L5R RPG

Starting Honor: As L5R RPG

Skills: *Athletics, Defense, Hand to Hand (Tsuchi-do), Kenjutsu (Iron Mountain), Kyujutsu, Ono or Tesubo, Siege*

Techniques

Rank 1: The Way of the Crab

As L5R RPG. Despite accusations of the coarseness this school engenders in its student, the first training the young bushi receives is how to center himself so that he may draw upon the power of his own Earth. Further, all Iron Mountain training is performed in full armor, gradually acclimating the student to its wear at all times.

Rank 2: The Mountain Does Not Move

At this rank the bushi begins to learn the secrets of true resilience. Through a combination of reflexively bracing at the last moment and turning so as to present the softest or hardest parts of the body to a threat combined with incredible innate toughness the bushi can reduce what would have been horrible injuries to mere scratches and bruises. When injured by any cause, the bushi may immediately make an (Earth)k(Earth) roll with a TN equal to the number of Wounds he is receiving from a single source. If the roll is successful the number of Wounds he takes is reduced to exactly 1. This technique does not require an action, being reflexive on the part of the bushi and it can be used more than once per turn. This ability may only be used a maximum number of times per day equal to the bushi's School Rank.

Rank 3: Two Pincers, One Mind

As L5R RPG. The warriors of the Iron Mountain style learn to appreciate the tenacious ways of the little crab who, confident in his protection, attacks fearlessly with either claw.

Rank 4: The Earth's Rage

There are times when the mountains of Rokugan seem to shake with anger, trembling like great beasts filled with barely contained fury. The bushi has learned to tap into this awesome power, letting it fill him with inhuman might. Unfortunately no human was meant to contain such power and the consequences for calling upon the earth's rage can prove very harsh. The bushi may draw upon the earth's rage to gain a Void Point, which must be spent that turn on a Combat Action (or to make a Focus Roll in a Single Strike duel) or it is lost. Doing so causes the bushi to immediately take 3 Wounds that cannot be reduced or canceled in any way. This technique may be used a number of times per turn equal to the bushi's Earth Ring.

Rank 5: The Mountain Does Not Fall

A Master of the Iron Mountain Style is capable of incredible feats though he be mortally injured. Even if the warrior's head is struck from his body, he can often find the resolve to perform service for his master a moment longer. By spending a Void Point, the bushi is capable of acting for one turn, ignoring all Wound Penalties including Down, Out, and even Dead. Doing so requires ultimate focus, and the bushi may not benefit from any of his other techniques that turn, including seemingly passive ones. This technique may be used even if injures reduced the bushi to Out or Dead the previous turn (though an Out character cannot suddenly leap up again turns later a Down one can). The number of Void Points required to use this technique goes up by one each turn if the bushi wishes to use this ability in consecutive turns (2 the second turn, 3 the third and so on). As long as the bushi can afford to pay, he can remain functional even if he would normally be Out or Dead.

Outfit: Bushi

As L5R RPG.

The Hida War-College

For some of the children of the First Crab, there is little more to life than the purity of duty and the demands of the Wall. These soldiers are amongst the toughest and most determined warriors the empire of Rokugan has ever produced. But for a select few, duty on the Wall and service in the secure lands to the north leads to a different path. For a soldier alone is but one man. Even a hero cannot stop the swelling tides of darkness that roll out of the cursed south. Crab must stand beside Crab, united against a black power as old as mankind itself. To that end there is a desperate need not for soldiers, but for leaders. The Hida War-college was created to train such men.

Entry into the war-college is by invitation only. Hida Bush are observed carefully. When a bushi reaches the second rank, he has proven his potential as a warrior. Now he is watched for the spark of charisma, the hint of compassion that will let him lead his fellows against the Dark Kami, that will fire the spirits of his kin so that they face doom and despair gladly. Such rare talent is not to be squandered. Such samurai are taken in by the college, their gifts cultivated and honed to razor sharpness.

A second rank Hida Bushi who has an Honor Rank of at least 2.0, a Glory Rank of not less than 4, and either the Tactician or Natural Leader Advantages may be inducted into the college on the recommendation of a veteran commander or the samurai's daimyo. It is a great honor. If this should come to pass, the bushi follows a new course of instruction, learning the techniques of the college instead of those taught in the Hida dojos.

A rare few, the sons and daughters of powerful Hida daimyo are groomed for such command from childhood. While they still learn the earliest forms of the Hida bushi, the emphasis of their training is subtly different, directed towards their role as generals rather than foot-soldiers.

Hida General School

Benefit: +1 Stamina

Beginning Honor: 2, and zero boxes

Skills: Archery, Battle, Defense, Kenjutsu, Leadership, Siege, and Pick one Bugei Skill

Techniques

Rank 1: Way of the Crab

As L5R RPG.

Rank 2: The Mountain Does not Move

As L5R RPG.

Rank 3: Destiny has no Secrets

The Hida general becomes solidly confident in his fate. He has no other destiny than to die in the service of the Crab and the Throne of Heaven. This certainty gives his actions a simplicity that cannot be deflected or denied. The Bushi rolls and keeps two extra dice on any roll to resist fear, manipulation, or temptation in any form.

Rank 4: Relentless Assault

The Crab have learned through bitter struggle to never surrender any advantage once achieved. This dogged commitment is the key to Hida tactics, be it in the imperial court or on the Plain of Foul tears. If the bushi has cause to repeat an act, be it a roll on the Battle Table, striking a foe again, or continuing an argument he may spend a void point to exactly reproduce his previous roll. Where a contested roll is involved, the opponent rolls normally, possibly changing the outcome from the previous occasion. There must be a clear continuation from one roll to the next to use this technique. An argument interrupted may be resumed, a battle with goblins in the morning and another skirmish with them that evening in a different location is a new situation and the Hida must begin fresh (with a new roll).

Rank 5: The Stone Crab

The war-college is the product of human needs and human hands, having been founded long after the passing of the First Crab. The school's greatest master was Hida Tsuneo 'the Stone Crab' and his battle-wisdom forms the capstone of the college's teachings. Tsuneo did not fight for himself, but turned all his cunning to the benefit of others, that they might serve Rokugan with the same fanaticism as he possessed. All characters fighting on the bushi's side under his command (or accepting his directions) may roll but not keep an additional number of dice on any Fear Check equal to the Crab's Leadership skill. Also his tactical cunning is so great that their TN to be hit is increased by twice the Crab's Battle Skill. This includes PCs fighting as a result of the Battle Table while the Crab is their commander even if he is not immediately present (his commands having already established the necessary advantage). This technique provides no direct benefit to the general himself.

Outfit: Bushi

As Hida bushi, plus commander's stool and two items of the player's choice are of fine quality.

Who's Who in the Hida Family

Hida Amoro - Crab Berserker (Berserker 5, H-1, G-5)
Hida Kisada - "The Great Bear", Crab Champion, Master of Defense (Hida Bushi 5+, H-2, G-9)
Hida Matyu - Crab Strategist (Akodo Tactician 3, H-2, G-4)
Hida Nezu - Crab Scout (Hiruma Scout 3, H-1, G-3)
Hida O-Ushi* - Crab Bully (Hida Bushi 3, H-1, G-7)
Hida Rohiteki* - Crab Prodigy (Kuni Shugenja 1, H-2, G-2)
Hida Sukune - Crab Strategist (Hida War-College 3, H-2, G-7)
Hida Tadashiro - Sensei of the Hida War-College (Hida War-College 5, H-2, G-6)
Hida Tampako - Crab Defender, Captain of the "Defenders of the Wall" (Hida War-College 2, H-1, G-3)
Hida Tsuru - Crab Master of Horse (Hida Bushi 4, H-1 G-7)
Hida Unari - Sensei of the Hida Bushi School (Hida Bushi 5, H-2, G-6)
Hida Yakamo - Crab Hero (Hida Bushi 4, H-2, G-7)

The Hiruma Family

The modern Hiruma are defined by a single event: "The March of The Maw". This tremendous campaign lead by an oni known as The Maw (believed to be the overlord of the Kamu no Oni) was the greatest defeat the Crab Clan has ever suffered in their millennia of conflict. When the war ended the southern border of Rokugan had receded by over a hundred ri, and the land of the Hiruma were now firmly in the grip of the Shadowlands. Since that time the Hiruma have been driven by a fierce need for vengeance. Many have taken the route of the berserker, bent on destroying as many of the foul spawn of the Dark Kami as possible before going down to death themselves. Until the citadel of the Hiruma is retaken, this dark mood is unlikely to lift...

Family Benefit: As in WotC. Hida may take the Higher Purpose (retake Hiruma Castle) Advantage for 1 less CP, and receive 1 extra CP for taking the Driven Disadvantage.

Hiruma Scout School

The Hiruma scout is fully described in Way of the Crab.

Hiruma Yojimbo School

Since the days of the clan's founding members of the house of Hiruma have stepped forward to guard the Hida daimyo with their lives. This tradition has been refined by centuries of practice against the foulest minions of the night to the whispering death brought by ninja and other mortal assassins.

Benefit: +1 Reflexes

Beginning Honor: 2, plus 5 boxes

Skills: Athletics, Defense, History (Crab), Investigation, Jiu-jitsu or Tetsubo, Kenjutsu, Tea Ceremony

Techniques:

Rank 1: The Breaking Blow

The enemies of the Hiruma are large, tough, and heavily armored. Only the most telling blows are likely to have any effect, so the Hiruma yojimbo learns not to waste time with anything less. The Hiruma adds his School Rank + 1 to each die kept for Damage. This bonus is applied before damage dice are reduced by Monster Armor.

Rank 2: Dance of the Crab

The Hiruma fight a cunning, cautious battle filled with feints and dodges. When the Hiruma yojimbo declares Full Defense, he keeps a number of dice equal to his School Rank on his Defense Roll.

Rank 3: One Life, One Action

The Hiruma yojimbo is taught to focus completely on the task at hand, drawing forth his excellence. When the bushi spends a void point on any roll using the seven skills taught by the school, he keeps an additional die (ie. +1k2).

Rank 4: Hammer the Anvil

Swordsmen of the Hiruma school must be ready to face many foes and kill even the toughest creatures with speed and surety. The yojimbo is now able to make two Attacks per turn.

Rank 5: Stance of the Mountain

In the defense of his master, the Hiruma must learn to weather the harshest of blows. A master of the Hiruma School has been toughened to such an extent that he uses Earth x 3 to determine the number of Wounds he may take per Wound Level.

Outfit: Bushi

Basic Bushi Outfit

Who's Who in the Hiruma Family

Hiruma Kage - Daimyo of the Hiruma Famil (Hida Berserker 3, H-2, G-8)

Hiruma Osuno - Crab Bushi (Hiruma Yojimbo 4, H-3, G-4)

Hiruma Yoshi - Head of the Hiruma Yojimbo School, (Hiruma Yojimbo 5, H-3, G-6)

Hiruma Yugure - Crab Avenger (Hida Bushi 3, H-1 G-4)

Hiruma Zunguri - Crab Master of the Gate (Hida War-College 4, H-2, G-6)

The Kaiu Family

The Kaiu family has long been the sturdy base of the Crab war effort. While they produce few warriors, the Kaiu excel in the arts of the general and are masters of defense. The Kaiu samurai oversee the construction and repair of the Crab Clan's overlapping layers of fortifications. The Kaiu Wall is undoubtedly the largest structure in Rokugan, and its maintenance is a full time operation.

Family Benefit: As in WotCb. Kaiu may take the Large Advantage for 1 less CP, and receive 1 extra CP for taking the Obtuse Disadvantage.

Kaiu Builder School

Benefit: +1 Intelligence

Beginning Honor: 2, plus 0 boxes

Skills: Armorer, Battle, Engineering, Siege, Traps, Weaponsmith, and Pick one Craft Skill.

Techniques

Rank 1: Foot of the Mountain

The young student begins at the mountain's base, learning the intricacies of the skills. However, this study is only the understanding of technique, the beginning of understanding of *Do*, or The Way. At this rank and each rank hereafter the samurai may study one of the school's seven skills, keeping an extra die when using that skill. The same skill may be chosen up to three times (keeping multiple dice).

Rank 2: Climbing the Cliffs

At this rank the student begins to show the simplicity of effort that comes with mastery of the forms. He receives a free raise when using any skill studied with the rank one technique. Only one free raise is granted by this technique even if the character has studied the skill more than once.

Rank 3: The Shrouded Heights

At this rank the student begins to see the freedom of the Way and not the limits of forms. When using any skill the character has studied with the rank one technique, the character is not limited to his Void Ring when deciding how many raises to make.

Rank 4: Above the Clouds

At this rank the Way fills the student's every effort. When using any skill studied twice with the rank one technique, the character may spend any number of his void points.

Rank 5: There are Many Mountains

While others may see the student as a master, at this rank he has learned that he will never know more than the smallest part of the Way. Even so, the builder may automatically succeed at the use of any skill he has studied three times with the rank one technique. This does not apply to Opposed Rolls. He is entitled to any free raises, but must roll if he wishes to make any other raises.

Your Outfit: Builder

Same as Kaiu Engineer (WotCb pg. 51)

Who's Who in the Kaiu Family

Kaiu Endo - Sensei of the Kaiu Builder School (Kaiu Builder 5 (Engineer x3 + Siege + Traps), H-2, G-6)

Kaiu Kenru - Crab Master Armorer (Kaiu Builder 5(Armorer x3 + Weapon Smith x2), H-1, G-5)

Kaiu Suman - Crab Engineer (Kaiu Builder 4 (Engineer x2 + Traps x2), H-1, G-4)

Kaiu Utsu - Crab Siege Master, Daimyo of the Kaiu Family (Kaiu Builder 4 (Siege x3 + Battle), H-1 G-8)

The Kuni Family

Seeing to the spiritual needs of the Crab Clan, the Kuni are the inheritors of an ancient tradition of magic. The Kuni are the foremost experts on the foul creatures that lurk beyond the Kaiu Wall, and this knowledge has made them ideally suited to hunt down and destroy those few minions of the Dark Kami who slip into the lands of the Shining Prince by guile instead of force. The Kuni also hide a darker legacy,

as study of dark powers can lead to corruption for even the most cautious soul, and many Kuni have been touched by the power they seek to destroy.

Family Benefit: As L5R RPG. Kuni characters gain one extra CP for taking the Tainted Disadvantage.

Kuni Shugenja School

The Kuni shugenja is fully described in Legend of the Five Rings RPG Rulebook.

Kuni Witch-Hunter School

The Kuni witch-hunter is fully described in Way of the Crab.

Who's Who in the Kuni Family

Kuni Sensin - Crab Witch-hunter (Witch-hunter 4, H-1, G-3)

Kuni Utagu - Sensei of the Kuni Shugenja School (Kuni Shugenja 5, H-2, G-6)

Kuni Yasashii - Crab Shugenja (Kuni Shugenja 3, H-2, G-4)

Kuni Yori - Daimyo of the Kuni Family, Master of Shadowlands Lore (Shugenja 5, H-1, G-8)

The Yasuki Family

The Yasuki house was born when the witch Yasuki provided the lord Kakita with the secrets of Lady Doji's heart. For a time her descendants served under the banner of the Crane. Since then the Yasuki have changed allegiance, bringing their ranks to bolster the Crab Clan in the defense of the empire. The move, seen as ultimate treachery by some among the Crane (particularly the Daidoji) has led to centuries of covert war between the Crab and Crane.

Family Benefit: As in L5R RPG. Yasuki characters may take the Crafty Advantage for 1 less CP, and receive 1 extra CP for taking the Greed Disadvantage.

The Yasuki Taskmasters

The Yasuki's sole bushi school faces a diverse array of duties. The Yasuki Guard, while often scorned by the warriors of other houses, has the unenviable task of providing armed escorts to the countless caravans that make up the true power of the Yasuki. In this role they have to crush disorganized brigands while keeping order amongst their own ranks- peasant merchants aren't known for being stout of heart. Other Yasuki samurai oversee the operations of the Crab mines, maintaining discipline amongst peasant miners and the more troublesome creatures the Crab have pressed into service. These skills find battlefield

application when the Crab armies must employ masses of ashigaru and other 'questionable' troops to bolster their more elite forces. Yasuki bushi make excellent drill sergeants and low-level captains.

Yasuki Bushi School

Benefit: +1 Willpower

Beginning Honor: 1, and 5 boxes

Skills: Athletics, Defense, Intimidation, Kenjutsu, Leadership, Shadowlands Lore, and Pick one Arms Skill

Techniques

Rank 1: The Way of the Carp

Since the founding of their family, the Yasuki have been fascinated with the minds of men and more importantly, their weaknesses. Yasuki merchant's prey upon pride and vanity, but their bushi learn to prey upon men's fears. Through a combination of stance and manner, the Yasuki bushi learns to ooze menace, making people do as he says simply through implied threat. The bushi gains the Natural Leader Advantage (though more by threat than example) and gains a Fear rating equal to 1/2 his School Rank (round up).

Rank 2: Who do You Fear... More?

The Yasuki bushi has a special way of making retreat look far worse than standing fast. All of the bushi's allies and followers within the sound of his voice may subtract the bushi's Fear rating from the rating of any Fear Checks they must make.

Rank 3: The Taste of Pain

The Yasuki has learned to add the physical to the psychological when inspiring fear. Each time he successfully wounds a character, his Fear Rating is increased by 1 for that character until the end of the scene. The maximum Fear bonus he can gain from this technique is equal to his Intimidation skill. The struck character must immediately make a new Fear Check against the higher rating. Terrified allies and followers targeted with this technique also make a new Fear Check, subtracting the bushi's newly increased Fear Rating from the rating of whatever source had previously scared him. If the check succeeds the target is no longer under the effects of Fear.

Rank 4: How Dare you!

The bushi knows that violence must be met with violence, or the grip of fear will be broken. Any time the bushi is wounded by an attack he gains an extra Normal Attack at the end of the turn, which must target the character who injured him.

Rank 5: Master of the Lash

A master of Yasuki bushi school has honed his craft to the ultimate level, motivating his followers to give their utmost effort or die trying. Whenever the bushi kills a character, a number of his allies or followers up to his Intimidation + Leadership each gain one free raise that must be used some time during the current scene or it is lost.

Outfit: Bushi

Normal Bushi Outfit

Yasuki Trader School

Benefit: +1 Awareness

Beginning Honor: 1, plus 0 boxes

Skills: Appraisal, Commerce, Courtier or Sailing, Defense, Etiquette, Gambling or Govern, Manipulation

Techniques

Rank 1: Streams of the Carp

Through his growing web of contacts, the merchant is able to procure a wide variety of goods. The merchant may attempt to acquire items from the Yasuki Goods Tables up to his School Rank. To do so the merchant must make an Awareness + Commerce Roll with a TN of the Table Rank x10. The base time required to do so is the Table Rank squared in days, with the roll for success coming at the end. Two raises will reduce the item's rank by 1 for determining the time required. Each raise for quantity will double the number of items in the lot. The Yasuki may only be working on a number of orders equal to his Glory Rank at any one time.

Rank 2: Only Nothing is Free

With the security of the Empire riding on their profits and Scorpions for neighbors, Yasuki traders can ill afford mistakes in their business. They learn to mask any hints they might otherwise give away about their motives or feelings. Any Awareness or Perception roll to gain knowledge about the Trader (including if he is lying) has its TN increased by +15.

Rank 3: Always A Full Cup

The trader is exquisitely practiced in the art of obligation. Through the giving of gifts and exchange of favors, he may force a target into owing him a minor Obligation (as the 2 CP Disadvantage). To do so the trader must make an Awareness + Etiquette roll with a TN of the target's Glory x10 (this must be done in a social setting, much like the Bayushi Courtier techniques). Additionally, the target's Honor Rank must be less than the trader's School Rank. The trader may only maintain a number of Obligations in this fashion equal to his Glory Rank.

Rank 4: No Empty Hands

The Trader's skill at his craft is unparalleled. He no longer needs to roll for non-contested Commerce and Appraisal rolls, succeeding automatically. If the trader wishes to make any raises, he must roll normally.

Rank 5: Wiles of the Carp

The Yasuki are masters of the human mind and human wants. At the beginning of any scene the Yasuki receives a number of extra void points equal to his Manipulation Skill which may only be spent on Awareness or Perception rolls. Any unused points are lost at the end of the scene.

Outfit: Trader

Same as the Yasuki Merchant in WotCb

Who's Who in the Yasuki Family

Yasuki Kojiro - Crab Master of Sails (Yasuki Trader 4, H-1, G-5)

Yasuki Nokatsu - Crab Taskmaster (Yasuki Bushi 3, H-1, G-4)

Yasuki Taka - Daimyo of the Yasuki Family, Master of Commerce (Trader 5, H-1, G-8)