

# The Esteemed Dojos of the Crane Clan

Perhaps more than any other clan, the Cranes have required slight modifications to fit my vision of Rokugan. Perhaps the most important change has been firmly establishing in my players' minds the differences between perception and reality. The Cranes are the empire's masters of grace. Their arts are honed to make every motion seem effortless. Their commitment to personal excellence makes their finest representatives truly awesome to behold. This combines with their dominant position in Rokugan's courtly circles to insure the schools and teachings of the Crane Clan are amongst the most prestigious in the empire. But prestige is not an impartial observer. While the majority of the empire perceives Crane swordsmiths as master craftsmen, the forges of the Crab and Dragon continue to produce weapons every bit as serviceable. The Kakita Kenjutsu Academy is the most prestigious sword school in Rokugan, but the rigors of duty on the wall or standing side by side with twenty of your clansmen on a battlefield are often better served by sword styles that have grown to meet those challenges.

Welcome then to the resplendent halls of the Crane, but do not let the glitter fool you for the Crane have both weakness and strengths they hide behind the trappings of wealth and a courtier's raised fan...

*"Never underestimate a Crane's last Secret." -Isawa Hochiu, Novice of Fire*

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## The Asahina Family

The descendants of a crazed hitsu-tensai, the Asahina are extremist even by the standards of the Isawa. Devout pacifists, they refuse to kill even in self-defense. The newest of the Crane Clans major families, they have still managed to carve a niche for themselves though their powerful air magics and unique ability to produce magical charms. These limited use namurani are based on a combination of the Phoenix Clan's kami-based magics and the arts of astrology. It is a secret they guard jealously even from their former kin in the Phoenix Clan.

**Family Benefit:** As in L5R RPG. Asahina may purchase magical charms as an Inheritance for one less CP than usual (to a minimum of 1 CP). Asahina receive 1 extra CP for taking the Soft Hearted Disadvantage.

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## The Asahina Shugenja School

[further information on the use of tsangusuri to produce charms can be found in the Sacred Temple.]

**Benefit:** As L5R RPG

**Starting Honor:** 2, plus 5 boxes

Asahina shugenja receive a free Raise for all Air spells

**Skills:** Astrology, Calligraphy, Etiquette, Meditation, Theology, Tsangusuri, pick one Artisan or Merchant Skill

**Beginning Spells:** As L5R RPG

## Your Outfit: Shugenja

(All items are of fine quality) Wakizashi, Traveling Pack, Scroll Satchel, 2 Kimonos, Steed (or 12 more Koku), and 10 Koku

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## Who's Who in the Asahina Family

**Asahina Dorai** - Crane Scholar (Asahina Shugenja 2, H-2, G-3)

**Asahina Tamako** - Daimyo of the Asahina Family (Asahina Shugenja 4, H-2, G-8)

**Asahina Tomo** - Head of the Asahina Shugenja School, (Asahina Shugenja 5, H-2, G-6)

**Asahina Tsukiyoka\*** - Crane Shugenja, Tsangusuri Master (Asahina Shugenja 4, H-2 G-5)

**Asahina Uojin** - Crane Shugenja (Sodan-senzo 3, H-3, G-3)

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## The Daidoji Family

The Daidoji are descended of a later child of Lady Doji and Master Kakita. They have taken on many duties relating to the physical safety of the Crane Clan. This has lead them into a protracted struggle with those arch-traitors, the vile and cunning Yasuki. The Daidoji are perhaps more grounded in the realities of life and the struggles that take place in the shadows. Daidoji honor tends to be a bit more flexible than that of their fellow Cranes.

**Family Benefit:** As described in Way of the Crane

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## Daidoji Scout School

The Daidoji are greatly outnumbered by the armies of all of their neighbors. With possible fronts against the Crab, Scorpion, and Lion armies, the Daidoji have been forced to master a variety of non-conventionally means of harassing and crippling their foes. The Daidoji scout prefers to strike even before the battle is joined, destroying supplies and unnerving enemy soldiers. Once battle has begun, they creep about the battlefield in small groups looking for further opportunities to even the odds. Students of this school treat the Traps Skill as a Bugei Skill. This is considered a bushi school.

**Benefit:** +1 Intelligence

**Beginning Honor:** 2, plus 0 boxes

**Skills:** Defense, Horsemanship, Hunting, Kenjutsu, Stealth, Traps, and Yarijutsu

## Techniques

### Rank 1: The Threat of War

Before battle is joined, Daidoji scouts attack the enemy indirectly, using trickery and harassment to demoralize the foe. Daidoji traps may be built to have a Fear Rating equal to the scout's School Rank+1 instead of doing damage (Base TN of 5 + Fear x 5). The lingering Fear effect is reduced by 1 each time the victim sleeps or meditates. Fear effects are not cumulative; only the highest rating applies.

### Rank 2: Wading in the Reeds

Like the patient hunting of the crane, the scout learns to watch for opportunities before committing to battle, often creating heroic opportunities. The scout may declare the degree to which he is engaged in a battle after rolling to determine which row of the Battles Table he will read from this turn. This technique may only be used a number of times per day equal to the scout's Stealth skill.

### Rank 3: The Fog of War

The scout has learned how best to capitalize on the confusion in battle. He subtracts his Stealth skill from each die of damage taken on the Battles Table, taking a minimum of one Wound per die.

### Rank 4: Strike Beneath the Veil

Same as the Daidoji Yojimbo technique of the same name.

### Rank 5: Treacherous Terrain

At this rank the scout no longer needs to roll to succeed in the use of the Explosives and Traps skills. The scout receives any free raises he is entitled to, but must roll if he wishes to make additional raises.

## Your Outfit: Scout

(Three items are considered to be of fine quality, the rest are of average quality) Daisho w/stand, Yari, Traveling Pack, Kimono, choice of one weapon, steed, and 7 koku

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## **Daidoji Yojimbo School**

The Daidoji yojimbo is trained to serve as a guardsman for the important samurai of the Crane Clan. Many lower ranking members of the school form the rock solid infantry forces when the Crane engages in war. Daidoji forces fighting alongside the Crab Clan against the horrors of the Shadowlands have earned the grudging respect of the Hida-ryu, who were the first to use the appellation "Iron Cranes". Much honored by the nickname, the Daidoji have taken it as their own, and now the veteran warriors of the Daidoji-ryu are often referred to as "Iron Cranes". Yojimbo are considered bushi.

**Benefit:** +1 Reflexes

**Starting Honor:** As in WotCn

**Skills:** Battle, Etiquette, Kenjutsu, Defense 2, Yarijutsu, Pick any Bugei Skill

### **Techniques**

#### **Rank 1: The Iron Cranes**

The first tenet of the Daidoji is tenacity. The young yojimbo draws upon the spirit of Bushido to force himself to fight on, even when faced with grievous injuries. Daidoji yojimbo adds his Honor Rank (not including any boxes) to the number of Wounds he can take at each Wound Level.

#### **Rank 2: Wielding the Inner Fire**

As in WotCn

#### **Rank 3: Moving the Shadow**

As in WotCn

#### **Rank 4: Strike Beneath the Veil**

As in WotCn

#### **Rank 5: Tread upon the Sword**

A master of the Daidoji way of fighting learns to focus his inner energies and deliver on the promise of Kakita's famous passages in "The Sword". His own weapon constantly reaches out to foul his opponents' motions, deflecting and misguiding their attacks. He may spend a void point to completely cancel one of his opponent's techniques of his choice in combat for a full turn. This technique may be used multiple times per turn, canceling out several techniques of one opponent, one technique of several opponents or any combination of the two (up to the yojimbo's available void points). Use of this technique is declared along with the yojimbo's action(s) for the turn.

### **Your Outfit: Yojimbo**

(three items are high quality, the rest are of average quality) Matched Daisho w/ stand, Yari, Light or Heavy armor w/kabuto, Armor Chest, Traveling Pack, 2 kimonos, any 2 weapons, and 8 koku

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## **Who's Who in the Daidoji Family**

**Daidoji Karasu** - Crane Bounty Hunter (Daidoji Scout 3, H-1, G-3)

**Daidoji Kedamono** - Crane Magistrate (Daidoji Yojimbo 3, H-1, G-5)

**Daidoji Kisu** - Crane Samurai, Captain of "the Divine Wind" (Daidoji Yojimbo 4, H-2, G-5)

**Daidoji Osen** - Crane Samurai / Lion Spy (Shosuro Actor 3, H-2, G-4)

**Daidoji Rekai** - Crane Archer (Doji Bushi 2/Otaku Battlemaiden 1, H-2, G-3)

**Daidoji Sembi** - Crane Samurai (Daidoji Yojimbo 2, H-3, G-2)

**Daidoji Sonoko\*** - Crane Scout (Daidoji Scout 4, H-1, G-3)

**Daidoji Tsumerai** - Head of the Daidoji Yojimbo-ryu, Yarijutsu Master (Daidoji Yojimbo 5, H-2, G-6)

**Daidoji Uji** - Daimyo of the Daidoji Family (Daidoji Yojimbo 4, H-2, G-8)

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## The Doji Family

The Descendants of Lady Doji continue to guide their clan with a combination of artistic grace and martial prowess.

**Family Benefit:** +1 Agility, Members of the Doji family receive an extra CP if they take the Colorblind Disadvantage (gaining 2 CP instead of 1).

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## The Doji Artisan School

[The Kakita Artisan School has been moved to beneath the banner of the Doji family in my vision of Rokugan.]

**Benefit:** As in WotCn

**Starting Honor:** 3, plus 0 boxes

**Skills:** Conversation, Etiquette, Meditation, Pick 1 Artistic Skill, Pick one Courtly Skill, and 2 in the relevant skill for the character's first rank maya

**General notes about maya:** An artisan must be at least School Rank 4 before learning the third maya of any art. All maya are played as written in the most recent printing of WotCn with the following exceptions.

**Acrobat:** Banned

**Dancer:** Banned

**Musician:** The order in which the maya are learned is reversed: 3-2-1

**Painter:** Replace Painting-1 with the effects of Poetry-1. Creating such a mirage requires a picture made on the spot, taking (6 - Painting Skill) minutes to prepare.

**Poet:** The order in which the maya are learned is reversed: 3-2-1

### New Art:

**Calligraphy:** Calligraphy-1 is similar to Origami-3, but the animals created can be no larger than a large dog and exist only long enough to attack an enemy one time, which they must attempt to do within 2 turns of being summoned. Calligraphy-2 is equivalent to Origami-2 with the items being created from scraps of paper with the appropriate characters upon them. The items last for a maximum of one hour. Calligraphy-3 is equivalent to Painting-1

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## Doji Bushi School

The Doji practice with a variety of weapons from the humble bo staff to the far reaching yumi to the swift and deadly katana. As the Doji learn to fight as much with his spirit as with his hands, opponents facing one of "the shouting warriors" should never underestimate a Doji in any circumstance. The bo staff is not considered a peasant weapon by students of this school.

**Benefit:** +1 Reflexes

**Beginning Honor:** 3, plus 5 boxes

**Skills:** Archery, Bo-jutsu, Courtier, Defense, Kenjutsu, Meditation, and Pick one Artistic Skill

### Techniques

#### Rank 1: The Two Shouts

The bushi learns the great shouts of the Doji-ryu, war-cries to strengthen the heart and steady the hand. By spending a void point before rolling, the bushi may either automatically succeed on a Fear Check (the First Shout) or to make two rolls when using a Bugei Skill, keeping the higher roll (the Second Shout).

#### Rank 2: Let your Spirit Guide You

Doji archers are amongst the finest in the Great Clans. The bushi adds his Honor Rank to each die kept while attacking with his Archery skill, and can use the Extreme Range category (200-300 yards, -4 dice to hit, -1k1 to damage) without being mounted.

### **Rank 3: The Final Shout**

At this rank the bushi masters the last of the Doji war-cries. After winning a battle, skirmish, or duel the Crane may give his victory yell. The Final Shout allows the bushi to recover all of his void points. The shout may be performed once per conflict and only after combat ends and the bushi is victorious. This may only be done a maximum number of times per day equal to the bushi's Honor Rank.

### **Rank 4: Unfurl the White Wings**

The Doji's grace and fervor continue to grow, lending him speed in battle. The bushi may make two attacks per turn.

### **Rank 5: To Do What We Must**

The final secret the Doji learns is the power of letting go of life and surrendering entirely to the demands of destiny. Before rolling initiative, the bushi may spend a void point "To Do What He Must". That turn he will make a number of melee Full Attacks equal to his Honor Rank. The bushi automatically loses initiative, declaring his attacks first and acting last. The bushi ignores the effects (including death) of any wounds taken that turn until after his attacks are resolved.

### **Your Outfit: Bushi**

(All items are of fine quality) Matched Daisho w/stand, Bo-staff, Yumi, 20 Arrows (any types), Light Armor w/helm, Armor Chest, Traveling Pack, 2 Kimonos, any 1 weapon, and 8 Koku

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## **Who's Who in the Doji Family**

**Doji Chomei** - Crane Samurai, Liaison to the Mantis (Doji bushi 1 / Kamae Bushi 2, H-3, G-5)

**Doji Hoturi** - Daimyo of the Doji Family (Doji Bushi 1 / Kakita Bushi 2, H-5, G-8)

**Doji Jiro** - Crane Bushi (Doji Bushi 3 H-2, G-4)

**Doji Kimura** - Crane Kenshinzo, Captain of "the Kenshinzen" (Kakita Bushi 4, H-3, G-5)

**Doji Kuwanan** - Crane Samurai (Akodo Tactician 2 / Daidoji Yojimbo 2, H-3, G-6)

**Doji Reju** - Crane Samurai (Doji Bushi 2, H-2, G-3)

**Doji Rimaki\*** - Crane Samurai, Captain of "Doji's Fan" (Doji Bushi 4, H-3, G-5)

**Doji Satsume** - "The Smiling Crane" Champion of the Crane Clan, Emerald Champion (Doji Bushi 5, H-5, G-9)

**Doji Shizue\*** - Crane Master Storyteller (Doji Artisan 4 (poetry 1, storytelling x 3), H-2, G-6)

**Doji Yosai** - Crane Samurai, Captain of the Doji House Guard (Doji Bushi 4, H-3, G-6)

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## **The Kakita Family**

Most samurai who think of the Kakita immediately consider images of their lightning fast swordsmen or fearfully suave courtiers. While the Doji lead the Crane Clan, it has been the Kakita family that has held sway in the imperial court for the majority of the last millennia through a combination of honeyed words and fierce duels.

**Family Benefit:** +1 Awareness, Members of the Kakita family may purchase the Benten's Blessing Advantage for 1 less CP (ie for only 2 CP).

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## **Kakita Bushi School**

[With the shift to the Single strike dueling rules (see the Practice Yard for full details), the Kakita bushi more than any other needed to be modified to hold on to their position as the preeminent duelists of

Rokugan. While a dedicated duelist from another school should still be treated with respect, the Kaktia trained duelist has little to fear from the challenge of less dedicated bushi.]

**Benefit:** +1 Agility

**Starting Honor:** as in L5R RPG

**Skills:** Defense, Etiquette, Iaijutsu, Meditation, Sincerity, Pick any Artistic Skill, and Pick any Courty Skill

### **Techniques**

#### **Rank 1: Way of the Crane**

As L5R RPG. Iaijutsu may be substituted for Kenjutsu in any roll or usage.

#### **Rank 2: The Sudden Strike**

The bushi begins mastering the intense focus required by the art of iaido. If the Kakita bushi openly declares the value of his Focus in a duel and succeed in his roll, his opponent must attempt an equal or higher value Focus (or Strike) on his next opportunity to Focus.

#### **Rank 3: Strike from the Void**

The bushi continues to hone his spirit and his art to perfection. Each time the bushi successfully focuses in a duel, he gains an additional point of Chi.

#### **Rank 4: One Strike, Two Cuts**

The bushi's sword strokes show an elegance and economy of motion few can match. In melee, the bushi inflicts damage twice for each successful attack roll. In duels, the bushi may roll damage twice, keeping the result he prefers.

#### **Rank 5: Strike with no Thought**

As L5R RPG. The technique may also be used before the first focus in a duel. If it fails the duel continues as normal.

### **Your Outfit: Bushi**

As L5R RPG

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## **The Kakita Courtier School**

[The Doji Courtier School featured in Way of the Crane has been placed under the auspices of the Kakita family in my vision of Rokugan, based on the huge number of courtier personalities in the Kakita family and their near absence among the Doji personalities.]

**Benefit:** As in WotCn

**Starting Honor:** 3, plus 0 boxes

**Skills:** As in WotCn

### **Techniques**

#### **Rank 1: The Perfect Gift**

As in WotCn. However the courtier may only offer a gift School Rank + 1 times per adventure. The character's lord must specifically approve any additional gifts.

#### **Rank 2: Whisper From the Soul**

As in WotCn. The Contested Roll uses the courtier's Awareness + Manipulation vs. the targets Awareness or Intelligence (target's choice) + Manipulation. Raises by the courtier can produce a more extreme emotional reaction in the target. Clear Thinker does not provide any protection from this sort of emotional appeal.

**Rank 3: Test of Honor**

As in WotCn. Note the errata in later printings. Characters and creatures with 0 Honor may ignore a Test of Honor.

**Rank 4: The Gift of the Lady**

As in WotCn

**Rank 5: Your Life is Mine**

As in WotCn. The target of this technique always gets to make the opposed Willpower roll.

**Your Outfit: Courtier**

(all items are of high quality) Wakizashi, Tanto, Fan, Traveling Pack, 4 kimonos, Small Iron Box, Steed (or 12 extra koku), and 15 koku

**Who's Who in the Kakita Family**

**Kakita Aihara** - Crane Peacemaker (Kakita Bushi 2, H-2, G-4)

**Kakita Ariteko** - Crane Artisan (Doji Artisan 2 (origami x2), H-2, G-3)

**Kakita Foruku** - "The Silver Fan" Crane Provincial Governor (Kakita Courtier 4, H-1, G-7)

**Kakita Ichiro** - Crane Courtier (Kakita Courtier 4, H-3, G-5)

**Kakita Kaiten** - Crane Hero (Kakita Bushi 4, H-3, G-5)

**Kakita Shijin** - Crane Master Poet (Doji Artisan 4 (calligraphy, poetry x3), H-3 G-6)

**Kakita Shura** - Crane Shugenja (Doji Artisan 1 (origami) / Asahina Shugenja 2, H-2, G-4)

**Kakita Torikago** - Crane Courtier (Kakita Courtier 3, H-2, G-4)

**Kakita Toshimoko** - "The Grey Crane" Head of the Kakita Kenjutsu Academy, Iaijutsu Master (Kakita Bushi 5+, H-3, G-7)

**Kakita Yinobu** - Head of the Kakita Courtier School, Master Orator (Kakita Courtier 5, H-2, G-7)

**Kakita Yogoso** - Crane Slanderer (Bayushi Courtier 3, H-1 G-4)

**Kakita Yoshi** - Daimyo of the Kakita Family, Imperial Advisor, Master Courtier (Kakita Courtier 5, H-3, G-9)

**Kakita Yuri** - Crane Negotiator (Miya Herald 4, H-2, G-5)