

# The Yellow Dojo: New Schools of the Great Clans

Recorded within these walls are new schools taught by the major families of the Great Clans.

## PHILOSOPHY

These schools exist to fill in gaps between the RPG and other sources of Rokugan lore. They expand on the teachings of the family, adding a new facet to the family's name. Some families have acquired a reputation for certain knowledge or behavior based on personalities published in the L5R CCG or for units fielded in the Clan War miniatures game. Because these ideas arise spontaneously from the setting, no effort has been made to do an equal number for each clan.

## CRAB CLAN

### Hiruma Bushi School

This school is listed in the Yellow dojo rather than the Green, because it has no relation to the Hiruma Bushi as offered in *Bearers of Jade* supplement. These bushi take their cue from comments in the main rulebook about the Hiruma having always been the bodyguards of the Crab Champions, and several new Hiruma personalities seen in the CCG and units in CWar.

**Benefit:** +1 Reflexes

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

**Skills:** Archery, Athletics, Defense, History (Crab), Kenjutsu, Jujutsu, and Tetsubo

#### 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 warrior 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 bushi 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 bushi 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. Gaining +1k2).

##### Rank 4: Hammer the Anvil

The bushi is now able to make two Attacks per turn.

##### Rank 5: Stance of the Mountain

In the defense of the Empire, 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

## CRANE CLAN

### Doji Bushi School

The Personalities of the CCG show many brave Doji warriors, whose abilities speak of methods and training outside of that of the Kakita duelists or the Daidoji yojimbo.

**Benefit:** +1 Reflexes

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

**Skills:** Archery, Bo-jutsu, Courtier, Defense, Iaijutsu, Kenjutsu, and Pick one High 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 bushi may make two attacks per turn with both melee or missile weapons.

#### **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 round until after his attacks are resolved.

### **Your Outfit: Bushi**

(All items are of fine quality) Katana, Wakizashi, Bo, Yumi, 20 Arrows, Light Armor, Helm, Traveling Pack, 2 Kimonos, any 1 weapon, 8 Koku

## **DRAGON CLAN**

### **Mirumoto Archer School**

Many incredible acts have been attributed to the historical archers of Japan. The Mirumoto bushi is inspired by these deeds, and by the intense zen focus associated with the Mirumoto.

**Benefit:** +1 Reflexes

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

**Skills:** Archery, Fletchery, Kenjutsu, Meditation, Mountaineering, Shintao, and Pick any one Skill

### **Techniques**

#### **Rank 1: Breath of the Dragon**

Not all of Mirumoto's children find enlightenment in the blades of the daisho. Some seek the perfection of their spirits through kyu-do, the way of the bow. The archer may make up to two more raises than his Void Ring normal permits when using his Archery skill, and he has two extra

void points, which may only be used along with the Archery skill. These extra points can only be replenished by spending an hour practicing with the bow and making a Void + Archery roll, TN 20.

### **Rank 2: All Distances are One**

The archer comes to realize that distance is an illusion of the mind. At this rank his focus can overcome the difficulties of shooting at distant targets. The character may ignore the penalties for shooting at Extended Range (-2 dice, -1k0 damage), and should he learn to shoot while mounted, is penalized at Extreme Range as if it were Extended Range.

### **Rank 3: Fire from the Sky**

Like the breath of a Dragon, the archer learns to rain death from the skies. The hunter may make two Archery Attacks per turn, and may shoot continuously for a number of (western) hours equal to his School Rank x Stamina!

### **Rank 4: Piercing the Soul**

The archer has mastered the secret of "aiming for the center". By spending a void point before making an archery attack, he may roll (Void)k(Void) for Damage if he hits with the arrow. This technique may be used up to the character's Meditation skill times per day.

### **Rank 5: Looking the Right Way**

Togashi-no-Kami said, "I see nothing more than you do. You look the wrong way." At the final rank the archer begins to look the right way. The base Target Number to hit an opponent is now - always- 5 x target's Reflexes. Armor, movement, Full Defense bonuses, and cover have no effect on this TN. The archer must be aware of the target's existence and general location, but doesn't have to be able to actually see the opponent to attack. Raises still increase the TN in the normal fashion.

### **Your Outfit: Archer**

(All considered to be of Average Quality): Katana, Wakizashi, Daikyu or Yumi, 30 arrow of any type(s). Light Armor, Traveling Pack, pick any 1 weapon, Kimono, 2 Koku

## **Togashi Budoka School**

The Togashi Budoka School is a branch of the ise zumi order. The budoka are more worldly, and far less able with the magical powers granted by the tattoos of the order. Togashi budoka often serve as guardians to Dragon interests and temples or travel with their more peaceful cousins. Due to their mundane tattoos, even low ranking Togashi budoka are often mistaken for their more mystical kin. Like regular ise zumi, budoka are considered monks unless they pay for the Noble Birth advantage.

**Benefit:** +1 Reflexes

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

**Penalty:** Togashi Budoka may not use any of their techniques while wearing armor. The budoka may not receive ise zumi tattoos by any means (heritage tables, expenditure of CPs at creation, etc.) except as provided for in their techniques.

**Skills:** Athletics, Bo-staff, Defense, Kaze-do, Meditation, Shintao, and Pick any one Skill

## **Techniques**

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

The young warrior-monk must learn to drift like the leaf on the wind, responding to force without a struggle. The budoka adds +1k0 to his Initiative Rolls. If the budoka's initiative is higher, he may move to avoid a single opponent's attacks, adding the difference between the opponent's initiative roll and his own to his TN to be hit by that opponent. Only one opponent may be avoided in this fashion per turn.

### **Rank 2: Ask the Riddle**

At this rank the budoka receives a single tattoo as if he were an ise zumi. This tattoo operates as if his School Rank was 1, and does not improve with each School Rank gained except as noted in the Rank 4 technique.

### **Rank 3: Riding the Breath**

The budoka learns to make fantastic leaps. The bushi may jump onto surfaces up to his Athletics + School Rank in feet straight up (more if he grabs onto an edge with his hands) or twice that sideways or downward. The budoka may use this leap as part of a Kaze-do Full Attack (minimum of 10' traveled), keeping an extra die of damage if the attack hits.

### **Rank 4: Voice of the Whirlwind**

At this rank the budoka learns to make two attacks per turn against a single opponent while using Kaze-do and he is considered to be School Rank 2 when using his tattoo.

### **Rank 5: The Fist of Peace**

Kaze believed that killing was only for the cruel. The budoka may attempt to subdue a human opponent with a single perfectly placed blow. The budoka must declare a Full Attack, but instead of receiving +2k0, he must raise a number of times equal to the target's School Rank. If the attack hits it does no damage. Instead the target is immediately considered Out for the next 5 minutes. If the ise zumi kills the opponent or through inaction allows him to die before recovering, he immediately loses two full ranks of Honor and the use of this technique. Only by returning to Kaze's Shrine in the Dragon mountains and seeking atonement (GM's discretion) can this technique be recovered.

### **Your Outfit: Budoka**

Same as Togashi Ise Zumi.

## **LION CLAN**

### **Akodo Tactician School**

The Akodo Tactical School has long been respected as the pre-eminent place to learn the essentials of command and maneuver. While other clans send their generals and commanders to the Akodo school to study the scrolls and records maintained by the Ikoma historians, only the school's permanent students learn the deeper secrets of the tactical school founded by Akodo himself.

**Benefit:** +1 Perception

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

**Skills:** Battle, Bushido Lore, History, Kenjutsu, Leadership, Siege, and Tessen

### **Techniques**

#### **Rank 1: Owing the Board**

The tactician's career begins with intense study of Sun Tao's five calculations. The tactician automatically gains the Tactician advantage and Way of the Land Advantage for his home province and one other province. He may pick an additional province at each School Rank here after. The tactician gains 2 free raises for all Battle rolls when waging war on such familiar terrain.

#### **Rank 2: The Soul of Akodo**

"A great man's heart can pump the life's blood of a thousand men." Where the Akodo bushi learns to enter the thick of battle and destroy the enemy, the Akodo tactician must learn that upon his life depend the lives of others. The tactician adds his Honor Rank to his TN to be hit and subtracts it from each die of damage received on the Battle Table (minimum of 0 per die).

#### **Rank 3: Tactics of Mistake**

No one seizes upon an enemy's error like an Akodo. The tactician may spend a void point to be considered the winner of any tied or inconclusive Opposed Roll.

#### **Rank 4: With the Strength of My Ancestors**

Same as the Akodo Bushi School's third rank technique.

#### **Rank 5: The Art of War**

The bushi has devoted his life to the way of bushido and mastery of the art of war. The bushi receives a number of free raises equal to his Honor Rank in all rolls using the school's seven skills.

#### **Your Outfit: Tactician (Bushi)**

(One item is of fine quality, the rest of average quality): Katana, Wakizashi, Tessen, Light or Heavy Armor, Helm, Banner, Traveling Pack, Maps, Kimono, Commander's chair, 4 Koku.

#### **Sensei**

While Akodo Kage is revered as one of the greatest teachers the Lion Clan has ever produced, it is Akodo Atamori who heads the Akodo Tactics School. Atamori has a completely uncompromising attitude towards his students, allowing them no weaknesses. "The lives of thousands of men- no, thousands of soldiers- will be placed in your hands. If those hands tremble, I will learn of it here." Atamori is also known as one of Rokugan's greatest go players, matched only by the likes of Master Suana and possibly Kitsu Motso.

#### **Akodo Atamori- "Keeper of Akodo's Steps"**

Akodo Tactician 5 - H 4 - G 7

AIR 3 EARTH 4 FIRE 4 Intelligence 5 WATER 5 VOID 4

Notable Skills: Battle 5, Bushido Lore 4, Go 5, History 4, Kenjutsu 4, Leadership 4, Siege 4, Tessen 5

Special: Ancestor: Akodo, Permanent Wound, Position (Head Sensei), Tactician

#### **Dojo- "Seven Black Stones"**

The head dojo of the school is known as the "Seven Black Stones Dojo". This name comes from a traditional handicapping arrangement in go. The weaker opponent is offered not only the first move, but six more stones as well. Many outsiders think this is pride; "The Akodo claim they can yield such advantage and still win." The students know better. It is the kind of control over the field you should seize before the game ever begins...

#### **Ikoma Budoka School**

The first Ikoma was a ferocious, tenacious fighter, who killed numerous rival bushi with his bare hands. While his descendants have long served as the storytellers and historians of his clan, the tradition of the Ikoma warrior lives on.

**Benefit:** +1 Stamina

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

**Penalty:** Characters wearing Heavy Armor may not use or benefit from the techniques of this school.

**Skills:** Athletics, Bard, Defense, Kenjutsu, Intimidation, Jujutsu, and Pick one Bugei Skill

#### **Techniques:**

##### **Rank 1: Way of the Lion's Paw**

The bushi has begun to learn the ferocious tenacity of the First Ikoma's fighting style. The bushi ignores the effects of Wounds taken this turn until the end of the turn (except for Death) and adds his School Rank to his Attack and Damage Rolls when using Jujutsu.

##### **Rank 2: Hands of the River**

The bushi becomes particularly adept at toppling his foes with foot or fist. The bushi receives two Free Raises when using the Sweeping and Throwing maneuvers of the Jujutsu Skill (see WotD).

### **Rank 3: The Lion's Den**

To seek out the lion in its den is to chase after your own death. The bushi learns the secrets of using an attacking opponent's force against himself. The bushi rolls and keeps an extra die of damage when striking opponents who have declared an attack against the bushi this turn.

### **Rank 4: Ikoma's Gambit**

After actions have been declared for the turn, if the bushi has declared a Full Attack, he may forego the +2k0 bonus to instead get the first attack of the turn (with the exception of characters using the 2<sup>nd</sup> rank Daidoji technique). This attack must be made using Jujutsu. The Ikoma bushi's TN to be hit for the rest of the turn is 5 + Armor. This may not be combined with any technique that grants multiple attacks.

### **Rank 5: Failure's Wisdom**

Ikoma always tried to learn something from each man he defeated. He studied mistakes more than successes, swearing never to repeat them himself. His descendants do much the same, refusing to fall for any trick a second time. The budoka may ignore or cancel any first rank technique being used against him by an opponent from a school that he has previously fought against since achieving the fifth rank.

### **Outfit: Budoka**

As Lion Bushi without yumi or arrows.

## **PHOENIX CLAN**

### **Asako Magistrate School**

The Asako magistrates serve as traditional magistrates within the Phoenix provinces, and as inquisitors across the empire.

**Benefit:** +1 Perception

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

### **Skills**

Cipher or History, Investigation, Jitte, Law, Maho Lore or Shugenja Lore, Meditation, and Shintao

### **Techniques**

#### **Rank 1: On the Banks of the River**

The magistrate has developed a sense for the flow of magic in the world. By briefly (two turns) touching a person or item and concentrating completely, the magistrate may make a Perception + Meditation roll vs. a TN of 25 to determine if the target is under the effects of a spell. Nemuranai may be detected with this method with a TN of 30. Raises grant additional knowledge.

#### **Rank 2: Calm as the Waters**

At this rank the magistrate masters the calm demeanor and develops the serene presence of the true Asako magistrate. The character automatically recovers all of his void points with the return of Amaterasu at dawn each day.

#### **Rank 3: The Celestial Pattern**

The magistrate has worked to hone his understanding of the world. He may re-roll any Intelligence or Lore skill roll, keeping the higher result. This technique may be used a number of times per day equal to the magistrate's Void ring (but only once on any single roll).

#### **Rank 4: Tracing the Flow**

Each time the Magistrate clearly sees the entire successful casting of a spell he may spend a void point to attempt to “understand” the spell. Roll Void + Shugenja Lore with the same TN as the spell (including any raises). Void points may not be spent on this roll. Each success gives the character a “clue” about that spell. When the magistrate has gathered a number of “clues” equal to the spell’s mastery level he may create a scroll of that spell.

#### **Rank 5: In the Hidden Heart**

By briefly questioning a character (five minutes per School Rank of the subject) and making a Contested Roll of Void + Investigation vs. the target’s Void the inquisitor can discover the guilt or innocence of the target. The inquisitor must have a crime in mind during the questioning, but the questions need not relate to that crime as the magistrate is examining the soul, not the answers.

#### **Your Outfit**

##### **Magistrate**

(One item is of fine quality, the rest are considered to be of average quality): Wakizashi, Jitte, Scroll Case, Writing Set, Traveling Pack, 2 Kimonos, 5 Koku.

## **SCORPION CLAN**

### **Soshi Bushi School**

**Benefit:** +1 Agility

**Beginning Honor:** 1, plus 5 boxes

**Skills:** Athletics, Defense, Kenjutsu, Stealth, Tanto, Pick one Bugei Skill, and Pick one Craft or Low Skill

#### **Techniques:**

##### **Rank 1: Way of the Falling Leaves**

The Scorpion learns to control her blade’s motion with subtlety instead of muscle through constant training. This intensity in training extends to all arts of the warrior. When rolling Damage with a weapon, she may roll Damage Rating + Agility instead of DR + Strength, and it costs the bushi one less EP each time she wishes to improve a Bugei Skill (to a minimum of 1).

##### **Rank 2: Divide the Heavens**

The bushi has learned to bat aside arrows, thrown knives and shuriken almost reflexively. When the bushi has a weapon in hand, her TN to be hit with missile weapons is increased by +10 unless she is making a Full Attack.

##### **Rank 3: Behind Night’s Shadow**

The bushi’s speed and deceptive stances allows her to punish the overzealous. Once per turn, when the bushi has declared Full Defense and an opponent has missed with a melee attack, she may roll a Normal Attack against that opponent. If successful, the bushi inflicts a number of Wounds equal to her weapon skill.

##### **Rank 4: Know Your Enemy**

The bushi has learned to avoid the various multiple-attack techniques of other bushi schools. Human opponents of lower School Rank than the bushi must spend a void point to declare more than one attack per turn on the bushi. This in no way prevents multiple opponents from ganging up on the bushi.

##### **Rank 5: Stand Against the Waves**

Finally, the Soshi sword-master learns to let her enemies do the work of throwing themselves on her blade. Instead of her usual one attack each turn, the bushi may spend a void point to make a Normal Attack on each opponent who declares a melee attack upon her this turn. Use of this technique is declared during the declare actions step of the turn.

**Outfit: Bushi**

Same as Bayushi Bushi.

**Yogo Assassin School**

While I was very pleased with the Shosuro Shinobi School, I had envisioned something quite different when I first heard the Scorpions were to get an “assassin” school. This school is a model of the suave spies and masters of poison I had imagined.

**Benefit:** +1 Perception

**Beginning Honor:** 1, plus 5 boxes

**Skills:** Acting, Conversation or Seduction, Herbalism, Investigation, Poison, Sleight of Hand, Stealth

**Techniques****Rank 1: The Underhand**

The assassin’s first task is to be the eyes and ears of the Emperor. To see and deal with those threats others will not. The Scorpion receives a free raise when using any Low Skill.

**Rank 2: Sting not the Scorpion**

At this rank the assassin has worked diligently to build up a tolerance for the tools of his craft. He gets to pick one specific poison that he is immune to. If the poison is particularly strong it may make him dizzy or nauseous, but nothing like what it should do. At each rank here after the character may pick another poison to which he becomes immune.

**Rank 3: I Can Swim**

The assassin is the master of unseen skills and hidden advantages. Once per adventure the assassin may “reveal” a skill he possesses. He may spend un-spent experience points to increase a skill one rank. This may also be used to purchase a new skill at rank 1. Use of this technique does not require an action and may be done at any time.

**Rank 4: My Only Virtue**

The loyalty of the Scorpion is a thing few can fathom. Even fewer recognize its intensity. While performing a task for his lord (or on behalf of those on his loyalty list) the assassin may make a test of honor using his loyalty (his Honor + 2) with a TN of 5 x the number of wound ranks he has filled. If the test succeeds he may ignore all wounds (even death) for a number of turns equal to twice his loyalty rank. This may be done only once per day.

**Rank 5: “Simplify, Simplify, Simplify”**

At this rank the assassin has achieved the greatest mastery in the craft of poisons. He no longer needs to roll to succeed when using the poison or herbalism skills. The character is entitled to any free raises, but may not make raises while using this technique. If the assassin wishes to raise he must roll.

**Outfit: Assassin**

Same as Bayushi Courtier (which they generally claim to be when not in disguise).

**UNICORN CLAN****Otaku Bushi School**

The men of the Otaku family often serve as scouts and infantry in support of their famous sisters. By long-standing tradition, Otaku men never ride into battle. Those who cannot abide by this restriction seek adoption into another of the Unicorn families.

**Benefit:** +1 Agility

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

**Skills:** Athletics, Defense, Hunting, Investigation, Kenjutsu, Stealth, and Yomanri

### **Techniques**

#### **Rank 1: Race the Winds**

Forbidden from riding into battle, Otaku bushi train to become swift and powerful runners. While dismounted, add the character's School Rank to his Initiative Rolls and to his Agility for the purpose of determining foot speed. The bushi also receives the Way of the Land advantage for his home province at no cost.

#### **Rank 2: Glimpse of the Unicorn**

To see the Unicorn is said to be a sign of great fortune, but to see one you must be very alert or very lucky. The Otaku might be both. The bushi may re-roll Perception rolls, keeping the higher result, a number of times per day equal to his School Rank.

#### **Rank 3: The Turtle's Shell**

The Otaku practice warfare with the barbarian shields the Unicorn brought back from their great journey. Dismounted Otaku carrying shields into battle add their Defense Skill to the value of their armor, and add another +10 to their armor bonus against missile weapons. The use of these shields does not inhibit their combat skills in any way.

#### **Rank 4: The Breeze between Branches**

The bushi's speed is now such that he may make two attacks per turn while dismounted.

#### **Rank 5: Duty to the Clan**

For centuries, the Otaku were essential to the survival of the clan. They risked their lives at the forefront of the Unicorn vanguard, spying on natives and plotting trails. Only the most loyal and dedicated could be trusted with these tasks. The bushi may spend a void point to automatically succeed at any Test of Honor. The bushi cannot gain Honor as a result of using this technique.

#### **Your Outfit: Bushi**

(Three items are considered fine, the rest are of average quality): Katana, Wakizashi, Dai-kyu, choice of 20 arrows, Light Armor, Traveling Pack, Kimono, choice of one weapon, 8 koku. Otaku bushi DO NOT receive a mount.