

The Kuge

(Nobles of the Imperial Families)

Early in the dynasty of Emperor Hantei IV, it was realised that problems would soon arise over who would rise to take the Emerald Throne. The Emperor had five children, three of which were male. Only the eldest could assume the throne upon his father's death. What about the others? The daughters could be married off to various heads of clans and other officials of the court, thus sealing their loyalty. But what of the children of the union between a son of Hantei and his wife, especially when there is no chance of that son and grandson of Hantei becoming Emperor. This would soon mean that there would be dozens of Hantei who had legitimate claim to the Emerald Throne. The Emperor worried that this would cause incredible internal strife in later dynasties and possible civil war as brother fought brother in order to ascend to the Emerald Throne, made a decree.

Only the first three children of the Emperor or Empress would bear the right to assume the throne. Thus ensuring three family lines of potential rulers in case of an accidental death of the current emperor or empress; the Hantei, the Seppun, the Otomo, and the Miya. Fourth children and so on would be given a new family name and not be considered to be in line to the throne unless all members of the primary three families were dead.

Over the decades since that decree, 7 families have slowly come into existence within the royal courts. These families are considered members of the imperial house, though they can never take the throne unless all members of the Hantei, Seppun, Otomo, or Miya families are dead.

Each family has its noteworthy members but are small in their overall size. These imperial cousins can usually be found at court, making alliances and currying favour among the lords and ladies of the Emerald Court. Some enter the Imperial Guard, indeed, the Ishida family has sent its first three children into the Imperial Guard for close to 400 years. The current Captain of the Imperial Guard, Ishikawa, is a member of the Ishida family.

Sometimes these nobles merely wander the country, staying at various lords and ladies castles and keeps as they travel the empire. The lords and ladies of the places they visit are obliged to shelter, feed, and clothe these imperial cousins, even if he cannot afford to pay for them.

The Emperor often keeps the first born of all 7 families in the palace in Otosan-uchi, in order to ensure that no treachery ever comes forth. A practise started during the 18th Hantei dynasty by Empress Hantei Naoko, it has now become a tradition among the Kuge.

The 4 major Imperial families are the Hantei, Seppun, Otomo, and Miya. The Heike, Genji, Okamoto, Kato, Askikaga, and Ishida form vassal families of these four.

Hantei

A Hantei has at upon the Emerald Throne for close to a 1000 years, since the first Kami fell to earth. There have been 37 Hantei Emperors and Empresses since the beginning, each with their own history or noteworthy deeds and accomplishments.

It is said that the Age of the Celestial Emperors is nearing its end, and that the Age of Man is coming.

Game Notes

No PC may choose to be a member of the Hantei family. They are strictly NPCs. All relevant history and stats of the Hantei Family are on Page 26 of the Winter Court supplement.

Seppun

Game Notes

All relevant history, stats and schools of the Seppun Family are on Page 34 of the Winter Court supplement.

Otomo

Game Note

All relevant history, stats and schools of the Otomo Family are on Page 38 of the Winter Court supplement.

Miya

Game Notes

Family Benefit: +1 Awareness

Members of the Miya family have the advantage of Voice. All relevant history and stats of the Miya Family are on Page 40 of the Winter Court supplement.

Heike

The Heike were one of the first vassal families created by the Emperor. The Heike have a rather

bad reputation among the Kuge. In the times of the 8th Hantei dynasty, Heike Katsu decided that it was unfair that he wasn't able to become emperor. He began to circulate rumours about the sanity of the current emperor's sons and even went as far as to hire ninja to plant evidence of the supposed insanity. Unfortunately for Katsu, he hadn't counted on the intelligence of his opponent, and the heir to the Emerald Throne soon found out all the details of the plot. In a quiet meeting, the heir politely informed Katsu that if the stories and rumours were to continue to circulate then he would soon find that he, and not the heir, would be at the centre of all the stories and rumours. He then left, leaving a single document, a signed confession from the ninja that Katsu had hired and a simple phrase. What you do I can copy but multiplied ten fold. Heike Katsu committed seppuku later that week.

Since that fateful week, the Heike have strove to reclaim the lost honour and glory done to them. They are viewed with suspicion every time a possible plot against the Emperor or the Emerald Empire is revealed. The Heike spend most of their time in courts, pursuing laws, arguing facts and helping various ambassadors, magistrates and officials through the day to day rhetoric of court life.

Lands

The Heike ancestral lands are within the fiefdom of the capital. They hold one castle outside the city, being responsible for the defence of the city in that area, as well as holding several estates within the city proper.

The Ancestral Castle of the Heike is a small affair, almost monastic in its look, full of people studying texts and learning the ways of negotiation and diplomacy.

Family Colours

The Heike wear beige and light brown colours.

Family Mon

The Heike mon consists of a single flame, representing their undying will to live.

Family Benefit: +1 Perception
Heike suffer from the disadvantage Bad Reputation.

Favoured Class: Courtier
Starting Honor: 2
Class Skill: Diplomacy

Techniques

The Heike tend to train in the ways of courtiers, frequenting the Crane, Lion and Phoenix Clan schools for their training.

Nemuranai

The Ancestral Sword of the Heike

This beautiful katana is said to have been forged by the ancient sword smith, Kakita Hanzo. Anyone who holds it can tell its weight is designed more for ceremony than combat.

The sword is a +2 Katana and confers a +5 bonus to all Diplomacy roles.

Its holder has a +5 bonus to all skills that deal with negotiating.

Ancestors

Feat: Heike Katsu

Clan/Family: Heike

Prerequisite: Charisma modifier of at least +3

Effect: Taking Katsu as an ancestor enables the player to take Low and Shinobi skills, using them without honor penalty as the descendants of Katsu are expected to act like this.

Heike Katsu, 5 points

Katsu was a sneaky, power hungry man and as such most of his descendants have seemingly also developed these traits.

Taking Katsu as an ancestor enables the player to take Low and Shinobi skills, using them without honor penalty as the descendants of Katsu are expected to act like this.

Noted Battles

The Heike are not noted for going into battle unless really pressed. They tend to have Imperial Guardsmen or members of the Imperial ashigaru forces to fight their battles for them.

Secrets of the Heike

The Heike have an extensive network of informants and spies, which they use to give themselves any advantage they can in their diplomatic negotiations.

Scorpion Clan Coup Update

The Heike were strangely quiet during the coup, not acting in defiance of the Scorpion, but it is wondered if they were the ones responsible for the large number of nobles who survive the Scorpion massacre.

Clan War Update

During this period of strife the Heike tried desperately to stop the petty wars and struggles,

but even with their informants, they weren't able to stop the death.

The Portal Wars Update

When the first portal opened, members of the Heike travelled to the Burning Sands to talk with the cultures there, and like their other attempts to forge peaceful endings, they failed to meet their goals.

The Jade Empire Update

With the ascension of Toturi 1st to the Jade Throne, The Heike saw what could possibly be the end of the Kuge. They offered their services to the new emperor in return for the continued existence of their status. Toturi accepted their offer, placing them into various diplomatic positions in the newly formed Jade Emperor.

The Four Winds Era Update

With the death of the emperor and the empress vanishing, the Heike have tried to play diplomat and negotiator with each of the four heirs in order to try to reach a peaceful solution to the problem with who will ascend to the throne.

With the destruction of Otosan Uchi, the Heike, like the rest of the Kuge, lost their ancestral holdings to the Shadowland hordes. Currently

Who's Who of the Heike

Heike Hime

Female Courtier 8/Samurai 3

Female Courtier – Doji Courtier 4

Daughter of the current Heike daimyo, she strives to bring peace between the Lion, Crane and Scorpion Clans. So far she has had little success.

Genji

The Genji are a small family line, though they are considered the second oldest of the Imperial vassal families. The Genji have no large claim to notoriety, or to any fame. They were started by the 6th child of the 9th emperor, Hantei Masami. Not willing to accept the name Heike, the mother of the child asked and received permission to start the new family so that her son would not have to endure such dishonour.

The Genji are hardly ever seen outside the capitol, indeed outside the palace itself. They tend to be found deep in the Imperial Archives, researching the past so that they can prepare the Emperor for the future. Members of the Genji have been advisors to the Emperor since the 14th Hantei dynasty. Genji also often train as

shugenja, acting as the emperor's personal priests.

Lands

As noted, the Genji have no lands outside the capital. The Ancestral Castle is located in the more pristine section of the noble's quarter, consisting of several buildings and two libraries interconnected by paths that wind through cherry tree groves and beautiful gardens.

Family Colours

The Genji wear gold mixed with brown and purple.

Family Mon

The Genji mon consists of five interwoven willow leaves in a circle around the Imperial mon. It is said that like the Seppun, there are allowed to display their mon with the Imperial one because of their close ties to the emperor and his family.

Family Benefit: +1 Intelligence

Favoured Class: Courtier

Starting Honor: 3

Class Skill: Sense Motive

Genji Shugenja School

Benefit: +1 Awareness

Genji Shugenja get a free raise in all water spells.

Beginning Honour: 3 plus five boxes

Skills

Mediation, Shintao, Calligraphy, Etiquette, +2 High skills and 1 Bugei skill

Beginning Spells

Sense, Commune, Summon, plus 3 Water, 2 Air, 1 Earth

Outfit

(All considered to be of fine quality) Kimono, writing tools, scroll satchel, tanto, steed, 8 koku

GENJI IMPERIAL LIBRARIAN

(Prestige Class)

Requirements

To qualify to become a Genji Imperial Librarian, a character must fulfill all the following criteria.

Base Attack Bonus: + 2

Clan/Family: Genji

Skills: Knowledge (Arcane): 8 ranks, Spellcraft: 8 ranks.

Feats: Void Use.

Special: Must be invited to join the dojo.

Class Skills

The Genji Imperial Librarian's class skills (and key ability for each skill) are Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Knowledge (Arcane) (Int), Knowledge (Divine) (Int), Scry (Int, exclusive skill), Spellcraft (Int). (See the *Player's HandbookTM* for skill descriptions. The Battle skill is described in *RokuganTM*).

Skill Points at Each Level: 3+ Intelligence modifier.

Class Features

See Table 1-1

All the following are class features of the Genji Imperial Librarian Prestige Class.

Spells per Day: A Genji Imperial Librarian continues to study the ways of the spirits. For each level he gains in this class, he gains new spells known and spells per day as if he has also gained a level in a divine spellcasting class he belonged to before he added the prestige class.

Nemuranai

Ancestral Sword of the Genji

Said to be the twin of the sword used by the Heike family, this blade sits on the dais of the family daimyo and hasn't seen the light of day in close to two hundred years.

This weapon will add a +2 bonus to the owner's Diplomacy test.

The weapon, much like the Ancestral Blade of the Heike, confers a +5 bonus to the holder's negotiation and diplomacy rolls.

Ancestors

Feat: Genji Shiroh

Clan/Family: Genji

Prerequisite: Concentration 2 ranks.

Effect: Anyone with Shiroh as an ancestor receives the ability to become non-distractible when focused on a task. Nothing will pull them away from the task, absolutely nothing.

Genji Shiroh, 4 points

Shiroh was a dedicated woman who believed in her way of doing things. When she set her mind to it, she was unfaltering in her dedication to finishing the task.

Anyone with Shiroh as an ancestor receives the ability to become non-distractible when focused on a task. Nothing will pull them away from the task, absolutely nothing.

Noted Battles

The Genji are not battle inclined in anyway. They are almost all pacifistic in nature.

Secrets of the Genji

The Genji are privy to many secrets and parts of history that no one is aware of any more. They keep these records, secrets, notations and historic "events" safe and use them only when it is necessary to "remind" certain people of things best left quiet.

Scorpion Clan Coup Update

During the coup the Genji managed to blockade the libraries with both bushi and shugenja, using spells and arms to hold the Scorpions at bay.

Clan War Update

While the clans warred upon each other, the Genji used their information and pulled strings to try to get some of the factions to not war upon each other.

The Portal Wars Update

As the portals opened into new lands and places, the Genji dutifully recorded the events of each contact, skirmish and engagement for future reflection.

The Jade Empire Update

The Genji were at the side of the new emperor when he ascended to the throne, taking their places as always as protectors and librarians for the imperial family.

The Four Winds Era Update

With the destruction of the imperial palace libraries in Otosan Uchi, along with their ancestral holdings, the Genji have split into several smaller groups and taken it upon themselves to follow each wind, collecting information, providing mystical and theological advice as well as trying to rebuild the library.

Who's Who of the Genji

Genji Genkou

Male Courtier 9/Genji Imperial Librarian

3/Expert 14

Male Courtier – Genji Shugenja 5

Chief librarian of the Imperial Archives and daimyo of Genji family, Genkou is an old man

who is said to know as much as the scrolls that are around him. He currently resides in the city of Heibeisu, at the Izaku Libraries in Phoenix territory.

Okamoto

The dark and deadly Okamoto. Many think that when the 10th emperor, Hantei Minoru, dissolved the ninja spy network he kept a few members and created the Okamoto family. The Okamoto act as the Emperor's secret police, so to speak. When the Emperor wishes for something to be handled with the utmost secrecy and doesn't need the greater or minor clans becoming involved then he calls upon the services of the Okamoto.

The Okamoto are a silent family, not seen or heard unless something is wrong. To receive a visit from a member of the Okamoto when one is not expected is usually a sign of impending doom.

The Okamoto are supposedly taught special techniques and skills to facilitate their place in the emperor's plans.

Lands

The Okamoto castle lies to the north of the city proper, a dark brooding keep that sits atop a natural butte. Well lit, it has some of the most spectacular natural waterfalls and watergardens in the entire Imperial Lands, if not the empire.

Family Colours

The Okamoto wear black upon black clothing.

Family Mon

The Okamoto mon consists of a circle of pure black with a single white dot in the center. No one is sure what it is said to represent.

Family Benefit: +1 Agility

Okamoto suffer from the disadvantages of Bad Reputation and Benten's Curse. This is due to their shadowy nature and the rumours that abound about them.

Favoured Class: Bushi

Starting Honor: 3

Class Skill: Gather Information

Okamoto Bushi School

Benefit: +1 Reflexes

Beginning Honour: 2 plus 5 boxes

Skills

Kenjutsu, Defence, Meditation, Archery, Stealth, Law, Horsemanship

Techniques

Rank 1: See the Heart

The Okamoto is able to look within the soul of his opponent and know if he is a deceiver. The bushi makes a simple Perception roll at TN 15. If successful he is able to tell if the person before him is lying, in disguise or hiding something.

Rank 2: One with the Air

The Okamoto are trained to be as imposing as possible. The bushi may naturally move in a 'stealthy' way, making no noise as he walks. This of course is a most disturbing thing to see and thus all who see the Okamoto now must make a Fear 3 check. Those that fail will want to get out the way of the Okamoto, leave the room he just entered, anything that will take him away from the Okamoto. Most nobles have enough self-control to walk away at a quick pace. Running from an Okamoto is a sign of possible guilt. Only someone who fails the check by more than 10 will run.

Rank 3: Nowhere to Run

Okamoto are meticulous students of all escape routes that their quarry might take. To represent this, the Okamoto may make a simple Perception roll at TN 15 to determine what way his quarry is running or escaping by and thus head him off at the pass, so to speak. This is unnerving as well, especially when the Okamoto merely appears out of nowhere to cut down the offender who thought he was safe and away.

Rank 4: The Sharpest Blade

The Okamoto is taught how to move with lethal intent. He may now attack 2 times a round.

Rank 5: One with the Night

The Okamoto has learned how to use the shadows to his advantage. Indeed, many suspect that this is a magical effect that the Okamoto has kept from their days as ninja.

The Okamoto can literally walk into a shadow and appear out of another shadow within sight range. No roll is necessary.

Outfit

(All considered to be of fine quality) Kimono, heavy armor, helm, bow, 20 arrows of choice, katana, wakizashi, no-dachi, steed, travelling pack, 5 koku.

OKAMOTO INQUISITOR

(Prestige Class)

Requirements

To qualify to become a Okamoto Inquisitor, a character must fulfill all the following criteria.

Base Attack Bonus: + 5

Clan/Family: Okamoto

Skills: Area Knowledge (Any City) 10 Ranks, Gather Info, 10 Ranks, Intimidate 5 Ranks, Sense Motive 5 Ranks, Spot 5 Ranks, Search 5 Ranks.

Feats: Void Use.

Special: Must be invited to join the dojo.

Class Skills

The Okamoto Inquisitor's class skills (and key ability for each skill) are Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Sense Motive (Wis). *(See the Player's Handbook™ for skill descriptions. The Battle skill is described in Rokugan™).*

Skill Points at Each Level: 4+ Intelligence modifier.

Class Features

See Table 2-1

All the following are class features of the Okamoto Inquisitor Prestige Class.

See the Heart: The Okamoto is able to look within the soul of his opponent and know if he is a deceiver. The Inquisitor makes a Sense Motive (DC20) roll. If successful he is able to tell if the person before him is lying, in disguise or hiding something.

One with the Air: The Okamoto are trained to be as imposing as possible. The bushi may naturally move in a 'stealthy' way, making no noise as he walks. This of course is a most disturbing thing to see and thus all who see the Okamoto now must make a Willpower save (DC20). Those that fail will want to get out the way of the Okamoto, leave the room he just entered, anything that will take him away from the Okamoto. Most nobles have enough self-control to walk away at a quick pace. Running from an Okamoto is a sign of possible guilt. Only someone who fails the check by more than 10 will run.

Nowhere to Run: Okamoto are meticulous students of all escape routes that their quarry might take. To represent this, the Okamoto may make a Sense Motive (DC15) followed by a

Area Knowledge (City which player is in) (DC20) to determine what way his quarry is running or escaping by and thus head him off at the pass, so to speak. This is unnerving as well, especially when the Okamoto merely appears out of nowhere to cut down the offender who thought he was safe and away.

The Sharpest Blade: The Okamoto is taught how to move with lethal intent. He gains a second attack.

One with the Night: The Okamoto has learned how to use the shadows to his advantage. Indeed, many suspect that this is a magical effect that the Okamoto has kept from their days as ninja.

The Okamoto can literally walk into a shadow and appear out of another shadow within sight range. No roll is necessary.

Nemuranai

Ancestral Blades of the Okamoto

This daisho was handed down to the Okamoto by the Emperor upon the families inception. They are said to have been forged of a dark grey metal, and allegedly moan softly when not being used.

The Ancestral Blades of the Okamoto are +3 Keen weapons. They also will cause anyone who sees the blades unsheathed to make a Willpower save (DC15) or try to get away from the wielder of the blades.

Anyone who uses the Swords of the Okamoto, suffer from the Benten's Curse disadvantage but receives a free raise every time he attacks to both his damage roll and his to strike roll.

Ancestors

Feat: Okamoto Tomoko

Clan/Family: Okamoto

Prerequisite: Listen (2 ranks).

Effect: Tomoko was said to be able to walk through the walls themselves. She was said to be able to hear a conspiratorial whisper a *li* away.

Okamoto Tomoko, 3 points

*Tomoko was said to be able to walk through the walls themselves. She was said to be able to hear a conspiratorial whisper a *li* away.*

Taking Tomoko as an ancestor grants the PC a +5 bonus to all Investigation and Perception tests.

Noted Battles

Strangely enough for such a militant family, the Okamoto have yet to take part in any battles, beside that of White Stag, when they swept

through the city at night, killing gaijin where ever they stood. It is noted that when the Shadowlands invaded the capital, the shadowy Okamoto were there, killing with savage might and cold efficiency.

Secrets of the Okamoto

The Okamoto hold many secrets in their family scrolls about a lot of different people, families and clans.

They used to keep the information in their archives, at their ancestral castle in the capital. Most think these archives destroyed, but in reality they vaults still exist in the ancient underground ruins of the former cities and sewers on which Ootosan Uchi was built and re-built.

Scorpion Clan Coup Update

The coup caught the Okamoto off guard. They never thought that the Scorpion would do such an act.

During the actual occupation, the Okamoto helped spirit away the Hantei heir, then used their knowledge to help stop Scorpion activities.

Clan War Update

As the clans went to war, the Okamoto moved their monitoring into high gear, making sure the capital remained a combat free zone.

The Portal Wars Update

The Okamoto were against the opening of the gates. They realized that the added new cultures would endanger the imperial families. Added duties of dealing with new minor clans and such was not an issue, though, as it merely meant more secrets to gather and keep.

The Jade Empire Update

When Toturi took the throne, he realized the advantage of the Okamoto family and kept them as his secret police. Their information proved valuable when he went missing and in his recovery.

The Four Winds Era Update

With the destruction of Ootosan Uchi, the Okamoto are a broken family, almost wiped out by the Shadowlands hordes. Though their archives are still hidden deep in the ruins, the Okamoto have separated into five factions, one with each of the four heirs and one that guards the old archives.

Who's Who of the Okamoto

Okamoto Dakouwon

Male Bushi 10/ Okamoto Inquisitor 5/Rogue 6
[Male Okamoto Bushi 5/Ku-Te 5](#)

An old man and master of his art, Dakouwon is a loyalist. He believes in the empire and the might of the empire, but not necessarily the Emperor. He has been know to turn a blind eye to conspiracies that involve the Heike family.

Kato

The Kato are the youngest of all the Imperial vassal families, created by the 23rd ruler, Empress Hantei Sakura. They were a collection of 4 daughters of Hantei Sakura, who did not want her daughters marrying any of the current lords, as she saw them all as conniving, back stabbing dolts. Empress Hantei Sakura was known for her paranoia. Eventually all the daughters bore children of their own, through affairs and such, and these children became the Kato. The Kato in current times seems to be the place where daughters who are not considered marriage material are sent.

Though largely populated by women, a man heads the Kato family. Members of the Kato family never find themselves involved with politics or with power struggles. Kato women are usually found in the artist circles and the men socialising with ladies of the court.

Lands

Situated in the nobles quarter of the capital, the home of the Kato family is a large multi-storied affair. It is guarded day and night by Imperial Guardmen.

Family Colours

The Kato wear light greens and light purples.

Family Mon

The Kato mon consists of a rose blossom encircled with bamboo.

Game Notes

Benefit: +1 Awareness

Kato women all have the advantage of Bente's Blessing.

Techniques

The Kato have no techniques of their own, sending their children to the various artist schools of the Greater Clans instead.

Noted Family Members

Kato Shinji – The most well known member of the family, Shinji can often be seen wandering

the city, formulating poetry to which ever woman has caught his fancy that week.

Shinji is always welcome in any teahouse and geisha house.

Nemuranai

The Ancestral Blade of the Kato

A delicate weapon for a delicate family, was the words that Empress Sakura used when she presented the family with its sword.

The weapon is used by the family's champion, who is also the head of the Imperial Guard.

Noted Battles

The Kato have never participated in any battles.

Secrets of the Kato

Scorpion Clan Coup Update

Clan War Update

The Portal Wars Update

The Jade Empire Update

The Four Winds Era Update

Who's Who of the Kato

Askikaga

Created by the 15th emperor, Hantei Zenko, the Askikaga are the most radical of all the Imperial vassal families. They believe in reform. They believe that peasants should have more say over affairs of state. They believe that the empire should foster contact with gaijin cultures for trade and knowledge. Of course the Askikaga are well liked among the populace, especially among those of particularly harsh taskmasters. The Askikaga are the butt of many jokes in the courts of Rokugan. They are seen as ill-mannered nobles who think too much of the lower social class, attributing them qualities that are only attributable to nobles, such as honour, glory and civilised behaviour.

Lands

The Askikaga have a large castle and town under their control in the western part of the Imperial Lands. Strangely enough, the city is probably one of the most prosperous of all in the empire, as the peasants are all too happy to provide for their benign lords.

Family Colours

The Askikaga wear a pleasant mix of yellow, red and black.

Family Mon

The Askikaga mon consists of scroll with the characters for balance etched on it.

Game Notes

Benefit: +1 Willpower

Askikaga suffer from an interesting disadvantage/advantage. When in court, they all suffer as if they had Bad Reputation, but when among the populace, they benefit from the reverse effect.

Techniques

The Askikaga have no techniques of their own and instead send their children to train where they please.

Noted Family Members

Askikaga Izo – Perhaps the most vocal of the clan, Izo can be found in the courts of the Emperor advocating for better conditions, less taxes, etc. He is considered a source of humor in an otherwise tedious atmosphere by his colleagues.

Nemuranai

The Ancestral Sword of the Askikaga

A well made blade, excellently balanced for dueling, which is a good thing considering that the Askikaga champion's service is often called upon.

The sword confers a +5 to all Iaijutsu rolls.

Noted Battles

Members of the Askikaga have come close to being in several battles, but haven't yet managed to annoy the Greater and Minor clans enough to be attacked yet.

Secrets of the Askikaga

Scorpion Clan Coup Update

Clan War Update

The Portal Wars Update

The Jade Empire Update

The Four Winds Era Update

Who's Who of the Askikaga

Ishida

Brought about towards the end of the dynasty of the 19th emperor, Hantei Kiemon. The Emperor had been saved from an assassination attempt by a member of the Genji, one Genji Ishida, and as a reward he was given his own family line. Now known as Ishida, he decided that his family would serve the Emperor with all its capabilities. As such the Ishida became embroiled into the Imperial Guard, especially the Seppun school. Within several decades members of the Ishida had become the backbone of the Otosan-uchi Imperial Guard, protecting the capital while the Seppun protected the Emperor and the Imperial castle.

Lands

The Ishida family hold several keeps along the borders of the Imperial Lands. Supported by Ant clan soldiery they protect the capital from invasion.

Family Colours

The Ishida wear dark gold, grey and black.

Family Mon

The Ishida mon is a simple thing. The Imperial mon with crossed katana beneath it represent the Ishida's willingness to put their blades forward to protect the Hantei.

Game Notes

Benefit: +1 Agility

All Ishida must join the imperial guard for a time of no less than 5 years. They train in the Ishida Imperial Guard School. All Ishida gain the advantage of Rank. This means that continue to hold a rank within the Imperial Guard, even though they may be retired from its service.

Ishida Imperial Guard School

Benefit: +1 Strength

Beginning Honour: 3 plus five boxes

Skills

Kenjutsu, Defence, Battle, Iaijutsu, Etiquette, Law, Horsemanship

Techniques

Rank 1: Children of the Sun

The Imperial Guard has learned that it is important to appear perfect in every action. This technique therefore functions exactly like the

Moto Bushi school rank one technique. Pg. 55 in the Way of the Unicorn sourcebook.

Rank 2: In the Name of Hantei

Ennobled by the fact that they protect the very Son of Heaven, members of the Imperial Guard will not falter when defending the ruler of Rokugan or any of his immediate family. Thus, when defending members of the Hantei, Seppun or Otomo families the Imperial Guard is immune to fear and any mind altering effect that would cause him to flee.

Rank 3: Sight beyond Sight

The Imperial Guard has trained to the point of being able to tell when people are attempting to sneak past them. They are able to make Perception Rolls against all users of Stealth, invisibility spells and such as long as the user of such skills and spells moves into the forward sight arc of the Imperial Guard. The Imperial Guard rolls a simple Perception check at TN 20. If successful he has spotted the sneaking person and can react as if the person was plainly visible.

Rank 4: The Glory of Justice

The Imperial Guard has learned how to react to his surroundings with more ease. He may now attack two times per round.

Rank 5: The Light of Heaven

The Imperial Guard knows that all he does is in the name of the one true Son of Heaven and that the Son of Heaven is with him as he destroys the enemies of the Son of Heaven. He now adds his school rank to all Bugei skills he uses when in defence of the Son of Heaven.

Outfit

(All considered to be of fine quality) Katana, wakizashi, bow, 20 arrows of choice, heavy or light armor, helm, kimono, steed, 10 koku.

Noted Family Members

Ishida Kyoshi – Clan champion of the family, he is considered one of the best guardsmen in the empires' history. It is said that he can stop an uprising with merely his presence.

Nemuranai

Ancestral Blade of the Ishida

A beautiful and functional weapon, it is worn by Ishida Kyoshi at all times. It conveys upon

the user the ability to survive. Its user gains +10 to his TN to be hit.

Ancestors

Ishida, 5 points

Ishida was a kamikaze style fighter, never thinking of his own safety when he entered battle. Anyone with Ishida as an ancestor gains the ability to ignore wound penalties until he is KO.

Noted Battles

The Ishida have participated in several battles since their inception. Whenever the capital is threatened they are there to stop the threat.

Secrets of the Ishida

Scorpion Clan Coup Update

Clan War Update

The Portal Wars Update

The Jade Empire Update

The Four Winds Era Update

Who's Who of the Ishida

New Advantages

Imperial Blood (10 points, 9 points for courtier school characters, 7 clans only)

This character has a direct and easily traced line of descent from a member of the Hantei family. Such a person holds an auspicious place in the empire, confirming the ties of the clan to the enlightened rule of the Hantei Dynasty. The character receives three glory ranks and a small parcel of land and its villages (which net the character a d10 + 5 koku per year). On the other hand the samurai is under intense scrutiny both publicly and personally. Any loss of glory or honour (other than from a test of honour roll) is doubled. This character cannot be created with the black sheep or social disadvantages.

Rank (2 points per rank, max of rank 4)

This advantage allows a lower Glory PC to purchase a rank within his clan's respective military. The ranks are as follows.

Rank 1: Hohei - Private

Rank 2: Nikutai - Corporal

Rank 3: Gunso - Sergeant

Rank 4: Chui - Lieutenant

If the PC is not actively serving in his clan's military the rank is considered inactive, but still honorary.

Table 1-1 The Genji Imperial Librarian

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 st	+1	+0	+0	+1	-	+1 Lvl of existing class
2 nd	+1	+1	+1	+2	-	+1 Lvl of existing class
3 rd	+2	+2	+1	+3	-	+1 Lvl of existing class

Table 2-1 The Okamoto Inquisitor

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 st	+2	+1	+0	+1	See the Heart	-
2 nd	+3	+2	+1	+2	One with the Air	-
3 rd	+4	+3	+2	+3	Nowhere to Run	-
4 th	+5/+2	+4	+3	+4	Sharpest Blade	-
5 th	+6/+3	+5	+4	+5	One with the Night	-