

The Way of the Crows

Rokugan's legends speak of man learning the artistic and martial arts from the Kami, the great children of the Sun and Moon who fell to earth a thousand years ago. But other tales speak of man learning his skills from other spirits, powerful creatures of the mountains and forests. One of the most popular tales speaks of a warrior who learned his craft from a tengu, those wise but mischievous spirits sometimes seen in the northern forests. To this day rōnin, and even some samurai of the clans venture into the Phoenix woodlands in search of sword lore and secret techniques. Few have ever found favor with the reclusive crow-men, but those that have returned with skills that made them extraordinary fighters in their day. Perhaps it's tengu magic, or perhaps they only teach those who can keep a secret, but those teachings have never been passed on into other human hands, and so, each warrior who would possess the skills of the tengu must venture into their forests and seek them out...

New Skills

Battōjutsu: The tengu fighting style is based on their advanced system of swordsmanship, summarized by the Battōjutsu Skill. This skill may be used as either kenjutsu or iaijutsu without penalty. This skill is extraordinarily difficult for humans to master, costing two extra experience points to increase it each rank. No human may ever begin play with a Battōjutsu greater than 1, and may only learn rank 1 by specific invitation from the tengu (by virtue of the school or ancestor for example).

Tengu Kenshi School

For a human to be trained in this fashion, he must take the Different School, Sensei (tengu), and Inner Gift Advantages. The character will never be taught more techniques from the school than he put CP into the Sensei Advantage.

Tengu, by virtue of their supernatural nature are far more adept at these techniques than the equivalent human. The tengu's School rank is considered two higher for all effects keyed to school rank.

Benefit: +1 Agility (humans only, all tengu are agile)

Starting honor: 2, and 0 boxes

Penalty: Kenshi wearing heavy armor are considered one rank lower for effects keyed to School Rank when using these techniques.

Skills: Athletics, Battōjutsu, Defense, History, Hunting, Meditation, and Pick one Lore skill

Techniques

Rank 1: The Art of Killing

Battōjutsu teaches an enormous variety of deadly tricks, from striking with the saya to leaping into the air and coming down on the opponents with a startling crash. The net result is that when the kenshi declares a Full Attack using his Battōjutsu Skill, he may forgo the +2k0 bonus to attack for a +0k1 bonus for damage. Each trick may only be used once per fight, but the kenshi has learned a number different tricks equal to twice his School Rank. Nor are the kenshi's blows easily avoided. Subtract the kenshi's School rank from any opponent's Full Defense roll (to a minimum of 0).

Rank 2: Nine-headed Dragon Cut

All bushi know that there are nine basic types of strikes that can be made with the katana, but only those taught by the tengu have discovered how to move so fast that they seem, impossibly, to execute all nine of those cuts simultaneously. To use this technique the kenshi must spend a void point and declare a Full Attack with Battōjutsu. Instead of the void point giving +1k1 to the attack roll, he gets +0k(School Rank). This technique may not be combined with any technique giving multiple attacks per turn. (declaring Full Attack still gives the kenshi +2k0 on his attack roll unless being combined with the Rank 1 technique.)

Rank 3: Move before the Wind

Those trained by the tengu have a keen eye for the ebb and flow of battle. They create opportunities others might miss by remaining constantly in motion, wearing down their foes with their speed. If the kenshi

succeeded in making a Battôjutsu attack last turn, he rolls a number of dice for his Initiative Roll this turn equal to half his School Rank, rounded up. He still keeps only one die.

Rank 4: The Revolving Sword Dance

A stunning expression of Battôjutsu's speed, the kenshi literally appears to be in several places at once! Use of the sword dance counts as declaring Full Defense (but without a roll) and creates a number false images equal to the kenshi's Air Ring, giving him a TN to be hit of (Air + Battôjutsu) x5 (armor does -not- improve this TN). If the kenshi is hit, the sword dance ends and he gains no further benefit from it. On the turn the kenshi chooses to end the sword dance he gains a flat bonus to his initiative roll equal to his School Rank and adds one extra die on his Attack roll for each turn greater than his opponent's Perception he was able to dance. The sword dance is quite draining, and may only be initiated once per fight.

Rank 5: The Storm Wind

The swordsmaster has achieved such unity of mind, blade, and body that all can move as one. If one of the kenshi's Battôjutsu (Normal or Full) attacks hits, he may attack again, rolling two less dice than in the previous attack (no penalty followed by -2k0, -4k0, etc. This roll "remembers" if the kenshi had originally had more than 10 dice to roll and subtracts from the true number. void point bonuses do not roll over to the following attack). The maximum number of attacks the kenshi can make in a single turn is equal to his Air Ring. Use of this technique is declared after the first attack succeeds but it may only be used a number of times per day equal to the kenshi's School Rank.

Outfit (Kenshi): Basic outfit