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Legends of the Samurai

THE BUSHIDO HANDBOOK



INTRODUCTION

Welcome to a land that never was. A land of flashing blades, resolute honor and vile betrayals. A land where wandering ronin prey on helpless travelers... or seek a return to honor. A land where lone samurai undertake suicide missions to satisfy honor. A land ruled by a God but whose fate will be decided by steel. A land that has been the subject of poems, novels, films and video games. A land that has held the world in fascination for centuries.

A land of contrast: peaceful serenity and constant warfare, honor and betrayal. A land continually at war for centuries, where a martial ethos and devastating tactical prowess evolved that continue to shape modern combat philosophies to this day.

Japan, Land of the Rising Sun.

JAPANESE GAMING TRADITION

Over the years, there have been many roleplaying games set in Japanese antiquity. In fact, some of the earliest roleplaying games attempted to capture the mystique of the samurai and the ninja. Presented below are several conceptual directions in which you might take a campaign, each with a distinctly Japanese (rather than European) feel.

FANTASY OR HISTORICAL

This is the biggest consideration for a *Legends of the Samurai* game. Do you want to recreate the Battle of Sekigahara or defend a small, isolated town from a raging band of bakemono? Fantastic and historical settings each put different demands on the players and the Gamemaster, but both can be equally entertaining for a weekend pickup game or a lengthy

campaign. Although a campaign can be wholly one or the other—a completely historical representation or an anime-style setting with only the loosest historical basis—most campaigns will be a mix of each.

ACTION OR INTRIGUE

As with the question of a fantasy vs. historical setting, this is a major decision and one which needs to be considered (at least a little) before the campaign begins. If the campaign is going to take place at the Imperial Court, where the smallest breach of etiquette could mean the loss of a character's status (or head), then a hulking, illiterate samurai is not the best character choice. By the same token, if the campaign pits the characters against the vicious Ainu (barbarians) in long bloody struggles for survival, then a group of nobles and geisha isn't going to last very long. As with the fantasy vs. historical question, some thought should be given to this issue before play begins, but most campaigns will include elements of both action and intrigue.

MARTIAL ARTS

Although this might seem to be covered by "action" above, "martial arts" is actually a genre all its own and one of the primary appeals of playing in historical Japan. In this sort of game, characters constantly seek to prove their martial prowess—wandering the land to build their reputations, challenging all comers to duels to prove who is the better swordsman or martial artist. Sometimes the characters will be teachers and sometimes students, but this sort of campaign could see the characters wander the entire length and breadth of Japan, interacting with characters from the lowliest eta knife fighter to the Emperor himself as they expand the scope of their skills.

HISTORICAL ACCURACY

One of the goals for *Legends of the Samurai* was to make a purely Japanese setting for fantasy or historical adventures. This does not mean, however, that the game is meant to read like a history text. Liberties were taken with history whenever it seemed to get in the way of good gaming, and the classes were designed broadly to fit into the widest range of historical settings. Your mileage may vary, and it is hoped that the material found herein will prove solid enough to allow the strictest historical campaign to use these rules as its basis. The play's the thing, and I hope you will find these rules fun and playable above all else—everything else is in the back seat not wearing a seatbelt.



CHAPTER ONE: BLOOD AND HONOR



BLOODLINE

A character's bloodline represents his standing in society. This bloodline is not just an accident of birth (although a character's starting bloodline does determine the circumstances of his early life), but also a product of destiny and divine providence. Commoners can rise from the rice paddies to the Shogunate and mighty samurai may become desperate ronin wandering the countryside like wild men.

SOCIAL PROMOTION AND DEMOTION

Contrary to popular conception, Japan had a very fluid class system up until the Shogunate of Toyotomi Hideyoshi (1590 CE). Indeed, both Hideyoshi and his predecessor Oda Nobunaga had risen from the peasantry to the highest post in the land. Therefore, a campaign that occurs before 1590 should allow PCs to rise from humble beginnings as far as their deeds and their honor take them.

Social Promotion: To be promoted to a higher social class, a character must have an Honor score higher than the minimum Honor of a character born into that bloodline. He must also be raised into that social class by a character that currently belongs to the samurai or daimyo bloodline. In return, such a character will typically demand that the character being promoted swear an oath of allegiance to him.

Social Demotion: It is possible for a character to move down in social rank, but demotions like this are much less common than promotions. Most noble characters would rather die than lose their status in society. Nevertheless, tales persist of ronin moving to

large cities, giving up their swords, and joining the merchant class.

If a character's Honor score ever falls below the minimum Honor for his bloodline for thirty days or more, any superior in the social hierarchy (a character of a higher-ranking bloodline than the character's) may strip the character of his rank. The unfortunate character must then choose between accepting the demotion or committing ritual suicide and dying as a member of his current bloodline.

Effects of Social Promotion and Demotion: A character promoted to or demoted from a bloodline gains or loses all the social benefits of that bloodline (such as the wearing of the daisho, or the privilege of riding on horseback). A character gains no other bloodline traits (such as ability modifiers or starting money).

Effects on starting wealth: In *Legends of the Samurai*, a character's starting wealth is determined by his bloodline, not by his character class. Each bloodline description lists a set number of dice to roll for starting wealth, the result of which is multiplied by the character's starting Honor score. Since both Honor and wealth are determined randomly, this leads to large variations in starting wealth—representative of the unsettled nature of medieval Japan. A samurai might be impoverished, his family decimated in a previous civil war, while a farmer might be quite wealthy, the son of a village headman.



OUTCAST (ETA)

In accordance with Buddhist concepts of cleanliness, only the lowest of the low can come into contact with a dead body or the blood of an animal. The eta—the lowliest people in society—handle the tasks that no one else wants to do. They serve as butchers,



TABLE 1-1 BLOODLINE

Bloodline	Honor	Abilities	Favored Class
Outcast	1-10	+2 Dex, -2 Cha	Touzoku or Ninja
Merchant	21-30	+2 Cha, -2 Int	Touzoku
Artisan	21-30	+2 Int -2 Cha	Shokunin
Farmer	31-40	+2 Con, -2 Int	Ashigaru
Monastic	41-50	+2 Wis -2 Cha	Yamabushi or Shukke
Noble	41-50	+2 Int and +2 Cha, -2 Str and -2 Con	Kuge
Warrior	51-60	None	Samurai

gravediggers, and executioners of commoners (only a samurai may execute a member of the upper classes).

Personality: Eta are well aware of their place at the bottom of the social ladder, and many refrain from even speaking to their betters (which is everyone except their fellow eta). An eta would be wise to never speak to a samurai unless directly addressed, since even this might be seen as an affront to the samurai's honor and addressed with deadly force.

Physical Description: Most eta are smelly, bedraggled, hungry, and unkempt. A lucky few—especially those skilled at the arts of the butcher, tanner or executioner—are much better off and can support themselves and their families in relative comfort.

Relations: Eta lie at the bottom of the social strata. Many resort to crime as a means of eking out their next meal; as such they are often the targets of police and samurai brutality on the assumption that they are dishonorable scum. Eta employed as executioners are often called in to hunt down their own, or to apprehend criminals who might be killed in the course of being arrested. In short, if it's a job no one else wants to do, it often falls to the eta.

Lands: Each city has a special quarter set aside for the eta. When not obviously engaged in work (ferrying meat or tanned hides, or in the company of one of his betters) an eta is expected to stay in these quarters and be as unobtrusive as possible. An unescorted eta, especially at night, can expect to be

stopped and returned to the eta quarter by the first guardsman he meets.

Religion: Despite their position in society and their performance of unclean tasks, many eta are religious. Because Buddhism has no regard for their professions and considers them unclean, the vast majority of eta are practitioners of the Shinto faith—if they have any concept of a reality beyond the everyday struggle for survival.

Adventurers: Eta are usually drafted into adventures instead of seeking them out. Their day-to-day life is exciting enough. During a war, eta patrol the battlefields to bury commoners killed in the fighting; in a city they might be called to perform an execution or help in the apprehension of a dangerous criminal.

OUTCAST BLOODLINE TRAITS

Bonus feats: You receive 1 bonus feat at 1st level. In addition, at 1st level you can choose an additional bonus feat from the following list: Agile, Alertness, Deceitful, Nimble Fingers, Stealthy.

Unclean: You are able to learn the Profession (butcher) and Craft (leatherworking) skills without suffering a loss to your Honor.

Lowest of the low: Your Reputation is always infamous (see the Reputation section for more information on the effects of an infamous Reputation).

Illiteracy: You must spend 2 skill points before being able to read and write all the languages you

speak.

Limited Resources: You begin play with 2d6 times your Honor in starting Toraisen. The minimum starting wealth for an Outcast is 2 Toraisen (2 x 1); the average starting wealth is 35 Toraisen (7 x 5); and the maximum starting wealth is 120 Toraisen (12 x 10).

Starting Honor: 1-10

Abilities: +2 Dexterity, -2 Charisma: You are quick, but your status as one of the unclean makes you despised.

Favored Class: Touzoku or Ninja.

MERCHANT

As trade grew throughout Japan, it was inevitable that a class of workers would become specialized in the sale of goods and services. Although a vital part of society, this profession is regarded as a necessary evil in a culture that venerates the warrior above all else. But despite this societal ambivalence, few clans could survive without a thriving merchant class. During turbulent times, when the clans go to war, these hardy folk not only send their sons to serve as footsoldiers but also provide the logistical support (trading for weapons and armor) needed to outfit those soldiers.

Personality: Merchants tend to be concerned with the bottom line. Regardless of the situation and whatever his loyalties, a merchant knows that if his family (and by extension, his clan) is to survive he must make a profit whenever he can. Still, most merchants are honorable and loyal and serve their family when called.

Physical Description: Merchants run the gamut in type and appearance from the hard-working (and smelly) fishmonger to the rich and affluent leader of a large city guild. In some city wards, merchants have gained so much power and influence that it's difficult to tell them apart from the samurai.

Relations: Merchants have a strained relationship with most of the other social classes, the merchant



class being a sort of “odd man out” trapped between the warrior culture Japan wanted to be and the increasingly modern culture that it is becoming. The farmer is held in higher esteem than the merchant by Confucian tradition, yet merchants are necessary to bring the farmer’s crops to market. The noble profits from the merchant’s trade with foreign markets, yet often restricts that trade out of fear of cultural contamination. The samurai calls on the merchant to finance his wars, then passes laws allowing him to forgive debt at will. Merchants have responded to these dilemmas by forming guilds, which over time have grown into powerful, semi-autonomous corporations. While this helps protect the merchants, it is a potential source of friction that occasionally draws the ire of the ruling warrior class.

Lands: Most merchants make their homes in cities and trade towns such as the ancient capital in Nara. Port cities in particular attract merchants eager to take advantage of foreign trade, when such trade is permitted by the authorities. (When it is not, many merchants are not above buying stolen and smuggled goods from the Wako pirates that were the terror of Japan’s seas and coastal areas).

Religion: Merchants run the gamut from completely atheistic to extremely devout. Most prefer the native Shinto religion to the various Buddhist sects, but worshippers of every kind and denomination are found among the merchant class.

Adventurers: A merchant adventurer could be an intrepid seafarer braving the Wako pirates to bring foreign goods to market, or a guard for a domestic caravan making sure the family’s goods are protected from roving gangs of bandits. A merchant could also find himself conscripted into the army of his lord to fight in a civil war. Many merchants are employed in keeping the peace within city wards and mediating disputes between rival guild members.

MERCHANT BLOODLINE TRAITS

Bonus feat: 1 bonus feat at 1st level.

Silver-tongued: +2 bonus on all Bluff and Diplomacy skill checks.

Guildsman: You gain a +1 bonus to your starting wealth roll for each rank you take in a Profession skill (a character normally gains a +1 bonus per 2 ranks). A merchant who swears allegiance to a guild governing one of his chosen professions gains a +2 bonus to his starting Honor.

Professional: You gain a +2 bonus on all Profession skill checks.

Illiteracy: You must spend 2 skill points before being able to read and write all the languages you speak.

Starting Wealth: You begin play with 6d6 times your Honor in starting Toraisen. The minimum starting wealth for a merchant is 126 Toraisen (6 x 21); the average starting wealth for a merchant is 525 Toraisen (21 x 25); and the maximum starting wealth for a merchant is 1,080 Toraisen (36 x 30). Note that this is frequently more than a samurai’s starting wealth—a fact that does not sit well with most samurai.

Starting Honor: 21-30

Social Privileges: Merchants are allowed to learn the use of spears and bows in case they are called to serve in wartime. A merchant is allowed to carry a small weapon (such as a dagger) on his person at all times. A merchant with an Honor score of 35 or higher is allowed to carry a single non-katana sword (typically a ken, although those who can afford it may carry a wakizashi). Merchants are permitted to travel unescorted and may employ armed guards to safeguard their wares.

Abilities: +2 Charisma, -2 Intelligence: Most merchants have been watching stalls, buying, and selling from early childhood (usually while an older

relative attended to something else). This means that few have the time (or inclination) for literary or intellectual pursuits.

Favored Class: Touzoku.

ARTISAN

Artisans are technically part of the merchant class. However, artisans are highly respected as creators of weapons, armor and works of art (as opposed to the merchant, who simply buys and sells). The artisan class includes a wide range of craftsmen, from the simplest potter living in the merchant quarter of a large city to the quiet genius working on the grounds of a mighty samurai estate producing devastating weapons that will be carried proudly for generations and admired thereafter as works of art. When the artisan’s clan goes to war, he is expected to assist in its defense. He might be drafted into the ranks of the footsoldiers, but artisans with a militarily important skill (such as a weaponsmith) are almost never drafted. These valuable resources are instead used to equip the clan’s forces so they will be better prepared than their enemies.

Personality: Artisans tend to be quiet and unassuming. Their works speak for them, and most artisans prefer it that way. Although they are members of guilds like the merchants, they have less need to travel; they tend to seek out a patron for their work, then settle down to produce the finest items they can.

Physical Description: Artisans tend to dress simply and in accordance with their craft. A blacksmith will be dirty and sweaty after a long day before the forge, while the potter’s dirty hands and rough fingers will reveal his trade.

Relations: Artisans are more highly respected than merchants, but the two classes must work closely together to prosper, since most artisans rely on merchants to sell their wares. Depending on his



trade, an artisan might also have to work with the eta on a regular basis—a weaponsmith, for instance, might need to buy leather scabbards for the swords he makes, or the armorer raw leather to reinforce armor. If an artisan serves the warrior class directly (frequently the case with weaponsmiths) he must also be able to show the proper respect to his superiors. The ability (and indeed necessity) of many artisans to work with a wide range of social classes gives them a unique perspective on the society in which they live.

Lands: Most artisans live in the merchant quarters of the large trade cities. Many weaponsmiths are quartered on a samurai's estate, and the best craftsmen are supported in great luxury in return for their exclusive service to a daimyo and his family.

Religion: Like other commoners, artisans tend more toward the Shinto religion than the more esoteric Buddhist sects preferred by the upper classes.

Adventurers: An artisan who adventures usually does so in pursuit of his craft, seeking out new methods and techniques of his craft in distant lands and studying with the most accomplished masters. Many weaponsmiths seek to test their creations in battle and become accomplished warriors as a result.

ARTISAN BLOODLINE TRAITS

Bonus feat: 1 bonus feat at 1st level.

Good with tools: +2 to all Craft skill checks.

Guildsman: You gain a +1 bonus to your starting wealth roll for each rank you take in a Craft skill (a character normally gains additional Wealth for professional skills only). You may also gain additional wealth from Profession skills taken at 1st level. An artisan who swears allegiance to a guild governing one of his chosen crafts gains a +2 bonus to his starting Honor.

Illiteracy: You must spend two skill points before being able to read and write all the languages you speak.

Starting Wealth: You begin play with 3d6 times

your Honor in starting Toraisen. The minimum starting wealth for an artisan is 63 Toraisen (3 x 21); the average starting wealth for an artisan is 231 Toraisen (11 x 21); and the maximum starting wealth for an artisan is 540 Toraisen (18 x 30).

In addition to his starting wealth, an artisan begins play with a masterwork item that could be made with one of his craft skills. If a character chooses a masterwork weapon, it must be a type that he is proficient in and allowed to carry as a member of his social class (which means no katana).

Starting Honor: 21-30

Social Privileges: Artisans are allowed to learn the use of spears and bows in case they are called to serve in wartime. An artisan is allowed to carry a small weapon (such as a dagger) on his person at all times. An artisan with an Honor score of 35 or higher is allowed to carry a single non-katana sword (typically a ken, although those who can afford it may carry a wakizashi). Artisans are allowed to travel unescorted and may employ armed guards to watch their goods.

Abilities: +2 Intelligence –2 Charisma: Artisans are masters of their crafts, which requires them to have a keen mind and the ability to absorb new trends and techniques quickly. However, they are much more comfortable creating their works than marketing them, and tend to be blunt to the point of rudeness.

Favored Class: Shokunin.

FARMER

The salt of the earth, farmers are the bedrock of all feudal societies and do the hard work that makes the ruling daimyo wealthy and powerful. Of all the commoners (heimin), they are the most highly respected by Confucian tradition in recognition of their vital contribution to society.

Personality: Farmers tend to be simple and quiet. More than members of any other class

they are concerned with respectability, and carry themselves with a quiet dignity even as they perform backbreaking work day after day. This quiet strength also serves their clan during wartime, when farmers form the bedrock of the footsoldiers, serving with distinction in battle. This trait even allows many farmers to rise above their station (at least until 1590, when Shogun Toyotomi Hideyoshi fixed the position of all clans, preventing any social movement—an ironic action from a man who rose from the peasantry himself).

Physical Description: Farmers spend a lot of time outside, exposed to the elements and performing extremely hard work. This shows in their appearance; most farmers are weathered and rough-hewn folk. Farmers tend to dress in simple, utilitarian clothes.

Relations: The farmer's position at the top of the commoners' social ladder causes their relations with the merchants and artisans to be strained. Merchants sell the farmers' excess food to profit the clan, but enjoy fewer privileges. The farmer resents the merchant's money and relatively easy life, and the artisan's chance to live in complete luxury on the estate of a daimyo. Farmers also have an extremely strained relationship with samurai and daimyo, as evidenced by frequent peasant revolts and the fear they instilled in the ruling class. During the "troubled times" of the warring states period, peasants rose up with the help of priests and ruled areas completely autonomously. During the Tokugawa period, when social advancement was impossible for the farmers and they were kept prisoners on their land, there were more than 1,200 peasant revolts in less than 250 years—one so serious that the Shogun had to ask Dutch ships to bombard the peasants with cannon fire. In many areas of medieval Japanese society, the frustration of the farmers with a system in which they generate wealth for others from the land is a political time bomb—it's just a question of when and how badly it will explode. Not even the prospect of social



advancement during the turbulent periods did much to curb this problem, nor did elevating the farmer's status above all other commoners.

Lands: Farmers serve as tenant farmers on the land they work and receive very little of the wealth they generate. In the Tokugawa period (1600 and later), the persistent problem of peasant revolts causes farmers to be restricted to the land they work and unable to travel.

Religion: Like other commoners, farmers are much more likely to practice the animistic Shinto religion, with its natural and ancestral spirits, than the more esoteric Buddhism. The Pure Land sect of Buddhism is a notable exception—it boasts many farmer adherents, most of them radical with strong sentiments to overthrow the ruling warrior class and allow the priests to run things.

Adventurers: Most farmers become adventurers by being drafted to serve in the military during wartime. Many farmers show a great aptitude for combat and use their service as valuable soldiers to rise out of the farmer class and into the warrior caste. Two of Japan's Shogun, Oda Nobunaga and Toyotomi Hideyoshi, rose from the farmer class.

FARMER BLOODLINE TRAITS

Laborer: Farmers receive the Endurance feat as a bonus feat at 1st level.

Tied to the land: Farmers receive Weapon Proficiency (agricultural weapons) as a bonus feat at 1st level. Farmers also receive a +1 attack bonus with all weapons in the agricultural weapons group (this bloodline attack bonus stacks with all other bonuses, such as that provided by the Weapon Focus feat).

Salt of the Earth: Farmers gain a +2 bonus on all Diplomacy checks when dealing with other farmers and a -2 penalty on all Diplomacy checks when dealing with all other social classes.

Illiteracy: You must spend two skill points before being able to read and write all the languages you

speak.

Starting Wealth: You begin play with 2d6 times your honor in starting Toraisen. The minimum starting wealth for a farmer is 62 Toraisen (2 x 31); the average starting wealth for a farmer is 245 Toraisen (7 x 35); and the maximum starting wealth for a farmer is 480 Toraisen (12 x 40).

Starting Honor: 31-40

Social Privileges: Farmers are allowed to learn the use of spears and bows in case they are called to serve in wartime. A farmer with an Honor score of 40 or higher is allowed to carry a single non-katana sword (typically a short sword). A farmer with an Honor score of 45 or higher may receive the post of village headman, which carries an annual salary of 1 Koku per 10 Honor and grants a +1 bonus to the character's Reputation. Prior to 1600, farmers are allowed to travel unescorted.

Abilities: +2 Constitution, -2 Intelligence: Farmers are accustomed to hard labor, which makes them tougher even when compared to other commoners. However, they have no time for intellectual pursuits.

Favored Class: Ashigaru.

MONASTIC

Monastics occupy a position between the commoners and the ruling elite. Although many estates and honors have been heaped on this class by warriors and nobles who value the guidance of the priests and monks in their secluded mountain monasteries, this class is also seen by the warrior class as a potential competitor for the control of the people.

Personality: Monastics tend to be quiet and contemplative, and many have the air of mystics who are concerned with the spiritual and not the mundane reality of the physical. In contrast to this, many monastics have great political skill and have attempted to seize power indirectly (by influencing the Emperor or Shogun) or directly (by leading armed peasant revolts).

Physical Description: Monastics wear clothing signifying their function in the religious order. Priests wear robes, while temple guardians are equipped with armor and wield dangerous weaponry.

Relations: As possible contenders for control of the peasant class, the priest class has a tense relationship with both nobles and the warrior class. At the same time, their ability to influence the lower classes is highly valued by these same classes... when the monastic class can be controlled. This leads many ambitious daimyo to heap praise and wealth on priests in return for their support. The lower classes have an almost universal respect for the monastic orders.

Lands: Monastics control numerous estates, usually granted to them by the ruling class. Some, such as the venerable monastery on Mount Hiei overlooking Kyoto, were granted by the Emperor himself.

Religion: As befits their station, monastics are as a whole the most devout of the social classes.

Adventurers: A monastic might become involved in adventures for any number of reasons. Perhaps he wanders the land in search of spiritual enlightenment, or perhaps he has been given a mission by a high-ranking member of his church. Should his faith be directly attacked, the monastic could even be called to defend his beliefs and the church's holdings from rival warriors.

MONASTIC BLOODLINE TRAITS

Believer: Monastics receive the Faith feat as a bonus feat at 1st level.

Religious training: Monastics receive a +2 bonus on all Knowledge (calligraphy, divination, and religion) skill checks.

Man of the cloth: Monastics receive a +2 bonus on all Bluff, Diplomacy, and Gather Information skill checks when dealing with heimin (farmers, artisans, merchants and outcasts).



Right of refuge: A monastic and up to one companion per character level will always be taken in by another monastery and granted a meal and place of rest for a night.

Literacy: Monastics can read and write all the languages they speak at 1st level.

Starting Wealth: You begin play with 1d6 times your Honor in starting Toraisen. The minimum starting wealth for a monastic is 41 Toraisen (1 x 41); the average starting wealth for a monastic is 180 Toraisen (4 x 45); and the maximum starting wealth for a monastic is 300 Toraisen (6 x 50). Monastics are exempt from taxation and can never be required to pay a toll on a road or to enter a city (although this exemption never applies to the monastic's companions).

Starting Honor: 41-50

Social Privileges: Monastics are allowed to learn the use of any weapon, since their estates are outside the control of the warrior class (although monastics are never allowed to wear a sword). Temple guards favor the spear and the bow and use these weapons with great skill when their monasteries are threatened. Monasteries are so renowned as places to learn armed and unarmed combat that many samurai patronize them to hone their warrior skills.

Abilities: +2 Wis, -2 Cha: Monastics possess great wisdom but are rarely great leaders of men (although there are some notable exceptions, and a charismatic priest is capable of rallying great numbers of peasants to his cause).

Favored Class: Yamabushi or Shukke.

NOBLE (KUGE)

The nobles, residing in the capital of Kyoto and serving as the administration of Japan, were once the rulers of the country. Displaced in power by the warrior class, the nobles are constantly hatching schemes to bring themselves greater power and authority and use the courts and bureaucracy to great

advantage. So effective are the machinations of the nobles that many of Japan's most effective Shoguns have avoided the capital whenever possible, ruling from military bakufu in the field and leaving the nobles to squabble among themselves. After the Onin War (1467-1477), the nobles suffered their greatest blow when the daimyo sacked the capital of Kyoto, killing many of their number and leaving the center of their bureaucracy in ruins. However, the three powerful Shogun who would eventually unite all of Japan under their rule—Oda Nobunaga, Toyotomi Hideyoshi and Tokugawa Ieyasu—recognized the usefulness of the central administration and rebuilt the bureaucracy to a level where it could perform its duties (while making sure to keep it under the thumb of the warrior class).

Personality: Nobles tend to be better educated and more adept at machination and intrigue than members of the warrior class. Although there were exceptions, nobles fared poorly when they engaged the warrior class in combat—a fact which eventually led to their relegation to ceremonial and administrative duties while the samurai determined the course of the nation's history.

Physical Description: Nobles dress in an impressive array of finery that reflects the dignity of their position in the social order. While this dress impresses those of the lower classes, it is seen as effete by the warrior class, who view it as a sign of the noble's intrinsic weakness.

Relations: Nobles have a strained relationship with their two primary competitors for power over the masses, the monastic and warrior classes. These three classes continually attempt to assert their control and constantly maneuver for power over their rivals. Since both the monastic and warrior classes tend to best the nobles when open warfare breaks out, the nobles attempt to do everything in their power to keep the peace while manipulating events to give them more control. Arranged marriages, bureaucratic

mazes, and ancient institutions are the noble's best weapons.

Lands: Nobles control lands close to the Imperial Capital (first Nara, then Kyoto and finally Edo). The wealth these lands generate is used to support the nobles, but also to provide for the Emperor, whom the nobles are charged to protect and care for (and a wise Shogun keeps the nobles' contact with the Emperor to a minimum).

Religion: Nobles prefer the older, more intellectual and esoteric sects of Buddhism, including Tendai and Shingon Buddhism.

Adventurers: Nobles usually become involved in adventures through their machinations and their service to the Emperor. An Emperor wishing to rule directly might send a noble out into the land to secure the support of warriors needed to raise an army. Nobles might also engage in adventures designed to give their family more control or access to the Emperor, or in an attempt to arrange a marriage to make their family stronger. Many powerful samurai have married into noble clans to lend a sense of lineage and legitimacy to their conquests.

NOBLE BLOODLINE TRAITS

Court education: A noble receives a bonus feat from the following list: Deceitful, Diligent, Educated, Mounted Combat, Negotiator, Persuasive, Skill Focus, Weapon Focus (any bow), Weapon Proficiency (bows).

Intrigues and machinations: The noble gains a +2 bonus to all Bluff, Diplomacy, and Gather Information skill checks.

Imperial sage: Nobles gain a +1 bonus to their starting wealth roll for each rank they possess in a Knowledge skill.

Majesty of Learning: Nobles gain +1 Honor for each rank they possess in a Knowledge skill (a character normally gains +1 honor per 2 ranks in certain specializations).



Literacy: Nobles can read and write all the languages they speak at 1st level.

Starting Wealth: You begin play with 3d6 times your honor in starting Toraisen. The minimum starting wealth for a noble is 123 Toraisen (3 x 41); the average starting wealth for a noble is 495 Toraisen (11 x 45); and the maximum starting wealth for a noble is 900 Toraisen (18 x 50).

Starting Honor: 41-50

Social Privileges: Nobles are allowed to learn the use of any weapon and may carry swords freely (though they may not wear the daisho—the twin katana and wakizashi of the warrior class). A noble can gain a post in the capital paying 1 Koku per 5 Honor in yearly salary.

Abilities: +2 Int and +2 Cha, -2 Str and -2 Con. You are educated and trained in the arts of diplomacy but your sedentary lifestyle puts you at a disadvantage in combat.

Favored Class: Kuge.

WARRIOR (BUKE)

The warrior class rose to power from the ranks of provincial landholders, who were allowed to maintain troops to combat barbarians and expand the borders of the empire. They ruled Japan from the 7th century to the 19th century, when the last Tokugawa Shogun, Tokugawa Yoshinobu, resigned power back to the Emperor. The exact reason for their hold on power has been much debated, but the primary reason is that in a feudal society, land is power—and the buke were able to directly control the land and the wealth that flowed from it.

Personality: The ideal warrior has an unwavering devotion to his master and his duty. All other thoughts (should they enter his mind at all) are secondary. This singularity of purpose often gives way to arrogance and brutality, but the true warrior kills not for the sake of killing or for the glory it brings, but because the moment he swore his life

to another all such choices were removed from him and placed in the hands of his lord and master. Of course, ambition drives many members of this class—ambition to gain control over larger and larger estates and armies in an attempt to become a daimyo and even, eventually, Shogun.

Physical Description: Despite his wealth and position at the top of the social order, the ideal warrior dresses simply, in utilitarian clothes that allow him to move freely and defend his honor with deadly force. Since the warrior never knows when danger will strike (especially in the warring states period when surprise assassinations are frighteningly common), he tends to dress simply at all times. It is a rare show of trust for a warrior to leave his blade out of reach.

Relations: Warriors stand at the top of the social ladder in medieval Japan. They thus have strained relationships with most of the other social classes—merchants despise the warrior for borrowing money he does not have to return; farmers generate wealth from the warrior's land but see little of the benefit; and priests and nobles seek to gain the control over the Empire held by the warrior.

Lands: Warriors control the vast majority of the lands in medieval Japan. From the lowliest samurai controlling a small area to the mightiest Shogun (who might have as much as one-quarter of Japan as his personal fiefdom), the land is controlled by the warrior class and its steel. This control of the land and the wealth it generates causes much friction between the warrior class and the classes beneath it in the social order.

Religion: Members of the warrior class overwhelmingly embrace Zen Buddhism, the philosophy of which suits their temperament perfectly.

Adventurers: A warrior's adventures revolve around his service to his lord in the never-ending struggle for control. A warrior is frequently involved

in combat to defend or expand his holdings. Warriors are also tasked with fighting for their lord as he struggles to gain control over the other daimyo.

WARRIOR BLOODLINE TRAITS

Education of the Buke: The warrior gains the Weapon Proficiency (swords) feat as a bonus feat at 1st level. Warriors also gain a +1 attack bonus with all swords (this bloodline attack bonus stacks with all other modifiers, such as that provided by the Weapon Focus feat).

Steel gaze: Warriors gain a +2 bonus on all Intimidate skill checks and all level checks to resist intimidation.

Literacy: Warriors can read and write all the languages they speak at 1st level.

Starting Wealth: You begin play with 1d6 times your Honor in starting Toraisen. The minimum starting wealth for a warrior is 51 Toraisen (1 x 51); the average starting wealth for a warrior is 165 Toraisen (3 x 55); and the maximum starting wealth for a warrior is 360 Toraisen (6 x 60). A warrior always begins play with a katana and wakizashi. (This is where the bulk of the warrior's "starting money" is invested.)

Starting Honor: 51-60

Social Privileges: Warriors are the only class permitted to wear the daisho (the dual swords—katana and wakizashi). He is allowed to carry these swords at all times except in the presence of a member of the warrior class with a higher Honor score, or at the request of someone to whom the warrior has pledged allegiance.

Warriors also possess land that grants a salary of 1 Koku per Honor each year. It is possible for the income a warrior's land generates to be much higher. A daimyo had to possess lands with a productive value of at least 10,000 Koku per year; Tokugawa Ieyasu controlled lands producing 2.8 *million* Koku yearly (25% of Japan's total rice production). Of



course, as a character ascends to the pinnacle of the warrior class, he would need to commit much more of his Koku to gain the support and allegiance of lower-ranking warriors (and he would certainly need a lot of warriors to defend his holdings).

Favored Class: Samurai.

REPUTATION, HONOR, AND ALLEGIANCES

REPUTATION

Each time a character performs a great action, there is a chance that he increases his Reputation. Reputation is affected by level, but it is possible both for a high-level character to remain unknown and for a low-level character to gain a great (and possibly undeserved) reputation.

Whenever a character performs an action that causes him to gain or lose more than 5 Honor, he has a chance to attract attention for his deeds. The character makes a level check (d20 + level + Reputation). If this check is 25 or higher, the character gains +1 Reputation.

Certain other activities, such as exceptional Performance skill checks and Crafting masterwork weapons, can also increase the character's Reputation.

Whenever a character interacts with someone, there is a chance that the character will be recognized because of his Reputation. Make an Intelligence check (DC 25) for the person with whom the character is interacting, adding the character's Reputation score to the check. If the check is successful, the character is recognized, and his Reputation affects his interaction with that person.

If the character is recognized, the effects are determined by his Honor and by whether he is famous or infamous. To determine if a character is famous or infamous, check the character's bloodline. A character whose Honor is 15 or more points above the maximum for his bloodline is famous, while a character whose Honor is 15 or more points below the minimum Honor for his bloodline is infamous. If a character's Honor is not 15 points above or below the Honor of his bloodline, then he is neither famous nor infamous. Some bloodlines, such as the eta, are always infamous. Certain feats can also affect a character's Reputation and the way he is regarded.

HONOR

In medieval Japan, a person's character is judged by his deeds, from the noblest sacrifice to the vilest betrayal. In *Legends of the Samurai*, Honor is used in place of alignment to judge the strength of a character's virtue. Many classes have a minimum Honor required to take levels in them, and all characters will find that a reputation for honesty makes it easier to gain the trust of their fellow man.

BASE HONOR

A character's base Honor is determined by his bloodline. Starting Honor typically has a 10-point range to represent the fact that even within social classes, there are some who are better off and more respected than others. A character also adds his Charisma modifier to his Honor.

HONOR VALUES

Below is a summary of Honor from 1-100, along with notes for each value.

Honor	Examples
1-10	The lowest of the low; a typical member of an outcast bloodline; a touzoku; a ninja
11-20	A dishonorable man; minimum Honor for the ashigaru class

21-30	A typical member of a merchant or artisan bloodline; minimum Honor for the shokunin class
31-40	A typical member of a farmer bloodline; minimum Honor for the kuge class; minimum Honor for the yamabushi class
41-50	A typical member of a monastic or noble bloodline; minimum Honor for the samurai class
51-60	A typical member of a warrior bloodline
61-70	An honored samurai; a veteran of many battles
71-80	A minor daimyo
81-90	A typical daimyo
91-100	The Shogun; a member of the Imperial bloodline; a man who has lived an almost spotless life (Miyamoto Musashi)

EFFECTS OF HONOR

A character who is famous (see the Reputation section for information on fame and infamy) receives a bonus of +1 per 10 points of Honor on all Diplomacy skill checks, as well as on all level checks to resist Intimidate skill checks. A character who is infamous receives a bonus of +1 per 10 points of Honor on Intimidate skill checks, as well as on all level checks to resist Intimidate skill checks.

A character who is neither famous nor infamous receives a bonus of only +1 per 20 points of Honor to Gather Information skill checks, since people are more likely to talk to people they recognize.

GAINING AND LOSING HONOR

Characters gain Honor by performing virtuous acts and lose it by committing transgressions, as shown on the table below. Some allegiances double certain Honor gains and losses (see the Allegiances section for more information). In addition to affecting normal Honor gains and losses, some allegiances impose their own Honor restrictions on a character, and might cause him to gain or lose Honor in circumstances where another character would have no chance of such a gain or loss.



Transgression/Virtue	Honor
Minor	-1/+1
Moderate	-2/+2
Major	-3/+3
Severe/Grand	-5/+5

TRANSGRESSIONS

INJUSTICE

This transgression usually takes the form of going too far in pursuit of revenge. Killing the sons of a defeated foe is allowable, but killing his wife and other servants are extreme acts and cause a character to lose Honor.

Taking revenge for a trivial offense (Minor)

Punishing a servant for not bowing quickly enough or for speaking out of turn.

Taking revenge for a minor offense (Moderate)

Challenging a warrior to a duel over a minor breach in etiquette. While some samurai look for the smallest excuse to challenge a rival or enemy, this practice is frowned upon.

Killing the wife of a fallen enemy (Major)

It was historically customary to kill the sons of a fallen enemy (partly out of necessity, since they would one day seek revenge) but this practice was usually not extended to the entire family of an enemy.

Taking revenge far out of proportion to an offense (Severe)

Killing a peasant for brushing up against your sword scabbard in a crowded marketplace.

COWARDICE

To the warrior, death was assured the day he began his training. The exact timing is irrelevant; he is

expected to face death without flinching. In some warriors, this goes so far as to become a morbid fascination with and pursuit of death. Some samurai are particularly noted for displaying almost joyous abandon in battle.

Retreating or surrendering at the order of a superior (Minor)

Retreating to save your own life (Moderate)

Surrendering to save the life of another (Major)

Surrendering to save your own life (Severe)

CRUELTY

While the samurai was legally allowed to kill peasants for virtually any reason (the peasant doing something “unexpected” was legal justification), he was expected to temper his warrior nature with benevolence and justice. A warrior who lacks these tempering qualities loses Honor for abusing the power his rank and title give him.

Striking an inferior or an animal for no reason (Minor)

Killing an animal needlessly (Moderate)

Challenging someone much weaker than you to a duel (Major)

Killing for no reason (Severe)

RUDENESS

Not showing the proper respect causes the warrior to appear boorish, which risks costing him the respect of both those he serves and those who serve him.

Accidentally failing to observe proper etiquette (Minor)

Purposely failing to observe proper etiquette (Moderate)

Insulting someone in an attempt to make him challenge you (Major)

Insulting a guest or purposely failing to observe proper etiquette to a guest (Severe)

DISHONESTY

Warriors are expected to be open about their intentions. Inviting a warrior to dine in your castle so that you can kill him would be considered an act of extreme dishonesty.

Telling a lie of little consequence (Minor)

Telling a lie that will harm another (Moderate)

Attacking an enemy when he is not expecting it (Moderate)

Telling a lie that will result in the death of another (Major)

Tricking an opponent into lowering his guard so that you may kill him (Severe)

Attacking a friend or ally when he is not expecting it (Severe)

DISLOYALTY

Warriors are expected to serve their superiors loyally. Perhaps the most serious transgressions a samurai can commit stem from disloyalty.



Failing to perform duties in pursuit of an oath or allegiance to the best of your ability (Minor)

Renouncing (or having revoked) any oath or allegiance (Moderate)

Renouncing (or having revoked) an oath of loyalty (Major)

Betraying someone to whom you have sworn an oath of loyalty (Severe)

VIRTUES

JUSTICE

This virtue was often referred to as “rectitude” in medieval Japan. It requires a character to seek revenge when he has been wronged, but only in measure with the loss he has suffered. This virtue also encompasses the act of seppuku, or ritual suicide, allowing a disgraced individual to recoup some lost Honor with his own death. Seppuku is a privilege rarely granted to the lower classes, but to the disgraced members of the warrior bloodline it is a right rarely revoked.

Avenging a minor wrong against yourself (Minor)

Avenging a major wrong against yourself (Moderate)

Avenging a severe wrong against yourself (Major)

Avenging a severe wrong against a superior foe or force (a single foe 3-4 CR higher; or facing 3-to-1 odds in battle with opponents of equal CR) (Grand)

COURAGE

The act of facing death with serenity was bred and born into members of the warrior bloodlines,

who were trained to be fearless from childhood. In members of all social classes, this virtue provokes more admiration than any other. Samurai in particular prefer death to defeat or capture, and thus personify this virtue. An old saying sums up this virtue perfectly: “Receive arrows in your forehead, never in your back.”

Refusing to retreat (Minor)

Refusing to surrender (Moderate)

Refusing to retreat in the face of a superior foe or force (a single foe 3-4 CR higher; or facing 3-to-1 odds in battle with opponents of equal CR) (Major)

Refusing to retreat in the face of a vastly superior foe or force (a single foe of 5-7 CR higher; or facing 5-to-1 odds in battle with opponents of equal CR) (Grand)

BENEVOLENCE

This virtue was also referred to as “tenderness of a warrior” in medieval Japan. Anytime a warrior shows pity or mercy, he is practicing this virtue. This virtue also prompts the warrior to protect those weaker than him, and represents his care for the peasant classes he was destined to rule by his birth.

Providing minor aid to another; such as a trivial amount of money or protection against a weaker foe (note that the character may not be eligible for this reward if he is being compensated for his actions in some other way, such as pay) (Minor)

Providing significant aid to another; such as a substantial amount of money (20% of the character’s current funds) or protection against an equal foe (Moderate)

Providing a great deal of aid to another; such as money (50% of the character’s current funds) or protection against a foe 3-4 CR higher (Major)

Providing assistance that places you monetarily or physically in danger (80% or more of the character’s current funds) or protection against a foe 5-7 CR higher (Grand)

POLITENESS

Also referred to as courtesy, politeness is highly valued because it reflects both the social order and a disciplined and ordered mind.

Showing proper etiquette to a character of equal or greater Honor (Minor)

Treating an inferior with respect (Moderate)

Providing aid to a guest in the form of a loan or protection (Major)

Providing sanctuary to a stranger (Grand)

VERACITY

Also called truthfulness, this virtue calls warriors to always strive to be open about their intentions. This virtue caused many warriors to see Iaijutsu as dishonorable, and many would not draw before issuing a formal challenge (even if that challenge was immediately followed with a blinding flash of steel). Lying was thought to lead one to a dishonorable death. Warriors considered a request for a written contract to be a challenge to their honor—one reason they left business to the merchant class. (Warriors frequently lost money because they would only accept verbal agreements, which were easily abused—and their tendency to satisfy any perceived abuse of a verbal agreement with steel did not help.)



Refusing to lie when it would benefit you slightly
(Minor)

Refusing to lie when it would benefit you significantly
(Moderate)

Refusing to lie when it would benefit you greatly
(Major)

This could be awarded for refusing to lie when lying would avoid a dangerous encounter (such as an encounter 2-3 CR higher) or when the PC would lose as much as 50% of his current funds on a transaction.

Refusing to lie when it would save your life (Grand)

This could be awarded for refusing to lie when lying would avoid an encounter that could reasonably be expected to pose a significant danger to the character (such as an encounter 5-7 CR higher).

LOYALTY

A concept integral to the samurai (whose very name means “to serve”), true loyalty is not transferable even by death. Many samurai prefer to die with their master even when his death was from natural causes.

Refusing to renounce an allegiance of loyalty at the death of the object of that allegiance (Moderate)

Refusing to renounce an allegiance for great wealth
(Major)

Refusing to renounce an allegiance when it would put your life in danger (Grand)

A rival might give a valuable warrior a chance to switch sides when his master or clan is defeated.

ALLEGIANCES

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the

character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf), or may change allegiances as he or she goes through life. Also note that just because the character fits into a certain social or demographic category doesn’t mean the character has to have that category as an allegiance.

If the character acts in a way that is contrary to his or her allegiance, the GM may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions. Note that losing an allegiance in this way provokes an Honor penalty.

PLEDGING ALLEGIANCE

A hero’s allegiance can take the form of loyalty to a person, organization, belief system, nation, or an ethical or moral philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

ALLEGIANCES AND INFLUENCE

An allegiance can create an empathic bond with others of the same allegiance. In addition to the Honor bonuses and penalties inherent in an allegiance, the character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance—as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play. A successful Reputation check could also allow a character access to this bonus the first time he interacts with a character.

ASCETIC CODE

You have sworn to live a strictly regimented life. A character with this allegiance takes double Honor penalties from Cruelty, Rudeness and Dishonesty transgressions and gains double Honor bonuses from Benevolence, Politeness and Veracity virtues. This allegiance is required of yamabushi.

CODE OF BUSHIDO

You have sworn to uphold the code of the warrior. A character with this allegiance takes double Honor penalties from Cowardice and Disloyalty transgressions and gains double Honor bonuses from Courage and Loyalty virtues. This allegiance is required of samurai.

OATH OF LOYALTY

You have sworn your life and service to one person or group. A character with this allegiance takes double Honor penalties from Disloyalty transgressions toward the person he has sworn to serve and gains double Honor bonuses toward the person he has sworn to serve. This allegiance is required of samurai and ninja.

RIKOTSU

The Commoner’s Code

As a response to the immense power of the upper classes, which was frequently brought to bear directly on the peasantry that support medieval Japan’s feudal system, many peasants developed their own code of honor. These lower-class men of the towns and farms, who called themselves kyokaku (the host of heroism) stood to protect the weak against any who would prey on them, even the samurai. All honor gains on behalf of the farmer, artisan and merchant bloodlines are doubled by characters with this allegiance. All honor losses against characters of those social classes are also doubled.



CHAPTER TWO: MARTIAL CLASSES



ASHIGARU

The ashigaru are the footsoldiers of the armies of medieval Japan, often drafted from the ranks of the farmers. They serve the samurai, battling enemy ashigaru formations while the samurai close for one-on-one combat. While fame and honor most often go to the samurai and their epic duels, the ashigaru are formidable warriors themselves—many tales are told of samurai felled by the skill of lone ashigaru of much lower rank. Prior to 1600, many ashigaru dreamed of becoming samurai themselves, using their skill in battle to climb the social ladder.

Adventures: The ashigaru's adventures tend to revolve around his substantial skill as a combatant. These soldiers are trained to carry the fight alone or in ranks, battling the forces of rival clans in the never-ending struggle for political supremacy and personal honor.

Characteristics: The ashigaru is a warrior specializing in the spear and the bow. Although the samurai also masters these weapons, the ashigaru excels at fighting in formation—battling as a member (or even commander) of a unit. In contrast, the samurai's combat abilities are strictly individual; the samurai eschews fighting in military units in favor of challenging his peers to single combat, dueling for honor and reputation in the midst of vast, chaotic

battles.

Honor: Despite the low minimum Honor needed to qualify for this class, many ashigaru regard their honor as highly as do the samurai they serve. Since ashigaru, like samurai, can advance themselves socially through their performance on the battlefield, they act in accordance with the rules of Bushido.

Religion: Shinto is the religion of the common man, and most ashigaru follow its traditions.

Background: Most ashigaru are part-time warriors, drawn from their everyday careers when their clan is threatened. When not earning a living as a merchant, carpenter, farmer or blacksmith, members of this class train as best they can in preparation for times of trouble (which occur quite frequently throughout Japan's turbulent history). In particularly difficult times, some villages even go so far as to hire ronin to train their warriors, lending members of the ashigaru class a far more professional edge in combat than many samurai gave them credit for.

Bloodline: Ashigaru come from a variety of bloodlines—much more so than many other professions in the stratified social structure of Japan. Merchants, artisans and farmers make up the vast majority of the ashigaru. However, the occasional monastic and even the rare samurai (usually those who wish greater mastery with the spear or the bow) can be found learning the ways of the footsoldier.

Other Classes: Ashigaru work well with all classes but are of particular benefit to the samurai, fighting and disrupting enemy formations while the samurai engages the enemy in small groups suited to his individual combat style.

Role: The ashigaru is a frontline fighter skilled at weapons of medium or long range, typically the spear and the bow.

TABLE 2-1: THE ASHIGARU

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Weapon Focus (Spear or Bow)
2 nd	+2	+3	+0	+0	Combat Style
3 rd	+3	+3	+1	+1	Formation Fighting
4 th	+4	+4	+1	+1	Weapon Specialization (Spear or Bow)
5 th	+5	+4	+1	+1	Ki 1/day (Strength)
6 th	+6/+1	+5	+2	+2	Combat Style
7 th	+7/+2	+5	+2	+2	Formation Fighting
8 th	+8/+3	+6	+2	+2	Bonus Feat
9 th	+9/+4	+6	+3	+3	Combat Style; Formation Command
10 th	+10/+5	+7	+3	+3	Ki 2/day (Dexterity)
11 th	+11/+6/+1	+7	+3	+3	Bonus Feat
12 th	+12/+7/+2	+8	+4	+4	Combat Style
13 th	+13/+8/+3	+8	+4	+4	Formation Fighting
14 th	+14/+9/+4	+9	+4	+4	Bonus Feat
15 th	+15/+10/+5	+9	+5	+5	Ki 3/day (Constitution); Combat Style
16 th	+16/+11/+6/+1	+10	+5	+5	Bonus Feat; Improved Formation Command
17 th	+17/+12/+7/+2	+10	+5	+5	Combat Style
18 th	+18/+13/+8/+3	+11	+6	+6	Formation Fighting
19 th	+19/+14/+9/+4	+11	+6	+6	Bonus Feat
20 th	+20/+15/+10/+5	+12	+6	+6	Ki 4/day (multiple abilities)



GAME RULE INFORMATION

Ashigaru have the following game statistics.

Abilities: As a soldier, the ashigaru frequently sees action on the front lines, so Strength, Dexterity and Constitution are all important to him.

Honor: Ashigaru must have an Honor score of at least 11 or higher (eta are not permitted to become soldiers). During wartime, the vast majority of ashigaru are drawn from the ranks

of the farmers, although merchants and artisans contribute their sons to any fight as well.

Ashigaru who take an allegiance to the Code of Bushido gain a +5 Honor bonus.

Hit Die: 1d10.

CLASS SKILLS

The ashigaru's class skills (and the key ability for each skill) are: Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Survival (Wis), Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the ashigaru.

Weapon and Armor Proficiency:

Weapon Proficiency (Bows, Knives, Spears and Staves, Swords), Armor (light, medium).

Weapon Focus (Spear or Bow): At 1st level, the ashigaru gains this feat for a weapon of his choice from the spear or bow list.

Combat Style: At 2nd level, the ashigaru gains a bonus feat depending on whether he chose to focus on the spear or the bow at 1st level: Yarijutsu (spear) or Kyujutsu (bow).

At 6th level, the ashigaru gains a bonus feat depending on whether he chose to focus on the spear or the bow at 1st level: Spear Thrust (spear) or Daisan (bow).

At 9th level, the ashigaru gains a bonus feat depending on whether he chose to focus on the spear or the bow at 1st level: Footwork (spear) or Point Blank Shot (bow).

At 12th level, the ashigaru gains a bonus feat depending on whether he

chose to focus on the spear or the bow at 1st level: Whirling Spear (spear) or Far Shot (bow).

At 15th level, the ashigaru gains a bonus feat depending on whether he chose to focus on the spear or the bow at 1st level: Superior Footwork (spear) or Dojukiri (bow).

At 17th level, the ashigaru gains a bonus feat depending on whether he chose to focus on the spear or the bow at 1st level: Tai Sabaki (spear) or Zen Archery (bow).

Formation Fighting: Each time you gain this ability, you may choose one of the following abilities when fighting as part of a unit. (A character is considered to be part of a unit if he is fighting with at least three other characters who are also using the weapon required for the formation maneuver—the other characters do not need to possess the Formation Fighting ability, but only characters with the Formation Fighting ability gain the listed bonuses). The ability chosen depends on whether the ashigaru chose to focus on the spear or the bow at 1st level:

Spear: *High Spear*: +1 armor class against ranged attacks or *Spear Wall*: +1 bonus to attack and damage when set to receive a charge.

Bow: *Massed Fire*: +1 damage on successful bow attacks or *Arced Fire*: +2 bonus to attack (only to offset range penalties).

These abilities may be selected multiple times; their effects stack.

Weapon Specialization (Spear or Bow): At 4th level, the ashigaru gains this feat as a bonus feat depending on whether he chose to focus on the spear or the bow at 1st level.

Ki: At 5th level, the ashigaru can use the power of his Ki to increase his Strength by 4 for one minute per level. Using Ki is an attack action that provokes an attack of opportunity.

At 10th level, the ashigaru can use the power of his Ki twice per day and may increase either his Strength or his Dexterity by 4 for one minute per level.





At 15th level, the ashigaru can use the power of his Ki three times per day and may increase either his Strength, Dexterity or Constitution for one minute per level.

At 20th level, the ashigaru can use the power of his Ki four times per day. When he uses his Ki, he increases *all* affected abilities (Strength, Dexterity and Constitution) for one minute per level.

Bonus Feats: At 8th, 11th, 14th, 16th, and 19th level, the ashigaru may select a feat from the fighter list.

Formation Command: At 9th level, the ashigaru is capable of commanding conscripts and inspiring them to a greater level of ability. The ashigaru may command one character per level, with no character being more than one-half the ashigaru's level. Commanded characters gain the benefit of a formation fighting ability known to the ashigaru at the 3rd level (in other words, even if the ashigaru has taken an ability multiple times, those under his command act as if they have taken it once).

At 16th level, the number of characters affected by this ability doubles (to two characters per ashigaru level) and this ability affects all those of a lower level than the ashigaru (they only need to be one level lower than the ashigaru to be affected).



The kuge represent the noble class of Japan, equally skilled at mounted archery and court machinations.

For a time, it seemed as if the kuge would rule unchecked through their bureaucracy, education, and control over the Emperor. However, the warrior class was destined to supplant these administrator-warriors through sheer force of arms and cold, unwavering determination for power. Despite their ouster from power, the kuge were needed to run the vast bureaucracies that controlled medieval Japan's sprawling cities, and their prowess on the battlefield

was an important asset as well. These elements combined to allow the kuge to remain powerful enough to challenge the samurai well into the 18th century.

Adventures: Lower-level kuge serve as cavalry officers in the armies of powerful daimyo, where they provide a deadly form of mobile archery. These cavalry forces are also used for reconnaissance and as a way to quickly transmit orders (through the use of coded placards) among the daimyo's forces, the vast majority of which tend to travel and fight on foot.

At higher levels, most kuge leave the battlefield behind for the intricacies of court, attempting to rise to power through guile and manipulation. At the highest levels, the kuge's skill at both warfare and intrigue make him a dangerous opponent indeed.

Characteristics: The kuge is skilled at horsemanship, archery, and the refined finesse of court. He can kill a man with a rumor or with a well-

placed arrow, and takes equal delight in both skills.

Honor: Honor is nearly as important to the kuge as it is to the samurai. These nobles trade on their prestige and use it as a commodity with which to gain power at court.

Religion: As educated men, kuge tend to prefer the esoteric Tendai and Shingon sects of Buddhism. A few who prefer warfare to the subtleties of court can be found adhering to the Zen sect as well.

Background: Kuge train from a very early age to fire bows accurately from the saddle of a galloping horse. Sports such as hunting and the ever-popular dog shooting help teach the young kuge to control his horse and handle his bow at the same time.

Bloodline: Most kuge are born into their roles as leaders and schemers and come from noble bloodlines. Even when serving in armies as young men, cavalry officers are given a slight precedence in importance over the ranks of the footsoldiers. A few

TABLE 2-2: THE KUGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Mounted Combat; Born to the Saddle
2 nd	+1	+3	+0	+3	Weapon Focus (Bow); August Personage +2
3 rd	+2	+3	+1	+3	Mounted Archery
4 th	+3	+4	+1	+4	Weapon Specialization (Bow); Cutting Remark
5 th	+3	+4	+1	+4	Ki 1/day; August Personage +4
6 th	+4	+5	+2	+5	Point Blank Shot; Court Contact (Low Rank)
7 th	+5	+5	+2	+5	Rapid Reload/Rapid Shot
8 th	+6/+1	+6	+2	+6	Greater Weapon Focus (Bow); Slander
9 th	+6/+1	+6	+3	+6	Manyslot/Far Shot
10 th	+7/+2	+7	+3	+7	Ki 2/day; August Personage +6
11 th	+8/+3	+7	+3	+7	Court Contact (Medium Rank)
12 th	+9/+4	+8	+4	+8	Greater Weapon Specialization (Bow); Innuendo
13 th	+9/+4	+8	+4	+8	Court Appointment (Medium Rank)
14 th	+10/+5	+9	+4	+9	Court Contact (High Rank)
15 th	+11/+6/+1	+9	+5	+9	Ki 3/day; August Personage +8
16 th	+12/+7/+2	+10	+5	+10	Smear Campaign
17 th	+12/+7/+2	+10	+5	+10	Court Appointment (High Rank)
18 th	+13/+8/+3	+11	+6	+11	Imperial Visitation 1/year
19 th	+14/+9/+4	+11	+6	+11	August Personage +10
20 th	+15/+10/+5	+12	+6	+12	Ki 4/day



kuge are elevated to their status—mostly honored footsoldiers given the opportunity to learn the ways of the horseman.

Other Classes: The kuge have an intense rivalry with the priests and samurai over the question of who will rule the peasants and determine the course of national policy.

Role: The kuge excels in diplomacy and in the art of mounted archery. In a pinch, he can serve as a frontline fighter for a party, but this role is usually better filled by samurai and ashigaru.

GAME RULE INFORMATION

Kuge have the following game statistics.

Abilities: Dexterity is important to the kuge because it impacts his major combat focus of mounted archery. Charisma is important for his other role—manipulating the intrigues of court.

Honor: A character must have an Honor score of 40 or higher or belong to a noble bloodline to take levels in this class. A character from any bloodline can take levels in this class with the permission of a character from a noble bloodline, but if his Honor ever drops below 40, he can never take levels in this class again. A character of a noble bloodline can always take levels in this class regardless of his Honor score.

Kuge who take an allegiance to the Code of Bushido gain a +5 Honor bonus.

Hit Die: 1d8.

CLASS SKILLS

The kuge's class skills (and the key ability for each skill) are: Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (calligraphy, Chinese classics, Chinese poetry, composition and rhetoric, history, Japanese poetry, law, mathematics, nobility and royalty, politics, religion, tactics) (Int), Perform (flower arranging, tea ceremony) (Cha), Ride (Dex),

Sense Motive (Wis) and Survival (Wis).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the kuge.

Weapon and Armor Proficiency: Weapon Proficiency (Bows, Knives, Spears and Staves, Swords), Armor Proficiency (light, medium, heavy).

Mounted Combat: At 1st level, the kuge gains this feat as a bonus feat.

Born to the Saddle: The kuge has trained from a very young age at the genteel skills of raising and riding horses. He gains a +1 bonus per 20 points of Honor to all Ride and Handle Animal (when training horses only) skill checks.

Weapon Focus (Bow): At 2nd level, the kuge gains this feat as a bonus feat applied to a bow or crossbow of his choice.





August Personage: The kuge learns to project an image of power and majesty appropriate to an officer of the Imperial Court. This ability grants the kuge the listed bonus to all Diplomacy, Gather Information and Intimidate skill checks when interacting with a character that has a lower Honor score.

Mounted Archery: At 3rd level, the kuge gains this feat as a bonus feat.

Weapon Specialization (Bow): At 4th level, the kuge gains this feat as a bonus feat for the weapon he chose at 2nd level.

Cutting Remark: The kuge learns that his wit can be as dangerous as any sword stroke. While attending a social gathering, he may make an insightful comment that damages the reputation of a rival. The kuge, his target, and at least a dozen witnesses must be present for this ability to work.

The kuge must make a Diplomacy skill check for Etiquette (DC 10 + 1 per 10 points of his target's Honor). If the check is successful, the target loses one point of Honor plus an additional point of Honor for each five full points by which the kuge's skill check exceeds the DC.

Although useful and potentially devastating to his enemies (since a loss of Honor could cause someone loss of appointments or even make a samurai's lord call for him to commit ritual suicide), this attack on another's honor puts the kuge in a delicate position, since the most direct way for anyone to answer such an attack is to challenge the kuge to a duel to the death.

The kuge may only target a single character with this or a similar ability (such as Slander, Innuendo or Smear Campaign) once per month. The ability itself may be used at will (as long as all the conditions are met), but the kuge may not use this ability on the same target more than once per month.

Ki: At 5th level, the kuge can use the power of his Ki to wrap himself in a cloak of majesty and power. This grants the kuge a +4 bonus to Charisma for one

minute per kuge level. Using Ki is an attack action that provokes an attack of opportunity.

At 10th level, the kuge may use his Ki twice per day and may use his Ki to gain a bonus on a single saving throw equal to his Charisma modifier.

At 15th level, the kuge may use his Ki three times per day to generate a shield of nobility, granting him damage reduction equal to his Charisma modifier. This aura lasts one round per two kuge levels.

At 20th level, the kuge may use his Ki four times per day and may generate an aura of majesty so bright that anyone who looks directly at him must make a Reflex saving throw (DC 30) or be blinded for 1-4 rounds. This aura of majesty lasts one round per kuge level.

Point Blank Shot: At 6th level, the kuge gains this feat as a bonus feat.

Court Contact: The kuge excels at making friends who can advance his career. By calling on these friends, he can "grease the wheels" and make his dealings much easier and smoother. Once per month, a kuge can call on a contact to automatically succeed at a Bluff, Diplomacy, Gather Information or Intimidate skill check. This could involve having the friend make introductions, or might simply mean casually dropping his name in conversation.

The level of the kuge's contact determines the difficulty of the situation they can help with. A low-level contact can allow the kuge to automatically succeed at any skill check with a DC of 15 or less, a medium-level contact 20 or less, and a high-level contact 25 or less.

The kuge can call on these contacts at any time, even in situations when the character would not be allowed to take 10. In addition, if a contact is used to make a skill check, that check takes a maximum of one minute. For skills like Gather Information, this could cut out all the red tape and allow the character to establish trust through a mutual friend rather than the usual 2-5 hours of flattery.

A kuge with multiple contacts can call on each contact once per month.

Rapid Reload/Rapid Shot: At 7th level, the kuge gains either the Rapid Reload feat (if his weapon of choice is a crossbow) or the Rapid Shot feat (if his weapon of choice is a bow) as a bonus feat.

Greater Weapon Focus (Bow): At 8th level, the kuge gains this feat as a bonus feat for the weapon he chose at 2nd level.

Slander: This ability functions like the Cutting Remark ability, except the Kuge's insight is even greater and his ability to damage the honor of his target is increased. The Honor loss from a successful skill check is increased to 1-4 plus one per five full points by which the kuge's skill check exceeds the DC.

The kuge may only target a single character with this or a similar ability (such as Cutting Remark, Innuendo or Smear Campaign) once per month. The ability itself may be used at will (as long as all the conditions are met) but the kuge may not use this ability on the same target more than once per month.

Manyslot/Far Shot: At 9th level, the kuge gains the Manyslot feat as a bonus feat. If the kuge has selected a crossbow as his weapon of choice, he instead gains the Far Shot feat.

Greater Weapon Focus (Bow): At 12th level, the kuge gains this feat as a bonus feat for the weapon he chose at 2nd level.

Innuendo: This ability functions like the Slander ability, but now the kuge has mastered the art of the whispering campaign. The target of this attack does not need to be present; determining that the kuge is the source of the attack requires a Gather Information check (DC 10 plus the kuge's level).

The kuge may only target a single character with this or a similar ability (such as Cutting Remark, Slander or Smear Campaign) once per month. The ability itself may be used at will (as long as all the conditions are met) but the kuge may not use this



ability on the same target more than once per month.

Court Appointment: As the kuge rises in level, he may seek more prestigious offices in the Imperial Court. A low-level appointment grants the kuge a +5 bonus to his Honor score and a +1 bonus to his Reputation. A medium-level appointment grants the character a position that pays 1 Koku yearly for each 5 Honor (this replaces the salary granted to all characters of a noble bloodline). A high-level appointment grants the character a position that pays 1 Koku for every 2 Honor and an additional bonus of +5 Honor as well as an additional +1 bonus to his Reputation.

The actual position should be determined by the Gamemaster, and may provide a source of adventures as the character (and his friends, of course) are asked to deal with situations that fall within the kuge's area of authority.

Smear Campaign: This ability functions like the Innuendo ability except that the Honor loss is greater (1d8 plus one per five full points by which the kuge exceeds the minimum DC).

The kuge may only target a single character with this or a similar ability (such as Cutting Remark, Slander or Innuendo) once per month. The ability itself may be used at will (as long as all the conditions are met) but the Kuge may not use this ability on the same target more than once per month.

Imperial Visitation: The character has risen to the pinnacle of Imperial Court posts and now has the right to visit the Emperor himself. Once per year the character can influence the Emperor to intercede on the kuge's behalf with his divine power. This has the effect of the *Miracle* spell.

TABLE 2-3: THE NINJA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+0	Ninjutsu; Silent Kill +1d6; Trap Finding
2 nd	+1	+3	+3	+0	Shinobi-jutsu; Evasion
3 rd	+2	+3	+3	+1	Silent Kill +2d6
4 th	+3	+4	+4	+1	Shinobi-jutsu (yoko aruki); Endurance
5 th	+3	+4	+4	+1	Ki 1/day (Rin, Kyo); Silent Kill +3d6
6 th	+4	+5	+5	+2	Shichi-ho-de; +10 ft. movement
7 th	+5	+5	+5	+2	Silent Kill +4d6
8 th	+6/+1	+6	+6	+2	Goton-no-jutsu
9 th	+6/+1	+6	+6	+3	Silent Kill +5d6; Chunin
10 th	+7/+2	+7	+7	+3	Ki 2/day (Toh, Sha); +20 ft. movement
11 th	+8/+3	+7	+7	+3	Silent Kill +6d6
12 th	+9/+4	+8	+8	+4	Tobi-ashi
13 th	+9/+4	+8	+8	+4	Silent Kill +7d6
14 th	+10/+5	+9	+9	+4	Jonin; +30 ft. movement
15 th	+11/+6/+1	+9	+9	+5	Ki 3/day (Kai, Jin); Silent Kill +8d6
16 th	+12/+7/+2	+10	+10	+5	Master Jonin
17 th	+12/+7/+2	+10	+10	+5	Silent Kill +9d6
18 th	+13/+8/+3	+11	+11	+6	Jonin Lord; +40 ft. movement
19 th	+14/+9/+4	+11	+11	+6	Silent Kill +10d6
20 th	+15/+10/+5	+12	+12	+6	Ki 4/day (Retsu, Zai, Zen)



NINJA

The ninja is a decidedly Japanese spy, probably influenced in its earliest incarnations by the sections on espionage in Sun Tzu's *Art of War*.

However, the ninja as we know him can be traced to the 7th century. Michinoue-no-Mikoto is usually honored as the founder of this school of espionage and unconventional warfare. The title *ninja* was first granted as a badge of honor to Otomo-no-Saijin, who was given the name *Shinobi*. To this Japanese character, which means "steal in," another character was added to create the word *Ninjutsu*.

Adventures: The ninja's adventures cover the range of espionage and unconventional warfare. He is the special operative of medieval Japan, sent to spy behind enemy lines, infiltrate enemy strongholds, and perform the assassinations for which he is justly infamous. Most of the time it is not obvious that a character *is* a ninja, since he is almost always in disguise—the classic black jumpsuit and mask (the shinobi-shozoku) being reserved only for the rare frontal assault.

Characteristics: The ninja is skilled in numerous forms of armed and unarmed combat, as well as psychological warfare and stealth (in which he reigns supreme). While ninja are justly feared, their abilities are often exaggerated to superhuman levels—largely due to the air of mystery and terror cultivated by ninja and their clansman over the centuries. Although ninja are willing to work with all sides of a conflict, they never formally join any side and the clans keep to themselves.

Honor: The ninja have their own code of honor. While this code shares some qualities in common with the samurai's code of Bushido (such as absolute obedience to one's superiors), it differs in many important ways. Ninja are not above employing any means at their disposal to accomplish their missions;

they have no qualms about using subterfuge, attacking with poison, or even assassinating a helpless target in his sleep.

Religion: Most ninja practice no religion of any kind. A very few understand that the Kuji-kiri (“nine signs”) from which the ninja derive their mystic powers have their origin in Zen Buddhism, and some ninja further explore these mysteries.

Background: Most ninja are born into their lives, growing up in small mountain villages isolated from the rest of Japan. Those who seek to become active agents (as opposed to farmers, craftsman or other common members of their clan) begin training even younger than do the samurai, who begin formal training at age 5. Balance, flexibility and stealth are the first skills taught to the prospective ninja—one story tells of young clan members being put into small pots for hours a day so they would have no fear of cramped or dark spaces.

Bloodline: Socially, ninja clans are the lowest of the low; all ninja are members of the outcast bloodline (even a character adopted into a ninja clan from a higher bloodline is considered an outcast by the time his training is complete). Only members of the outcast bloodline may take this class at 1st level. Characters of other bloodlines may swear allegiance to a jonin and take levels in this class later in their careers only with the Gamemaster’s permission. (This should be very rare and, in a strongly historical campaign the Gamemaster could well rule it impossible—historically, “becoming” a ninja is tantamount to “becoming” a gypsy in medieval Europe.)

Other Classes: Ninja have an unusual relationship with the samurai. Although the ninja’s lack of honor (as the samurai sees it) makes him despised and distrusted, the samurai still needs the ninja to perform tasks that either a lack of training (such as infiltration) or code of honor (poisoning a rival) prevents the samurai from undertaking. Thus, while powerful

samurai families employ ninja, the two groups still share a mutual distrust bordering on loathing.

The attitudes of other classes towards ninja vary greatly—the ninja might be considered a pariah, a powerful ally, even a hero, depending on the circumstances. The lower classes are more likely to regard the ninja favorably—there are legends of ninja taking up the cause of oppressed commoners against samurai oppression.

Role: The ninja is a scout, spy and warrior. Although he never fights in the front lines, he is a highly skilled combatant who uses stealth, subtlety, and surprise to great advantage in combat.

GAME RULE INFORMATION

Ninja have the following game statistics.

Abilities: Dexterity is the most important ability score to the ninja since his ability to remain unseen depends on it. Almost every other ability score is important, depending on the ninja’s modus operandi.

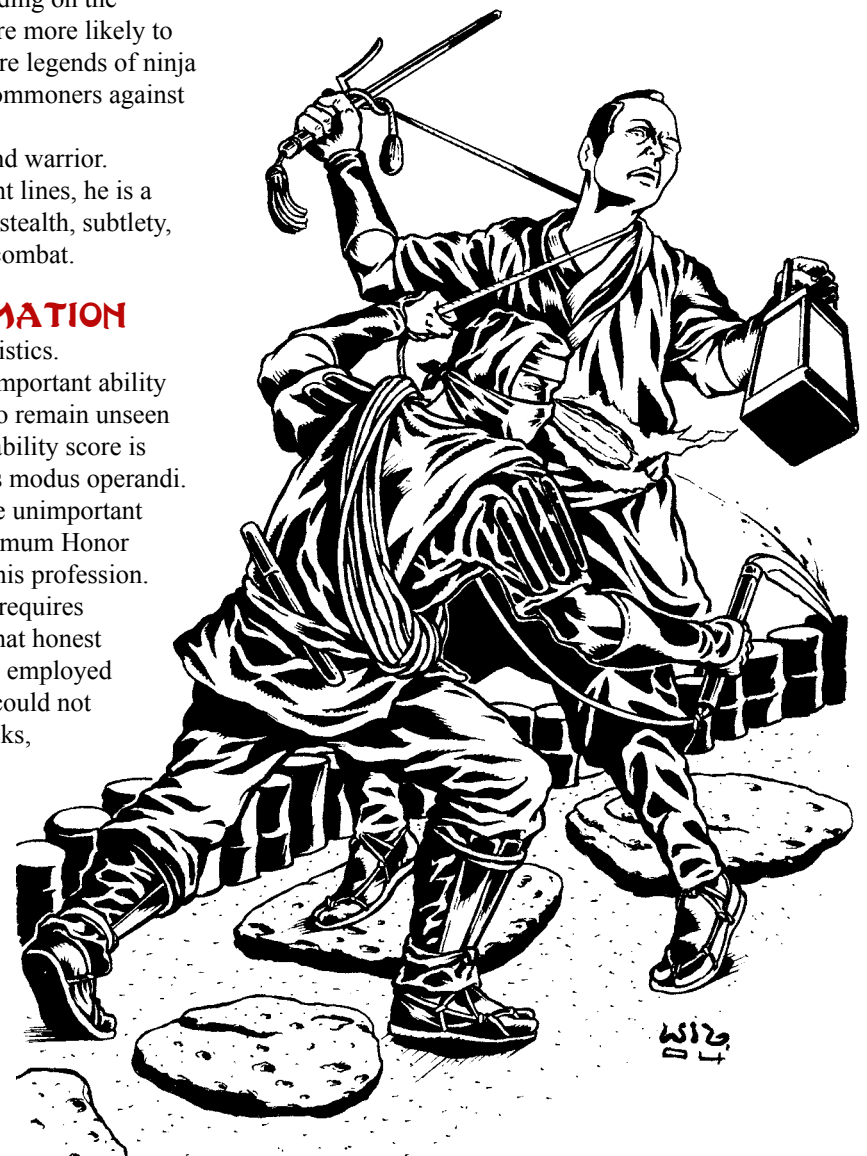
Honor: Many facets of honor are unimportant to the ninja, and so there is no minimum Honor score required for membership in this profession. Indeed, since the Code of Bushido requires the samurai to be open and somewhat honest about his intentions, ninja are often employed by the samurai to do the things he could not do himself (spying or surprise attacks, for instance).

Despite this disregard for conventional honor, loyalty to the ninja’s clan and superiors is extremely important, and a ninja who loses his allegiance of Loyalty to his clan (either by renouncing it or having it revoked) may no longer gain levels in this class.

Note that to first take levels in this class, a character must be

of the outcast bloodline (see *Bloodline* above in the ninja class description for more detail on this).

Hit Die: 1d6.





CLASS SKILLS

The ninja's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Craft (ninja alchemy) (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (history, local, nature, nobility and royalty, tactics) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (dance), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int modifier) x4.

Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the ninja.

Weapon and Armor Proficiency: Weapon Proficiency (Agricultural, Knives, Ninja, Spears and Staves), Armor Proficiency (light).

Ninjutsu: All ninja receive training in unarmed combat to increase their lethality (since an assassin might be searched and disarmed at any time during his mission). All ninja receive this feat as a bonus feat at 1st level.

Silent Kill: Ninja are taught to quietly eliminate guards during the performance of their duties. Striking from complete surprise, they try to kill the target in such a way they he cannot cry for help or raise an alarm, then pose the body so that the victim appears to be asleep (especially if a sleeping target would not be checked on for some time, as would be the case for the lord of a castle). Alternately, a well-positioned knife can pin a target to a wall so that a fellow guard would seem to still be dutifully standing watch over his master.

The ninja gains the listed damage bonus against surprised, flat-footed or flanked targets. The ninja

does not gain this damage bonus against creatures without a discernable anatomy or which are not subject to critical hits.

If the ninja kills a target with this attack, only a Listen check (DC 30) will alert nearby guards of the attack. At ranges greater than 20 feet, the target of this attack will only be noticed as dead on a Spot check (DC 20), although direct examination always reveals that the victim is dead.

Trap Finding: This ability allows the ninja to use the Search skill to find traps with a DC higher than 20.

Shinobi-jutsu: The art of stealth or “stealing in,” this technique is a precursor to Ninjutsu itself and is closely studied by all ninja. This ability grants the ninja a bonus equal to his ninja class level to all Climb, Hide, and Move Silently skill checks.

At 4th level the ninja learns the yoko aruki, or sideways step. When a ninja uses this ability (which a ninja with this ability can do at full speed, even running), anyone tracking him cannot tell which direction he is traveling. Ninja also use techniques such as the “rub step” to smear their tracks and make them harder to follow (and can learn to use these specialized steps even while moving quickly). A ninja with this ability adds his ninja class level to the DC of any track attempt made against him.

Evasion: At 2nd level and higher, a ninja can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the ninja is wearing light armor or no armor. A helpless ninja does not gain the benefit of evasion.

Endurance: At 4th level, the ninja gains this as a bonus feat.

Ki: At 5th level, the ninja gains the ability to use his Ki to perform the Kuji-kiri, the “nine signs.” These mystical gestures add a veritable arsenal of magical

abilities to the ninja's potent training in stealth, tactics and psychological warfare. The ninja may use his Ki a number of times each day listed on the class table (although a 20th level character knows all nine signs, he may use his Ki no more than four times each day). Using one of these incantations requires the ninja be able to gesture, but he does not need to speak. Activating each of these incantations is an attack action that provokes an attack of opportunity. Each ability is explained below.

Rin: This incantation increases the ninja's physical strength, granting him a +4 bonus to his Strength for one minute per ninja level.

Kyo: This incantation makes the ninja invisible for one minute per ninja level.

Toh: This incantation allows the ninja to walk on water for ten minutes per ninja level.

Sha: This incantation allows the ninja to heal 3d8 +1 hit points per ninja level. This incantation can be applied to the ninja himself, or to another person by touch.

Kai: This incantation completely refreshes the ninja, removing any damage suffered from lack of food or drink as well as instantly healing any damage from the environment (heat, cold etc.). It also removes the fatigued or exhausted condition as if the ninja had rested.

Jin: This incantation allows the ninja to detect any falsehood deliberately spoken to him for one minute per ninja level. The ninja may also use this ability to determine the Honor of another character as an instantaneous ability (detecting the Honor of a character ends the ability's duration).

If this incantation is used in combat, the ninja gains a bonus to all Sense Motive skill checks for one round per ninja level (useful for resisting Feint attempts and using the Sense Motive skill to predict attacks).

Retsu: This incantation allows the ninja to unleash his spirit on another. The target of this ability must



make a Reflex saving throw (DC 30) or be knocked prone and stunned for 1-4 rounds. Characters who succeed at this saving throw are still knocked prone for one round.

Zai: This incantation heals the ninja (and only the ninja) of 150 points of damage and also removes any and all of the following conditions: ability damaged, blinded, dazzled, deafened, diseased, exhausted, fatigued, nauseated, sickened and poisoned.

Zen: This incantation allows the ninja to see through normal and magical darkness, notice secret doors (including those hidden by magic), see through blur and displacement effects, see invisible creatures and objects, see through illusions, and see the true form of polymorphed, changed or transmuted things. This ability has a range of 120 feet and lasts for one minute per ninja level.

Shichi-ho-de: At 6th level, the ninja masters the “seven ways of going.” This is one of the ninja’s most powerful weapons, as it allows him to travel Japan freely, walking into castles right under the nose of guards determined to stop him. The seven ways of going are seven core disguises, each pulled from a common profession in Japanese society that is often encountered on the road. These disguises, carefully chosen to attract as little suspicion as possible, are a traveling actor, a wandering priest, a mountain priest, a Buddhist priest, a traveling entertainer, a farmer and a merchant. With these disguises, the ninja can travel freely throughout the country without drawing undue attention. By posing as a merchant bringing food to a castle or an entertainer arriving for a party, the ninja can even gain admittance to secure fortresses where his target feels secure.

When adopting a disguise from the above list, the ninja gains a bonus to his Disguise skill equal to his ninja level. He may also adopt these disguises in one minute (10 rounds—a disguise normally takes 10-30 minutes to construct).

Goton-no-jutsu: At 8th level, the ninja learns the

“five escaping techniques” to aid his retreat after a successful assassination. A ninja skilled in this art practices the technique of freezing instantly in place to trick passing guards into thinking he is a scarecrow, or curling up into a ball to be passed by as a boulder on the side of the road. Water can also be used as hiding places or escape routes for the ninja, with air-filled bladders, the hollow scabbard of the ninja-to, or even a hastily cut bamboo shaft providing air while the ninja waits underwater for pursuers to pass by.

This ability allows the ninja to make Hide checks even when under direct observation (he does not need to create a distraction).

Chunin: At 9th level, the ninja is offered the position of chunin or “middle man.” These sub-leaders of the ninja clan give assignments to their lower-ranking counterparts. Sometimes they embark on extremely dangerous assignments themselves, flanked by lower-ranking ninja who serve as a distraction, setting fires or firing arrows while the chunin slips close to the target for the kill.

This class ability is identical to the Leadership feat except that a character with this ability does not gain a Cohort. All the chunin’s followers are ninja of the appropriate levels.

Some ninja chose not to become chunin; such a character may take a bonus feat instead of this class ability.

Tobi-ashi: This is the ninja’s legendary “flying step.” Ninja seem able to arrive at a destination far faster than would be expected; depending on the source, this is attributed to either black magic or simply peak physical condition coupled with an intimate knowledge of the land. This ability allows the ninja to hustle (traveling 6 miles per hour) for a full twelve hours without rest. The ninja also suffers no movement penalty for rough terrain, meaning he can cover 72 miles per day. The ninja can maintain this speed for up to one day per ninja level before he

tires and must slow to his normal rate of movement.

Jonin: If the ninja selected the Chunin ability at 9th level, he is invited at 14th level into the upper echelons of his clan’s leadership to become a jonin (“upper man”). This ability adds +5 to the ninja’s Leadership score and grants him a Cohort in the form of a chunin assistant.

If the ninja did not select the Chunin ability, he instead gains a bonus feat in place of this ability.

Master Jonin: As Jonin, except that the ninja’s Leadership score is increased by +5 again and he suffers no Leadership penalty for the death of his followers.

If the ninja did not select the Chunin ability, he instead gains a bonus feat in place of this ability.

Jonin Lord: As Master Jonin, except the ninja has now risen to become the head of his own clan. His Leadership score is increased by another +5 (Leadership scores above 25 grant double the number of followers for each 5 full points above 25) and he gains a second Cohort.

If the ninja did not select the Chunin ability, he instead gains a bonus feat in place of this ability.



RONIN

The ronin is neither fish nor fowl—he is a freak in a society that values conformity above all else.

Neither warrior nor peasant, the ronin finds himself nevertheless caught up in the conflicts between the social classes, and frequently has few true friends to whom he can turn.

Adventures: Many ronin turn to banditry to survive. Banding together with their fellow ronin, these dishonorable men live in the hills overlooking roads and prey on merchants, or even take over prosperous trade towns and turn the villagers into little better than slaves. Other ronin, honorable despite their out-of-place position in society, defend



villages from their own, or from the rapacious excesses of the samurai. Some ronin become professional sensei to make ends meet, teaching their considerable skill with the sword to rich peasants or even training samurai (once the ronin has built up a sufficient reputation for his swordsmanship).

Characteristics: The ronin is a master swordsman with a wide range of skills needed to survive in the outskirts of proper society. Stealth, deception, and wilderness living—skills disdained by the “true” samurai—are frequently all that stand between the ronin and death. As he makes his way in the world, he also gains the opportunity to choose which side his sword will aid: the criminal underworld or the simple townsfolk. Of course, some ronin also dream of stepping out of their twilight world and its shades of gray to become true samurai once again.

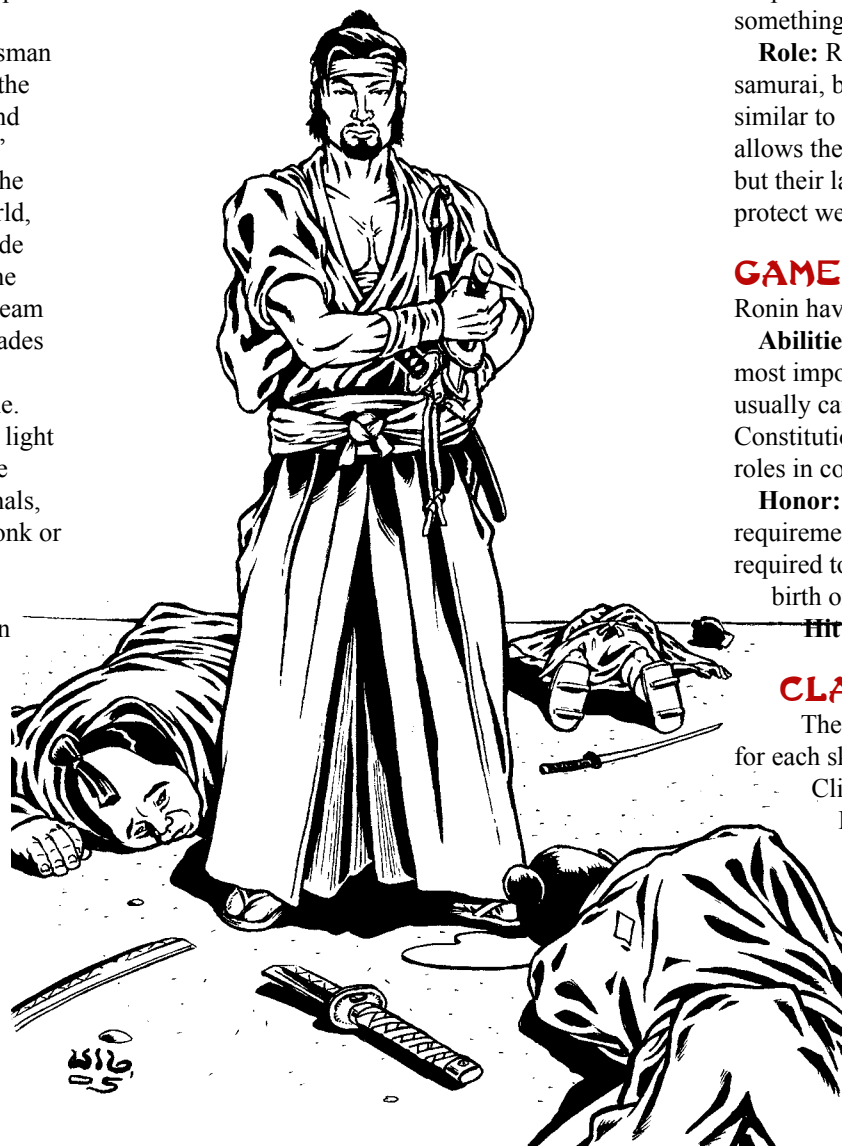
Honor: The ronin’s honor is in his hands alone. He can choose to tread the narrow path between light and dark or he can choose to side with one or the other. Some ronin become the blackest of criminals, while others become as saintly as the noblest monk or samurai.

Religion: Most ronin revere the Zen sect of Buddhism. A few who have dreams of revolution revere the Pure Land sect as well.

Background: Characters take many different paths to this class. Some are former samurai who saw their master disgraced or killed. Some are born into this class, the son of ronin. Others have been declared ronin by the government, which during times of extended peace often tries to reduce the heavy cost of maintaining so many samurai.

Bloodline: Ronin are of the same bloodline as samurai, but the lives the two classes lead could not be more different. While the samurai has land and title and an assured income, the ronin learns to live hand to mouth.

Other Classes: Ronin get along with other classes depending on their honor and the paths they have chosen. Some feel at home among yamabushi and



ashigaru while others prefer the company of ninja and thieves. To the samurai, the ronin represents a threat, a vision of that alien unknown that all samurai fear: being masterless. This causes many samurai to keep their distance from ronin, as if to avoid catching something communicable.

Role: Ronin can serve as frontline fighters like samurai, but are best used in “combat support” roles similar to the yamabushi. Their broad skill range allows them more tactical options than the samurai, but their lack of hit points means they usually cannot protect weaker party members for long.

GAME RULE INFORMATION

Ronin have the following game statistics.

Abilities: Dexterity and Charisma are the two most important abilities for the ronin since he usually cannot afford extensive armor. Strength and Constitution are also highly prized for their usual roles in combat.

Honor: The ronin has no minimum Honor requirements or allegiance requirements, but he is required to be of the warrior social class (either by birth or adoption).

Hit Die: 1d8.

CLASS SKILLS

The ronin’s class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis) and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.



CLASS FEATURES

All of the following are class features of the ronin.

Weapon and Armor Proficiency: Weapon Proficiency (Knives, Spears and Staves, Swords), Armor Proficiency (light).

Weapon Focus (Katana): At 1st level, the ronin gains this feat as a bonus feat.

Combat Style: At the levels indicated, the ronin may pick from the samurai Combat Style class ability.

Banter: At 3rd level, the ronin gains this feat as a bonus feat.

Weapon Specialization (Katana): At 4th level, the ronin gains this feat as a bonus feat.

Ki: At 5th level, the ronin can all on the power of his Ki to execute a special attack once per day.

At 5th level, the ronin must choose between the *Deceptive Attack* or *Honor Strike* special attacks. Once a special attack is chosen, the ronin uses this attack when he uses his Ki for the rest of his career.

The ronin's *Deceptive Attack* inflicts an extra +1d6 damage to a target with an Honor score higher than the ronin's. The ronin's *Honor Strike* inflicts +1d6 damage to a target with an Honor score lower than the ronin's.

At 10th level, the ronin can use his Ki twice per day, and the damage from his special attack increases to +2d6.

At 15th level, the ronin can use his Ki three times per day and the damage from his special attack increases to +3d6.

At 20th level, the ronin can use his Ki four times per day and the damage from his special attack increases to +4d6.

Evasion (Ex): At 5th level and higher, a ronin can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the ronin is wearing light

TABLE 2-4: THE RONIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Weapon Focus (Katana)
2 nd	+2	+3	+3	+0	Combat Style
3 rd	+3	+3	+3	+1	Banter
4 th	+4	+4	+4	+1	Weapon Specialization (Katana)
5 th	+5	+4	+4	+1	Ki 1/day; Evasion
6 th	+6/+1	+5	+5	+2	Combat Style; +1 Armor Class
7 th	+7/+2	+5	+5	+2	Gurentai or Machi-yokko
8 th	+8/+3	+6	+6	+2	Taunt; Uncanny Dodge (No Flat-footed)
9 th	+9/+4	+6	+6	+3	Combat Style
10 th	+10/+5	+7	+7	+3	Ki 2/day
11 th	+11/+6/+1	+7	+7	+3	Gurentai or Machi-yokko
12 th	+12/+7/+2	+8	+8	+4	Combat Style
13 th	+13/+8/+3	+8	+8	+4	+2 Armor Class
14 th	+14/+9/+4	+9	+9	+4	Gurentai or Machi-yokko
15 th	+15/+10/+5	+9	+9	+5	Ki 3/day; Combat Style
16 th	+16/+11/+6/+1	+10	+10	+5	Great Taunt
17 th	+17/+12/+7/+2	+10	+10	+5	Gurentai or Machi-yokko
18 th	+18/+13/+8/+3	+11	+11	+6	Combat Style
19 th	+19/+14/+9/+4	+11	+11	+6	+3 Armor Class
20 th	+20/+15/+10/+5	+12	+12	+6	Ki 4/day

armor or no armor. A helpless ronin does not gain the benefit of evasion.

Gurentai: At the levels indicated, the ronin can select a feat from the touzoku's Gurentai list or from the Machi-yokko list (see below).

Machi-yokko: Some ronin take small towns under their protection, defending them from bandits (often themselves ronin), thieves and rapacious samurai. Each time a ronin selects this ability he gains a +1 morale bonus to attack and damage rolls when defending someone with a lower Honor score than his own, or when defending someone who belongs to the outcast, merchant, artisan, or farmer bloodlines.

Each time the ronin selects this ability, he increases his Reputation by +1. This ability may be selected multiple times and its effects stack.

Taunt: At 8th level, the ronin's ability to taunt his opponents improves over the Banter feat. Once per combat as a free action he can launch an infuriating

insult at his opponent, which causes the target to suffer a -2 morale penalty to attack and armor class but gain a +2 morale bonus to damage (although attacking wildly, your opponent is going to hit hard when he connects).

The target can resist this ability with a Will saving throw (DC 15 + the ronin's Charisma modifier).

At 16th level, the ronin's taunt ability improves such that an opponent who fails his save suffers a -4 morale penalty to hit and armor class but gains a +4 morale bonus to damage. This improved ability is also harder to resist, with a save DC of 20 + the ronin's Charisma modifier.

An opponent who successfully saves against this ability is immune to it for the next 24 hours.

Uncanny Dodge: At 8th level, the ronin no longer loses his Dexterity modifier when flat-footed.



SAMURAI

A samurai's training ideally begins at birth. As a youth, he is exposed to the harshest cold in winter and the most extreme heat in summer, and is expected to endure both without complaint. He is sent alone on errands which older members of his clan purposely prolong to develop his resolve. He is sent to graveyards and executioner's gallows alone at night to remove any fear of death or the supernatural.

By the age of five, the child of the warrior class receives his first sword (a small dagger that is little more than a toy) and he is never without a weapon of some sort ever again. In the succeeding years he is trained in military tactics, etiquette and combat, finally "graduating" at the age of twenty-two. Although allowances are made for slower students to catch up, failure in these studies means ruin for the samurai and his entire family, and could even result in the demotion of the clan from the ranks of the warrior class down to the peasant classes.

Adventures: The samurai is first and foremost a man of war. He is expected to fight and die for his master at the slightest command. The samurai is also a servant in the more general sense and will undertake any adventure at the request of his lord, even if it means leaving his beloved swords behind and pretending to be a peasant or priest to scout enemy lines or deliver a secret message (the samurai's skill with the spear is especially handy on assignments of this type). In short, the samurai is a man whose life is not his own, and his adventures reflect that.

Characteristics: The samurai is a stout warrior skilled in a myriad of military disciplines, primarily the three core arts of war: the sword, the bow and the spear. The samurai is also fortified by his honor and his code of Bushido, both of which serve to make him an even more formidable opponent.

Honor: The samurai's honor is all-important to him. According to the rule of vengeance (*kataki-uchi*), the samurai must seek redress from the slightest stain on his honor. If a commoner offends the samurai or insults him in some way, the first and only sign of the samurai's wrath is usually a blinding flash of steel. If someone of equal rank dishonors the samurai, the offender can count on being promptly challenged to a duel. Lastly, if someone of higher rank dishonors the samurai, he will often resort to *seppuku* (ritual suicide) to die with his honor intact.

Religion: The ethics of the Zen school of Buddhism appeal to the samurai far more than do those of any other religion.

Background: Most samurai are born into the warrior class and trained to fulfill those duties their entire lives. During the chaotic turmoil that engulfs Japan between the 11th and 16th centuries, however, it is possible for commoners to rise to this rank.

Bloodline: All samurai are of the warrior social class, whether they were born to that class or not.

Other Classes: The samurai works well with all classes but tends to view the noble, priest and monk classes with suspicion, since those classes vie with his own for control over Japan's commoners.

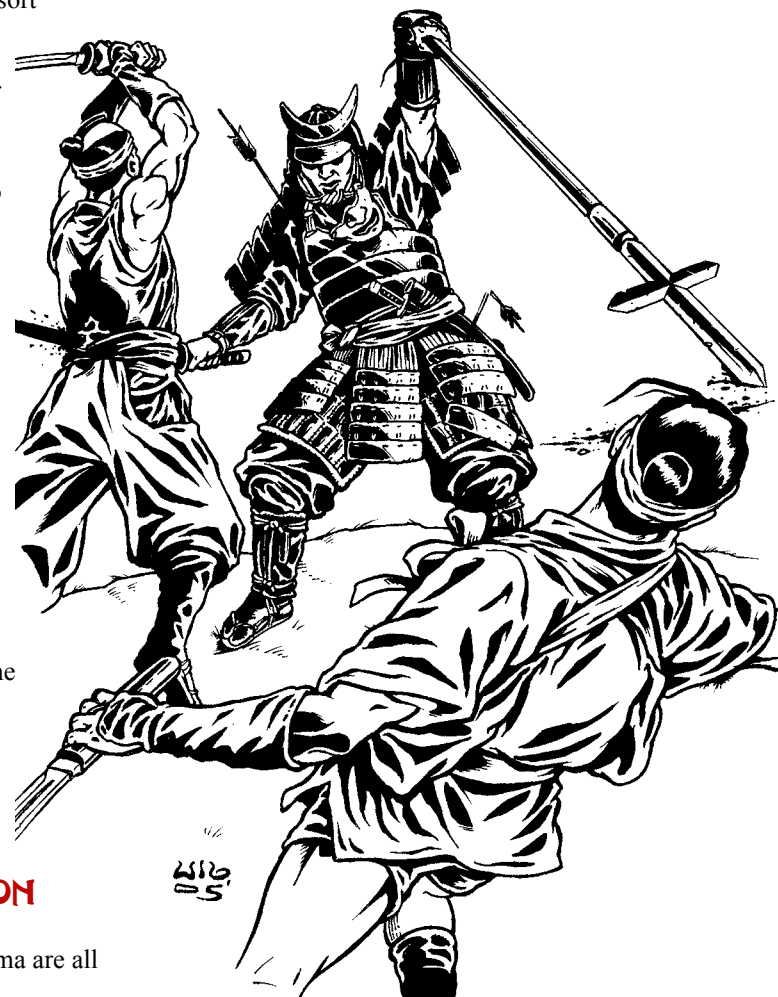
Role: The samurai is a warrior and fills the "tank" role to perfection in any group. His social status also allows him to mix with high society, meaning that the samurai can go places that members of most other social classes cannot.

GAME RULE INFORMATION

Samurai have the following game statistics.

Abilities: Strength, Dexterity and Charisma are all important for the samurai.

Honor: A character must have an Honor score of 50 or higher or be a member of the warrior social class to take a level in this class. A character must also swear allegiance to a member of the warrior class with an Honor score at least ten higher than his own, and must possess an allegiance to the Code of Bushido. Once a character gains his first level in the samurai class, only the loss of allegiance to





his master or to the Code of Bushido can affect his standing in this class.

A samurai without a master may no longer take levels in the samurai class and must take levels in another class, such as ronin. A ronin retains all the samurai's class abilities except for those related to Bushido (Bushido Vengeance, Bushido Draw and Bushido Blade). If the samurai's master has been killed, he retains the Bushido Vengeance ability until he has avenged his master.

A samurai can lose his allegiance by renouncing it himself, having it revoked by his master (either because he has displeased his master or because his master can no longer afford so many retainers), or because of the death of his master. In the first two instances the samurai may once again begin taking levels in this class once he meets all the requirements (assuming his Honor is still above 50, this means finding another master to serve). In the last instance, a samurai must avenge his master's death before he may seek a new master.

Hit Die: 1d12.

CLASS SKILLS

The samurai's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (calligraphy, history, nobility and royalty, religion, tactics) (Int), Ride (Dex), and Survival (Wis). A character may receive additional skills from martial arts known.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the samurai.

Weapon and Armor Proficiency: Weapon Proficiency (Bows, Knives, Spears and Staves, Swords), Armor Proficiency (light, medium, heavy).

TABLE 2-5: THE SAMURAI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Bushido Resolve; Weapon Focus (Katana)
2 nd	+2	+3	+0	+0	Combat Style
3 rd	+3	+3	+1	+1	Bushido Vengeance
4 th	+4	+4	+1	+1	Weapon Specialization (Katana)
5 th	+5	+4	+1	+1	Bushido Draw; Ki 1/day (Inspire Fear)
6 th	+6/+1	+5	+2	+2	Combat Style
7 th	+7/+2	+5	+2	+2	Weapon Focus (Daikyu)
8 th	+8/+3	+6	+2	+2	Greater Weapon Focus (Katana)
9 th	+9/+4	+6	+3	+3	Combat Style; Immune to Fear
10 th	+10/+5	+7	+3	+3	Ki 2/day (Presence Attack)
11 th	+11/+6/+1	+7	+3	+3	Combat Style
12 th	+12/+7/+2	+8	+4	+4	Greater Weapon Specialization (Katana)
13 th	+13/+8/+3	+8	+4	+4	Weapon Specialization (Daikyu)
14 th	+14/+9/+4	+9	+4	+4	Combat Style
15 th	+15/+10/+5	+9	+5	+5	Ki 3/day (Presence Shield)
16 th	+16/+11/+6/+1	+10	+5	+5	Weapon Focus (Yari)
17 th	+17/+12/+7/+2	+10	+5	+5	Bushido Blade
18 th	+18/+13/+8/+3	+11	+6	+6	Combat Style
19 th	+19/+14/+9/+4	+11	+6	+6	Weapon Specialization (Yari)
20 th	+20/+15/+10/+5	+12	+6	+6	Ki 4/day (Inspire Fear, Greater)

Weapon Focus (Katana): The samurai gains this feat as a bonus feat at 1st level.

Bushido Resolve: The samurai is trained from an early age to withstand physical and emotional discomforts with a stoic resolve. He gains a +1 bonus per 20 points of Honor to all Fortitude saving throws to resist damage from hunger or the environment, as well as to all Will saving throws to resist fear.

Combat Style: At 2nd level, the Samurai must pick the fighting style in which he will specialize: Kenjutsu, Iaijutsu or Nito-ryu Kenjutsu.

Depending on the style chosen, he gains a bonus feat: Kenjutsu (Kenjutsu), Iaijutsu (Quick Draw), Nito-ryu Kenjutsu (Kenjutsu).

At 6th level, the samurai gains a bonus feat depending on his combat style: Kenjutsu (Two-handed Strike), Iaijutsu (Iaijutsu), Nito-ryu Kenjutsu (Two-weapon fighting).

At 9th level, the samurai gains a bonus feat

depending on his combat style: Kenjutsu (Pear Splitter), Iaijutsu (Improved Initiative), Nito-ryu Kenjutsu (Two-weapon Defense).

At 11th level, the samurai gains a bonus feat or special ability depending on his combat style: Kenjutsu (Improved Critical- Katana), Iaijutsu (Iaijutsu Strike: +1d6 damage when attacking an opponent flat-footed due to losing initiative), Nito-ryu Kenjutsu (Nito-ryu Kenjutsu).

At 14th level, the samurai gains a bonus feat or special ability depending on his combat style: Kenjutsu (+1 to hit and damage when wielding the katana or daito two-handed), Iaijutsu (Iaijutsu strike +2d6), Nito-ryu Kenjutsu (Juju Domai).

At 18th level, the samurai gains a bonus feat or special ability depending on his combat style: Kenjutsu (+1 to hit and damage when wielding the katana or daito two-handed), Iaijutsu (Iaijutsu strike +3d6), Nito-ryu Kenjutsu (+2 armor class when



wielding a weapon in the off-hand).

If the samurai gains one of these feats through the use of the Combat Style class ability, he does not need to meet the prerequisites for that feat.

If the samurai already has a feat (which he must have met the prerequisites for normally), he may use the Combat Style class ability to gain a feat of his choice. The samurai must meet all prerequisites for this feat normally.

Bushido Vengeance: A samurai's primary purpose is to serve; indeed many scholars believe the initial translation of the word *samurai* was "retainer" or "servant." In his desire to serve his master, the samurai is frequently called upon to redress wrongs and seek vengeance (the Japanese word for this concept is *kataki-uchi*).

At 3rd level and above, anytime the samurai, his master or his clan suffer an insult or a loss of honor, the samurai gains a bonus to all attack rolls equal to +1 per 20 points of Honor when actively seeking to redress the wrong.

Weapon Specialization (Katana): The samurai gains this as a bonus feat at 4th level.

Ki: At 5th level, the samurai may call on his Ki to generate a frightening presence. Any foe who can see the samurai when this ability is used must make a Will save (DC 15 + the samurai's Charisma modifier) or be shaken for 1-4 rounds plus a number of rounds equal to the samurai's Charisma modifier.

At 10th level, the samurai may use his Ki twice per day. He may also use his Ki to make a smite attack and gain a bonus on a single attack roll equal to his Charisma modifier and a damage modifier equal to his samurai level. Each use of Ki may only have one of the possible effects (fear or smiting).

At 15th level, the samurai may use his Ki three times per day and may also use his Ki to gain a bonus on a single saving throw equal to his Charisma modifier. Each use of Ki may only have one of the

possible effects (fear, smiting or a save bonus).

At 20th level, the samurai may use his Ki four times per day and may also use his Ki to render a single opponent panicked for 3-18 rounds plus a number of rounds equal to the samurai's Charisma modifier.

Bushido Draw: One of the core ethics of Bushido, the warrior code of the samurai, is to never pause in the performance of one's duty. One a samurai decides to serve as a warrior under the command of another, all choices concerning his service are placed in the hands of that other person. In one famous story, Tokugawa Iemitsu, the third Tokugawa Shogun, addresses a group of samurai and asks the question "What is the essence of Bushido?" The answer given is "One should never ponder!"

At 5th level, the samurai gains a bonus to Initiative equal to +1 per 20 points of Honor.

Weapon Focus (Daikyu): The samurai gains this as a bonus feat at 7th level.

Greater Weapon Focus (Katana): The samurai gains this as a bonus feat at 8th level.

Immune to Fear: At 9th level, the samurai is completely to immune to all forms of intimidation and fear, including effects both magical and mundane (such as the Intimidation skill).

Greater Weapon Specialization (Katana): The samurai gains this as a bonus feat at 12th level.

Weapon Specialization (Daikyu): The samurai gains this as a bonus feat at 13th level.

Weapon Focus (Yari): The samurai gains this as a bonus feat at 16th level.

Bushido Blade: At 17th level, the samurai gains a bonus to all melee damage rolls equal to +1 per 20 points of Honor.

Weapon Specialization (Yari): The samurai gains this as a bonus feat at 19th level.



SHOKUNIN

The shokunin is a master craftsman. Although members of this class can focus on any type of craft, the vast majority are the highly praised (and highly rewarded) weaponsmiths sought by powerful daimyo to give their clans a crucial advantage in battles against rival clans. More than a mere worker of iron and steel, the shokunin is favored by the Kami, or spirits who inhabit his creations and who can be called upon to aid their descendants—or the shokunin himself.

Adventures: Shokunin become involved in adventures through pursuit of excellence in their craft. It is not uncommon for a budding smith to travel, much as warriors and martial artists do to seek training from masters of many different disciplines. Shokunin might also be asked to ply their trade near the front of a major battle, there to quickly repair armor and weapons broken during the fighting. Lastly, a shokunin might find himself defending the castle of his lord, since many powerful daimyo stationed their shokunin in their castles, where the smiths produced expertly-crafted artifacts for their patrons.

Characteristics: The shokunin is often a master of many disciplines, including the creation of all types of armor and weaponry. He is also a potent combatant, able to wield his creations quite effectively, and his connection with the spirits allows him to call them to his aid. All of these serve to make the shokunin a revered figure. Many shokunin are as colorful as the warriors they serve—one such weaponsmith saw his assistant dip his hand into the water he was using to cool a weapon (to test its temperature and perhaps learn one of the smith's secrets), whereupon the shokunin snatched the unfinished blade out of the water and cut off the student's hand with it.



Honor: The honor of a shokunin is very important. Many dishonorable smiths earn their living by creating forged replicas of the blades of the great masters and passing them off on the unwary. A shokunin of spotless character can attract powerful Kami to inhabit his creations. Many great weaponsmiths—including the Stradivarius of the Katana, the legendary Masamune—were such men, and their honor and integrity lent their swords a holy power on the battlefield. Lesser masters produced blades that led their wielders to be bloodthirsty and rash; many unfortunates died early deaths because of the character flaws of the shokunin who made their blade.

Religion: The making of weapons and armor is an act steeped in religion, and part of the construction of any magic weapon involves Shinto and Buddhist ceremonies meant to draw helpful Kami into the shokunin's creation. For this reason many shokunin are deeply religious, especially revering the Shinto faith with its worship of the spirits so vital to the creation of the most powerful weapons.

Background: Shokunin tend to be members of the artisan class and begin training in the intricacies of their art at a very young age. Artisans are as secretive about their craft as martial arts Sensei, and secrets are usually passed down from father to son. However, a shokunin with no son might take in a worthy youth to whom to pass his secrets. Shokunin tend to congregate in provinces containing the best iron ore (which makes the best weapons)—Yamashiro, Settsu, Mino, Musashi and elsewhere.

Legendary weaponsmiths include Amakuni (creator of the first modern katana in 700 CE), Amafuji (another great early master from around 750 CE), Jinsoku (10th century), Kikusaku (13th century), Masamune (14th century), Munechika (11th century), Yasutsuna (10th century) and Yoshihiro (14th century).

Bloodline: Most shokunin descend from the artisan bloodline. However, some nobles and warriors also

became fascinated with this art.

Other Classes: Shokunin have a symbiotic relationship with samurai, making the weapons with which the samurai defend their honor and slay their foes. This special relationship creates an inseparable bond between these two classes.

Role: The shokunin is a unique individual, able to produce items that are both priceless works of art and amazing weapons of war. He is also a competent warrior in his own right, able to call the Kami to his aid. In a party he can complement many different roles, including those of the warrior and the thief.



GAME RULE INFORMATION

Shokunin have the following game statistics.

Abilities: Intelligence is the most important ability to the shokunin since his Craft skills are based on it. Intelligence gives the Shokunin more skill points, enabling him to master more crafts. For shokunin who like to test their creations in combat, Strength and Constitution are important.

Honor: A character must have an Honor score of 20 or more to take a level in this class.

Hit Die: 1d8.



TABLE 2-6: THE SHOKUNIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+0	Maker's Affinity
2 nd	+1	+3	+0	+0	Speedy Construction +10%
3 rd	+2	+3	+1	+1	Masterwork +1 (Intermediate Quality)
4 th	+3	+4	+1	+1	Enhancement +1
5 th	+3	+4	+1	+1	Ki 1/day
6 th	+4	+5	+2	+2	Speedy Construction +20%
7 th	+5	+5	+2	+2	Masterwork +1 (Advanced Quality)
8 th	+6/+1	+6	+2	+2	Enhancement +2
9 th	+6/+1	+6	+3	+3	Tools of the Trade (+2); Personal Kami 1/day
10 th	+7/+2	+7	+3	+3	Ki 2/day
11 th	+8/+3	+7	+3	+3	Masterwork +2
12 th	+9/+4	+8	+4	+4	Enhancement +3
13 th	+9/+4	+8	+4	+4	Speedy Construction +30%
14 th	+10/+5	+9	+4	+4	Personal Kami 2/day
15 th	+11/+6/+1	+9	+5	+5	Ki 3/day; Masterwork +3 (Multiple Qualities)
16 th	+12/+7/+2	+10	+5	+5	Enhancement +4
17 th	+12/+7/+2	+10	+5	+5	Speedy Construction +40%
18 th	+13/+8/+3	+11	+6	+6	Tools of the Trade +4
19 th	+14/+9/+4	+11	+6	+6	Masterwork +4
20 th	+15/+10/+5	+12	+6	+6	Ki 4/day; Enhancement +5

CLASS SKILLS

The shokunin's class skills (and the key ability for each skill) are: Appraise (Int), Craft (all), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Knowledge (history, nobility and royalty) (Int), Open Lock (Dex) and Profession (Wis).

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the shokunin.

Weapon and Armor Proficiency: Weapon Proficiency (Bows, Knives, Spears and Staves, Swords), Armor (light, medium).

Maker's Affinity: When wielding an item he crafted personally, the shokunin gains a +1 bonus

to attack rolls (in the case of a weapon), reduces the armor check penalty by -1 (in the case of armor), or gains a +1 bonus to any skill checks involving the item.

Speedy Construction: When determining your progress for a week's work on an item, multiply any successful skill check by the amount listed on the class table. This is the actual progress (in sp) for that week's work.

Masterwork: At 3rd level, the shokunin's ability to make masterwork items exceeds that of an ordinary craftsman. As the shokunin rises in level, his ability to make masterwork items improves to a level scarcely imagined by the majority of his peers.

At 3rd level, the shokunin is able to give a masterwork item its bonus to an intermediate quality. For weapons, this means the masterwork bonus can be applied to Initiative, for armor to its Maximum Dexterity, and for chemicals to their saving throw

DC. For other items, the Gamemaster should use the above examples to determine what is an intermediate quality. Regardless of what the bonus is, a masterwork item can only have a bonus to one quality (this changes when the shokunin reaches 15th level).

At 7th level, the shokunin is able to give a masterwork item its bonus in an advanced quality. For weapons, this means the masterwork bonus can be applied to damage (or to the range increment of a missile weapon), for armor to its armor bonus, and for chemicals to the damage or ability damage inflicted on a failed saving throw. As above, a masterwork item can still only have a bonus in one area (prior to 15th level).

At 11th level, the bonus a shokunin can grant a masterwork item increases to +2. This increases the value of the item by an additional 600 tn for a weapon or 300 tn for armor or other items. As this ability improves, the shokunin must increase the value of the item by 300 or 150 tn for each +1 masterwork bonus granted to the item.

At 15th level, the bonus a shokunin can grant a masterwork item increases to +3 and he may divide the total masterwork bonus between different qualities. This increases the value of the item by an additional 900 tn for a weapon or 450 tn for armor or other items. This means a character crafting a missile weapon could give the weapon a +1 to attack and a +20 ft. to its range increment (for a total bonus of +3).

At 19th level, the bonus a shokunin can grant a masterwork item increases to +4. This increases the value of the item by an additional 1,200 tn for a weapon or 600 tn for armor or other items.

Enhancement: There are no item creation feats to craft magic arms and armor in *Legends of the Samurai*. This ability is the province of the shokunin alone and the source of his fame; it means that his exclusive services are sought after by the mightiest



Shogun.

This ability causes a weapon or armor to become an *Ancestral Weapon*. The shokunin invites Kami (spirits) into his workshop while crafting the item, and they aid the creation process with their unearthly power. Because the powers of the Kami vastly exceed the abilities of the shokunin, items created in this manner are wondrous beyond anything the shokunin could craft through his earthly skills.

When crafting the weapon or armor, the shokunin determines what abilities it can have based on his own personal qualities and the type of Kami he is able to attract. (In other words, the ability to grant certain item qualities is based on the shokunin's honor, personality, bloodline, allegiances and other personal qualities—not on any arcane casting proficiency.) However, the Kami lies dormant in the weapon until an equally worthy wielder happens upon it (as represented by a character taking the *Ancestral Weaponry* feat).

Note that only weapons and armor can be granted an enhancement bonus through this ability. The shokunin may make masterwork items of all kinds, but only weapons and armor may be enhanced magically by him; the making of scrolls, wands and other magical items is still the province of priests and arcane casters.

For an item to be enhanced, the shokunin must first construct a masterwork item of the type to be enchanted. He then spends an additional day per 1,000 tn value of the final item; this time is spent adding intricate carvings to the item as well as praying and burning incense to invite the Kami to inhabit it. The shokunin spends money equal to one-half the price of the item in beautifying it (so the Kami will wish to inhabit it) or in the expensive incenses burnt to attract the spirits.

There is no XP cost for crafting an item in this way; this “spiritual expense” is paid not by the shokunin but by the wielder of the item, who seeks

to awaken the spirits (in the form of the *Ancestral Weaponry* feat).

At 4th level, the shokunin may imbue an item with +1 enhancements, with a maximum total enhancement on the item of +1 per two shokunin levels. Thus at 4th level the shokunin could make an item with up to two +1 enhancements, at 6th level he could make an item with three +1 enhancements, and so forth.

At 8th level, the shokunin may imbue an item with +2 enhancements. The total enhancement bonus of the item cannot exceed +1 per two shokunin levels. Thus at 8th level the shokunin could make an item with a total enhancement bonus of +4, with no single enhancement being greater than +2 (so two +2 enhancements, four +1 enhancements, one +2 and two +1 enhancements, and so forth).

At 12th level, the shokunin may imbue an item with +3 enhancements.

At 16th level, the shokunin may imbue an item with +4 enhancements.

At 20th level, the shokunin may imbue an item with +5 enhancements.

Ki: At 5th level, the shokunin may use his Ki to temporarily call a Kami to any weapon he is wielding. The Kami so attracted is a simple battle Kami (granting the weapon an enhancement bonus to attack and damage rolls). The bonus granted is +1 per four shokunin levels (to a maximum of +5). This Kami stays in the shokunin's weapon for up to one minute per shokunin level before departing.

At 10th level, the shokunin may use his Ki twice per day.

At 15th level, the shokunin may use his Ki three times per day.

At 20th level, the shokunin may use his Ki four times per day.

Personal Kami: At 9th level, the shokunin is so beloved by the spirits that he may call on them to protect him once per day. The responding spirit either

grants the shokunin a bonus to all saving throws or increases his armor class by an amount equal to half the character's shokunin level. The Kami remains up to one round per Shokunin level before departing.

At 14th level, the shokunin can use this ability twice per day.

Tools of the Trade: A craftsman relies not only on knowledge of his craft, but also on having the appropriate tools for the job. At the levels indicated, the shokunin has assembled a set of tools granting him the listed bonus to all Craft skill checks. If these tools are lost or stolen, it takes the shokunin 1-2 weeks to assemble another set.



TOUZOKU

The touzoku represents all the petty criminals and thugs who inhabit the fairs and merchant quarters of the cities and towns of medieval Japan. These scum prey on those weaker or less intelligent than them, which includes other members of their profession. For the eta, this profession is one of the few career avenues open to them, and many of the outcast class turn to this profession out of desperation.

Adventures: Most of the touzoku's adventures focus on his “acquisition” of the wealth of others. Sometimes these characters are employed (often against their will) as scouts in military campaigns due to their sharp senses. Gurentai often take assassination assignments like those offered to the ninja, or serve the crime bosses who rule the peasant quarters of the larger cities at night.

Characteristics: The touzoku is a master of stealth and guile. He might use his athleticism to steal, his wits to sell snake oil as healing potions, or his skill at manipulating cards and dice to live as a gambler. Those thieves who spend a great deal of time in this class (either because they wish to rise to the top of the criminal world or because they have not



redeemed themselves and gained enough honor to move into a more honest profession) also learn the ways of violence.

Honor: Except for those individuals forced into this class by an accident of birth and who wish to redeem themselves, thieves have little use for honor. Many take the easiest path off the streets and become valued scouts in the armies of the samurai (after gaining some honor and a level or two in the ashigaru class).

Religion: Most thieves have little use for religion except as a part of some disguise or con game.

Background: Most thieves begin their “education” at a very young age. This education takes the form of trying to avoid bullies and finding enough food to eat.

Bloodline: The vast majority of thieves come from the outcast and merchant bloodlines. For outcasts, there is almost no other career opportunity (unless the character is born into a ninja family, in which case *that* class is his only real career option). Many disreputable merchants take levels in this class and slip in some Tekiya wares with their honest merchandise. These shady businessmen use their skills to cheat their customers whenever possible (Sleight of Hand to tip scales, Bluff to exaggerate the value of wares, Forgery to falsify documents and make worthless swords appear valuable, and so forth).

Other Classes: The touzoku has a hard time getting along with many of the other classes, particularly those who value honor. Many of these classes would rather deal even with a ninja, who at least has his own (albeit warped) code of ethics. The touzoku is truly the nail that sticks out, and according to an old Japanese saying, “the nail that sticks out must be hammered down.”

Role: The touzoku’s role involves stealth and guile. He often provides a party with a scout and serves as the eyes and ears of most groups.

GAME RULE INFORMATION

Thieves have the following game statistics.

Abilities: Dexterity is the touzoku’s most important ability since it increases his stealth. Charisma is important for Tekiya and Bakuto, while Gurentai will want good Strength and Constitution scores.

Honor: The touzoku cares little for honor; thus there is no Honor requirement to gain levels in this class. Some thieves swear an oath of allegiance to a

criminal organization, but such arrangements are not enforced by any concept of “honor” on the part of the touzoku swearing his “loyalty.” Rather, the criminal organizations themselves have ways of making sure that breaking such agreements is highly undesirable for its members.

Hit Die: 1d6.





TABLE 2~7: THE TOUZOKU

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Sneak attack +1d6; Trap Finding
2 nd	+1	+0	+3	+0	Tekiya; Evasion
3 rd	+2	+1	+3	+1	Sneak Attack +2d6; Banter
4 th	+3	+1	+4	+1	Uncanny Dodge (not flat-footed); Bakuto
5 th	+3	+1	+4	+1	Ki 1/day; Sneak Attack +3d6
6 th	+4	+2	+5	+2	Gurentai
7 th	+5	+2	+5	+2	Sneak Attack +4d6
8 th	+6/+1	+2	+6	+2	Uncanny Dodge (cannot be flanked)
9 th	+6/+1	+3	+6	+3	Sneak Attack +5d6
10 th	+7/+2	+3	+7	+3	Ki 2/day
11 th	+8/+3	+3	+7	+3	Sneak Attack +6d6
12 th	+9/+4	+4	+8	+4	Gurentai
13 th	+9/+4	+4	+8	+4	Sneak Attack +7d6
14 th	+10/+5	+4	+9	+4	Gurentai
15 th	+11/+6/+1	+5	+9	+5	Ki 3/day; Sneak Attack +8d6
16 th	+12/+7/+2	+5	+10	+5	Gurentai
17 th	+12/+7/+2	+5	+10	+5	Sneak Attack +9d6
18 th	+13/+8/+3	+6	+11	+6	Gurentai
19 th	+14/+9/+4	+6	+11	+6	Sneak Attack +10d6
20 th	+15/+10/+5	+6	+12	+6	Ki 4/day

CLASS SKILLS

The touzoku's class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex) and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int modifier) x4.

Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the touzoku.

Weapon and Armor Proficiency: Weapon

Proficiency (Knives, Spears and Staves), Armor (light).

Trap Finding: This ability allows the touzoku to use the Search skill to find traps with a DC higher than 20.

Sneak Attack: Any time a target is denied his Dexterity modifier due to being flat-footed, surprised or flanked, the touzoku may gain the bonus to damage listed on the class table. The touzoku does not gain this damage bonus against creatures with no discernable anatomies or creatures immune to critical hits, including many constructs and undead.

Tekiya: Tekiya are snake oil salesmen who work the markets and fairs of Japan. At 2nd level, the touzoku can make small potions which have little effect (perhaps a headache curative or slight stimulant) for 1 Shichusen. On a successful Bluff check (DC 15), he may then sell his wares as if they were minor healing potions at a price of 10

Shichusen.

Evasion: At 2nd level and higher, a touzoku can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the touzoku is wearing light armor or no armor. A helpless touzoku does not gain the benefit of evasion.

Banter: Provided he meets the prerequisite, the touzoku gains this feat as a bonus feat at 3rd level. Should the touzoku already have the Banter feat, he gains a feat of his choice.

Uncanny Dodge: At 4th level, the touzoku retains his Dexterity modifier even when he is flat-footed.

At 8th level, the touzoku cannot be flanked.

Bakuto: The Bakuto work in the towns running games of chance (most often dice and cards). A touzoku with this ability can make 1 Toraisen per rank in the Sleight of Hand skill for each day he spends in a mid-size town. In a large city (such as Kyoto) the touzoku can make twice as much but will usually have to "tithe" his extra winnings to a larger criminal establishment (after the 16th century, this will more and more often be Yakuza).

If a touzoku swears an allegiance of Loyalty to the reigning criminal enterprise in a major city, he can make 5 Toraisen per rank in the Sleight of Hand skill and must give 3/5 of his "earnings" to the local crime syndicate (in other words, by working the established gaming halls, the touzoku earns twice as much but the bosses earn three times as much).

Ki: Beginning at 5th level, the touzoku can tap the power of his Ki once per day. At 5th level, the touzoku can use his Ki to gain a +4 bonus to his Dexterity for one minute per touzoku level.

At 10th level, the touzoku can use his Ki twice per day and can also use his Ki to move blindly fast when danger threatens. The touzoku can either use this ability to double his movement rate for one round



or to gain a Dodge bonus to his armor class of +1 per 5 ranks in the Tumble skill the touzoku possesses.

At 15th level, the touzoku can use his Ki three times per day.

At 20th level, the touzoku can use his Ki four times per day.

The touzoku taps his Ki as a standard action that provokes an attack of opportunity. The touzoku can only use his Ki to increase his movement or gain a Dodge bonus to his armor class while wearing light armor or no armor.

Gurentai: As he rises in level, the touzoku begins to master the ways of violent crime. At the levels indicated, he gains a feat from the following list: Dodge, Footwork, Martial Arts (any style or maneuver), Leadership, Low Profile, Mobility, Renown, Spring Attack, Weapon Proficiency (Agricultural, Bows, Swords), Weapon Finesse, and Weapon Focus.



YAMABUSHI

The yamabushi, or “mountain warrior,” is the warrior of the monastic class. Specialists in the staff, the spear (spear-wielding temple guardians were called Sohei) and the staff, these warrior monks were perhaps the most serious challenge to the rule of the warrior class in medieval Japan. Sometimes these monks challenged the samurai directly; at other times they led peasant revolts. Still, the yamabushi did not oppose all samurai, and many warriors and nobles retreated to the monasteries to train or collect their thoughts in the serene surroundings of the mountaintops.

Adventures: Yamabushi typically embark on missions at the behest of their order or as a matter of faith. The roads of medieval Japan are very dangerous, beset with roving bands of ronin, and not even the holy men of the mountains are immune to

robbery. Many tales describe lone wandering monks fending off hordes of rapacious ronin with only a bo staff.

Characteristics: The yamabushi is a master of many forms of combat, and a total master of his body and reflexes. He seeks a perfect union of body and spirit, thought and action; this makes him a potent combatant regardless of the form he chooses to specialize in.

Honor: The yamabushi seeks to master himself, and this process usually results in a very high Honor as a reward for his spotless life. Alcohol and meat are almost always avoided and yamabushi remain celibate throughout their lives.

Religion: Yamabushi can be found worshipping in every sect of Buddhist belief, including the Shingon, Tendai, Jodo and Zen sects.

Background: Yamabushi devote their entire lives to training, meditation, and the physical upkeep of their monasteries. This means that yamabushi often learn arts as mundane as gardening and masonry in addition to the esoteric philosophies of Buddhism and the martial arts.

Bloodline: Yamabushi primarily come from three bloodlines: monastic, noble and warrior. In addition to the monastics (typically delivered to the monastery as a child by parents who cannot for some reason care for him), many nobles and warriors retire to the monastery to learn its ways in peace after a career of violence and bloodshed (a substantial donation to the monastery helps ensure admittance in these cases).

Other Classes: Yamabushi get along with most classes, but are often seen as rivals for control of Japan's peasant populations by the kuge and samurai.

Role: The yamabushi fills a variety of roles in the party, from combat to stealth. Although not as potent in combat as the samurai nor as stealthy as the ninja, the yamabushi is capable of complementing both areas.



GAME RULE INFORMATION

Yamabushi have the following game statistics.

Abilities: Wisdom and Dexterity are the two most important abilities for the yamabushi.

Honor: A character must have an Honor score of 40 or more to take a level in this class. Yamabushi must also take an allegiance to the Ascetic Code. If a yamabushi renounces this code (or has it revoked), he may no longer take levels in this class until he regains it (which at the very least requires the character to gain one level).

Hit Die: 1d8.

CLASS SKILLS

The yamabushi's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (history, nature and religion) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str) and Tumble (Dex).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Yamabushi.

Weapon and Armor Proficiency: Weapon Proficiency (Agricultural, Knives, Spears and Staves).

Stoic Reserve: A yamabushi is accustomed to a Spartan lifestyle and requires little in the way of food, water or other necessities. He gains a +1 bonus per 10 points of Honor to saving throws to resist hunger or environmental damage.

Combat Style: At 1st level, the yamabushi chooses between three combat styles: unarmed combat, the spear, or the staff. If he chooses unarmed combat, he gains an unarmed martial arts style of his choice as a

TABLE 2-8: THE YAMABUSHI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+0	Combat Style; Stoic Reserve
2 nd	+1	+3	+3	+0	Iron Will; Evasion
3 rd	+2	+3	+3	+1	Combat Style; Poise
4 th	+3	+4	+4	+1	+1 Armor Class; Endurance
5 th	+3	+4	+4	+1	Ki 1/day (Haragei Strike)
6 th	+4	+5	+5	+2	Combat Style; +10 Ft. Movement
7 th	+5	+5	+5	+2	Purity Of Body
8 th	+6/+1	+6	+6	+2	+2 Armor Class; Stoic Meditation
9 th	+6/+1	+6	+6	+3	Combat Style
10 th	+7/+2	+7	+7	+3	Ki 2/day (Haragei Blur); +20 Ft. Movement
11 th	+8/+3	+7	+7	+3	Wholeness Of Body
12 th	+9/+4	+8	+8	+4	Combat Style; +3 Armor Class
13 th	+9/+4	+8	+8	+4	Diamond Body
14 th	+10/+5	+9	+9	+4	Great Fortitude; +30 Ft. Movement
15 th	+11/+6/+1	+9	+9	+5	Ki 3/day; Combat Style
16 th	+12/+7/+2	+10	+10	+5	+4 Armor Class
17 th	+12/+7/+2	+10	+10	+5	Timeless Body
18 th	+13/+8/+3	+11	+11	+6	Combat Style; +40 Ft. Movement
19 th	+14/+9/+4	+11	+11	+6	Lightning Reflexes
20 th	+15/+10/+5	+12	+12	+6	Ki 4/day; +5 Armor Class

bonus feat. If he chooses the spear, he gains either the Yarijutsu or Naginatajutsu martial arts style, and if he chooses the staff, he gains the Bojutsu, Jojutsu or Jodo style.

At 3rd level, the yamabushi gains a bonus feat or special ability depending on his combat style: unarmed combat (one martial arts style or maneuver of his choice or all unarmed attacks increased to the next larger die), Yarijutsu (Spear Thrust), Naginatajutsu (Weapon Focus [Naginata]), Bojutsu (Staff Parry), Jojutsu or Jodo (Two-weapon fighting).

At 6th level, the yamabushi gains a bonus feat or special ability depending on his combat style: unarmed combat (one martial arts style/maneuver or all unarmed attacks increased to the next larger die), Yarijutsu (Footwork), Naginatajutsu (Naginata Sweep), Bojutsu (Staff Throw), Jojutsu or Jodo (Two-weapon Fighting).

At 9th level, the yamabushi gains a bonus feat

or special ability depending on his combat style: unarmed combat (one martial arts style/maneuver or all unarmed attacks increased to the next larger die), Yarijutsu (Whirling Spear), Naginatajutsu (Weapon Specialization), Bojutsu (+2 armor class when using a bo staff), Jojutsu or Jodo (Two-weapon Defense).

At 12th level, the yamabushi gains a bonus feat or special ability depending on his combat style: unarmed combat (one martial arts style/maneuver or all unarmed attacks increased to the next larger die), Yarijutsu (Weapon Focus [Yari]), Naginatajutsu (Footwork), Bojutsu (+1 armor class when using a Bo Staff- +3 total), Jojutsu (Nerve Strike), Jodo (Shindo Muso-ryu Jodo).

At 15th level, the yamabushi gains a bonus feat or special ability depending on his combat style: unarmed combat (one martial arts style/maneuver or all unarmed attacks increased to the next larger die), Yarijutsu (Weapon Specialization [Yari]),



Naginatajutsu (Improved Footwork), Bojutsu (+1 armor class when using a Bo Staff- +4 total), Jojutsu (Numbing Strike), Jodo (Nerve Strike).

At 18th level, the yamabushi gains a bonus feat or special ability depending on his combat style: unarmed combat (one martial arts style/maneuver or all unarmed attacks increased to the next larger die), Yarijutsu (Greater Weapon Focus [Yari]), Naginatajutsu (Greater Weapon Focus [Naginata]), Bojutsu (+1 armor class when using a Bo Staff- +5 total), Jojutsu or Jodo (+1d6 to Pressure Point damage with Jo Staff attacks).

If the yamabushi gains one of these feats through the use of the Combat Style class ability, he does not need to meet the prerequisites for that feat.

If the yamabushi already has a feat (which he must have met the prerequisites for normally), he may use the Combat Style class ability to gain a feat of his choice. The yamabushi must meet all prerequisites for this feat normally.

Iron Will: At 2nd level, the yamabushi gains this feat as a bonus feat.

Evasion: At 2nd level and higher, a yamabushi can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage

on a successful save, she instead takes no damage. Evasion can be used only if the yamabushi is wearing light armor or no armor. A helpless yamabushi does not gain the benefit of evasion.

Poise: At 3rd level, the yamabushi gains this feat as a bonus feat for which he does not have to meet the prerequisites. However, this feat only functions while the yamabushi is in light armor or no armor.

At 4th, 8th, 12th, 16th and 20th level, the yamabushi's armor class bonus from this ability increases.

Endurance: At 4th level, the yamabushi gains this feat as a bonus feat.

Ki: At 5th level, the yamabushi can harness the power of his Ki to perform a Haragei strike. If the yamabushi is entitled to multiple attacks, he gains this bonus on every attack he makes in the round when this ability is activated. The yamabushi's mastery of his Ki is such that activating this ability is a free action that can be performed once per round and provokes no attack of opportunity.

By channeling his inner energy, he gains an enhancement bonus to attack and damage equal to +1 per 4 ranks of the Concentration skill he possesses (rounded up). Thus, a yamabushi with 1-4 ranks would gain a +1 bonus, 5-8 ranks +2, and so forth. This bonus allows the yamabushi's attack to bypass

any damage reduction possessed by his target.

At 10th level, the yamabushi can use his Ki twice per day and can harness the power of his Ki to perform a Haragei blur. This ability grants the yamabushi a Dodge bonus to his armor class equal to +1 per 4 ranks in the Concentration skill (rounded up). This ability lasts for a number of rounds equal to 1 per 4 ranks the yamabushi possesses in the Concentration skill.

At 15th level, the yamabushi can use his Ki three times per day.

At 20th level, the yamabushi can use his Ki four times per day.

Enhanced Movement: At the levels indicated, the yamabushi gains the listed bonus to his movement rate. Wearing armor heavier than light armor causes the yamabushi to lose this bonus to his movement.

Purity of Body: This ability renders the yamabushi immune to all non-magical diseases.

Stoic Meditation: At 8th level, the yamabushi can enter a meditative state, which can be maintained for one hour per 10 points of Honor. While meditating, the yamabushi heals one hit point per hour and gains a bonus to all Listen checks equal to +1 per 10 points of Honor.

Wholeness of Body: This ability allows the yamabushi to heal an amount of damage equal to twice his yamabushi level. The yamabushi may heal this amount of damage in any increment desired during the course of the day.

Diamond Body: This ability renders the yamabushi immune to poisons of all kinds.

Great Fortitude: At 14th level, the yamabushi gains this feat as a bonus feat.

Timeless Body: This ability causes the yamabushi to take no ability score penalties due to aging. The yamabushi will live to the maximum age for a human plus 2 years per yamabushi level.

Lightning Reflexes: At 19th level, the yamabushi gains this feat as a bonus feat.

THE TALE OF THE 47 RONIN

This tale epitomizes all the virtues of medieval Japan.

In 18th century Japan, Kira insulted the Daimyo Asano, a subordinate who was visiting his castle. Asano promptly drew his sword in response, but only succeeded in wounding Kira and was ordered to commit seppuku for drawing in his superior's castle. Forty-seven samurai of Asano, now ronin, swore vengeance. Kira, realizing the danger he faced from the servants of his subordinate, had the men and their families placed under constant surveillance in an attempt make vengeance impossible. The 47 ronin scattered, leaving their families and wandering the countryside for years, pretending to become drunkards and gamblers, men broken by their loss of honor. Over time suspicions finally relented, and the surveillance of the 47 ronin was ended. Kira had finally dropped his guard. More than two years later, during a blizzard, the 47 ronin converged on Kira's castle and killed him. The men then turned themselves in to the authorities and were ordered to commit mass seppuku. With their suicides the revenge of the 47 ronin was complete.



CHAPTER THREE: THE MARTIAL ARTS

This chapter presents a wide variety of new feats and skills. Most of these new feats are martial arts styles, although some new general feats are presented as well.



SKILLS

BALANCE (DEX; ARMOR PENALTY)

Resist Trip Attacks (New Use): This use of the Balance skill cannot be performed untrained.

Just as the Escape Artist skill can be used to resist grapples, a character may use the Balance skill to avoid a trip attack. As a standard action, a character makes a Balance check; if the skill check is higher than the attacker's Strength check, the trip attack fails (this skill check replaces the Strength or Dexterity check a defender makes to avoid being tripped). The defender may still resist a trip attack with his Strength or Dexterity in place of his Balance skill, if desired.

CONCENTRATION (CON)

Meditation (New Use): This use of the Concentration skill cannot be performed untrained.

On a Concentration skill check (DC 20), the character may enter a meditative state. This allows a character to ignore a fatigued condition and act normally for a period of one hour. After this effect ends, a character who wishes to continue acting normally without resting may meditate again, but the DC of the Concentration check rises by +2 for each previous meditation attempt (this penalty also applies if the character fails his skill check to enter a

meditative state and tries again). It takes 10 minutes (100 rounds) to enter a meditative state.

Psychic Duel (New Use): This use of the Concentration skill cannot be performed untrained.

In a psychic duel, the warrior and his opponent lock eyes, each searching for mental weakness in the other before attacking. This is a skill vs. skill contest and requires each warrior to make a Concentration check. If one warrior refuses to engage in the psychic duel initiated by an opponent (i.e., chooses not to roll a Concentration check), he is assumed to have lost the duel.

The winner of a psychic duel gains a +2 bonus on his Initiative check. This bonus is cumulative with all other bonuses, such as those granted by the Iaijutsu or Improved Initiative feats.

Zen Concentration (New Use): This use of the Concentration skill cannot be performed untrained. On a Concentration skill check (DC 20), the character may focus on the task at hand to the exclusion of everything else, including his safety. This use of the Concentration skill always triggers an attack of opportunity (since the character is specifically ignoring any dangers in order to focus his concentration) and grants the character one of the following benefits (chosen when the skill check is made): a +2 bonus on his next check, the ability to take 10 in a stressful situation, or perform an action that normally takes one minute or less in a single round. This use is a free action.

CRAFT (INT)

Trained Only

Craft (leatherworking): This skill is necessary to craft leather or hide armor, as well as more common leather items such as saddles. This skill is considered socially "unclean," and a character loses one point of Honor for each rank he takes in this skill (unless the character is an eta).





A character gains +1 Reputation for every two masterwork items he produces.

DIPLOMACY (CHA)

Etiquette (New Use): Social interactions are veritable minefields in a culture where honor is everything. Anytime a character interacts with an NPC whose Honor score is higher than his own, he must make a Diplomacy check to see if proper etiquette is observed. The DC of this check is 10 plus one-tenth the Honor of the person with whom the character is interacting.

If the character fails this check, he loses 1 point of Honor. For each five points by which he exceeds the minimum DC, he gains +1 Honor. If a character rolls a modified 25 or higher, he gains a +1 Reputation bonus.

KNOWLEDGE (INT)

Trained Only

The following are the common knowledge fields available in *Legends of the Samurai* in addition to the fields presented in the core rules.

- Astrology (temmon)
- Calligraphy (sho)*
- Chinese classics (myokyo)*
- Chinese poetry (shigaku)*
- Composition and rhetoric (monjo)*
- Divination (in-yo)
- Japanese poetry (kagaku)*
- Law (myoho)*
- Mathematics (san)*
- Medicine (tenyaku)
- Politics (shinshi)*
- Tactics (shusai)

*A character must be literate to take ranks in any of these skills.

Some skills were especially prized; a character gains +1 Honor for each 2 ranks he possesses in one of the following knowledge fields: Calligraphy, Chinese classics, Chinese poetry and Japanese poetry.

PERFORM (CHA)

The following are common performance fields available in *Legends of the Samurai*:

- Flower arranging
- Kabuki (drama)
- Music
- Noh (poetry/drama)
- Tea ceremony

For each 4 ranks a character possesses in any one of these skills, he gains +1 Honor. Furthermore, a character who rolls a 20 or above on a Perform check gains +1 Reputation for each 5 points by which his skill check exceeds 20 (+1 on a 21-25, +2 on a 26-30 etc). This is in addition to any monetary reward the character might receive for his work.

PRESSURE POINTS (WIS)

Trained Only

Check: This skill may be performed as part of a successful attack, as a free action. On a successful skill check (the DC of this check is the target's touch Armor Class), you add +1d6 to your next damage roll. This skill may be used once per combat, unless the target of an attack is flanked, in which case it may be used against the flanked target at will as long as it remains flanked. This skill may only be used on a target vulnerable to critical hits or with a discernable anatomy (undead, constructs and most other monsters immune to critical hits are immune to this skill).

Action: Use of this skill is a free action that may only be performed in conjunction with a successful attack.

Try Again: No.

Synergy: This skill also includes knowledge of

acupuncture and acupressure techniques. A character with 5 or more ranks in this skill gains a +2 bonus on all Heal skill checks.

PROFESSION (WIS)

Trained Only

A character adds +1 to his die roll for starting Wealth (the roll multiplied by his Honor) for each 2 points in a Profession skill he takes at 1st level.

Certain professions are considered socially "unclean," and a character loses one point of Honor for each rank he takes in these professions (unless the character is an eta). The following professions are considered unclean: butcher, executioner, and gravedigger.

SENSE MOTIVE (WIS)

Predict Attack (New Use): This use of the Sense Motive skill may not be performed untrained.

By watching your opponent's body language and posture, you may predict the time and direction of an attack. The DC to predict an attack is the attack roll of the attack or (in the case of an attack in combination with a feint) the Bluff skill of the attacker. If successful, you may either gain a +2 bonus to Armor Class against the attack or (if you have the appropriate feats) a +2 attack bonus on any counterattack.

SURVIVAL (WIS)

Hunting (New Use)

Hunting various types of game with a bow is a very prestigious activity, and is a good way for someone to demonstrate their talent at both horsemanship and the bow—both valuable military disciplines. As such, it can allow a character to gain honor and enhance his reputation (which in turn might allow the character to impress a daimyo he wishes to serve or a Sensei with whom he wishes to train). Several types of hunting competitions are listed below.



Modifiers for hunting Survival checks (use each modifier that applies):

Character possesses neither Mounted Combat nor Weapon Proficiency (Bows): -4

Character possesses either Mounted Combat or Weapon Proficiency (Bows), but not both: -2

Character possesses both Mounted Combat and Weapon Proficiency (Bows): 0

Character possesses Weapon Focus (any bow): +2

Character possesses the Track feat: +2

Character possesses the Huntsman feat: +2

Character possesses Mounted Archery: +4

Inuoumono (dog shooting): A sport in which a number of dogs are released into an arena so that archers on horseback may practice their archery on small moving targets. This was originally done with regular arrows, but the protests of many devout Buddhists who considered the senseless slaughter of the animals abhorrent led to the use of blunted arrows and special leather corselets to prevent the dogs from being harmed. Dog shooting competitions continued in this manner for centuries.

Hunting Check	Honor gained
20 or less	0
21-25	+1
26-30	+2
31-35	+3

Oitorigari (bird hunting): Hunting birds in the wild provided both food and practice for the warrior's skills.

Hunting Check	Honor gained	Reputation Gained
25 or less	0	0
26-30	+2	+1
31-35	+3	+1
36-40	+4	+1

Makigari (Great Hunt): The most prestigious hunts, makigari sought larger, more difficult game—typically deer or bear.

Hunting Check	Honor gained	Reputation Gained
30 or less	0	0
31-35	+4	+1
36-40	+5	+1
41-45	+6	+2



GENERAL FEATS

ANALYTICAL COMBAT

You study your opponent carefully, using your knowledge of various forms of combat to predict his attack patterns and better defend yourself.

Prerequisite: Int 13+, Knowledge (tactics) 5 ranks.

Effect: You gain a competence modifier to your Armor Class equal to your Intelligence modifier. Any circumstance that causes you to lose your Dexterity modifier also causes you to lose this modifier.

BANTER

You have mastered the art of “witty” (read: annoying) repartee in combat. This serves both to annoy and distract your opponents.

Prerequisite: Cha 13+, Bluff 5 ranks.

Effect: You gain a competence modifier to your Armor Class equal to your Charisma modifier. Any circumstance that causes you to lose your Dexterity modifier also causes you to lose this modifier.

Special: You do not gain the Armor Class bonus from this feat while wearing heavy armor.

BRUTE

Some people are big and some people are scary. You happen to be both, and shrug off attacks with ease.

Prerequisite: Str 13+, Intimidate 5 ranks.

Effect: You gain a competence modifier to your Armor Class equal to your Strength modifier. Any circumstance that causes you to lose your Dexterity modifier also causes you to lose this modifier.

Special: You do not gain the Armor Class bonus from this feat while wearing heavy armor.

DOUBLE TURN

By making a sudden double turn, you can bypass your opponent's defenses.

Prerequisite: Balance 10 ranks, Superior Footwork, BAB 8+.

Effect: You make a Balance check, which becomes the DC for your opponent's Reflex save. If your opponent fails this save, he is flat-footed against your next attack. This Balance check is a move action.

EDUCATED

You have received advanced education.

Effect: You gain a +2 bonus on any two Knowledge skill specializations.

Special: You may take this feat multiple times; each time you select this feat it applies to two different Knowledge specializations.

FAITH

You have a strong devotion to a religion that sees you through severe hardships.

Prerequisite: Allegiance: Oath of Loyalty (one religion or deity)

Effect: Once per day you may apply a +2 morale bonus to a single saving throw. You must decide to use this bonus before the die is rolled.

Special: If you renounce (or have revoked) your Oath of Loyalty to your faith you lose the benefits of this feat until that allegiance is reinstated.



NEW COMBAT MANEUVER: BLOCKING

A character faced with the realities of combat will use any means at his disposal to survive and live another day. While the samurai accepted death as an inevitable consequence of his service, he did not stop devising new means to defend himself.

One such means was the use of a weapon to intercept and deflect incoming attacks, a technique known as blocking or parrying.

Blocking is an attack action; as with any attack action, the character is also entitled to a move action in combination with a blocking attempt. As soon as a character declares he is blocking, he makes a blocking roll. A blocking roll is simply an attack roll for a weapon he has in hand, using all applicable modifiers (including Strength or Dexterity modifiers, Weapon Focus, his base attack bonus, and so forth). The next attack roll made against the character must exceed either this blocking roll or the character's Armor Class, whichever is higher, to hit.

Any situation which causes a character to lose his Dexterity modifier (such as being flat-footed, flanked or surprised) also renders him unable to block attacks.

Blocking multiple attacks: A character may also attempt to block multiple attacks as a full-round action. A character attempting to block multiple attacks is only entitled to a 5-foot step. As soon as a character declares he is blocking multiple attacks, he makes an attack roll for a weapon he has in hand, as detailed above. The first attack to target the character must exceed this blocking roll or the defender's Armor Class, whichever is higher, to hit.

The second attack must exceed both the defender's blocking roll -5 and the defender's Armor Class, the third attack the defender's blocking roll -10 and the defender's Armor Class, and so forth.

Blocking using cover and fighting defensively: If a character receives an Armor Class bonus from cover, fighting defensively, or from the Combat Expertise feat, he adds these defense bonuses to his blocking roll. The armor bonus from a shield also grants a bonus to blocking rolls (but not the armor bonus from the armor itself—armor is a passive protective device, while cover and shields can be actively used in defense).

Blocking armed attacks while unarmed: An unarmed character may not attempt to block melee weapon attacks.

Blocking unarmed attacks while unarmed: An unarmed character with a martial arts style may attempt to block unarmed attacks.

Blocking unarmed attacks while armed: Since a weapon effectively extends a character's reach, an armed character gains a greater defensive benefit when blocking unarmed attacks. A character with a one-handed weapon gains a +2 bonus to blocking rolls against an unarmed attacker. A character with a two-handed weapon gains a +4 bonus on blocking rolls against an unarmed attacker.

Blocking modifiers based on weapon size: A character with a larger weapon also has a reach advantage and gains a +2 bonus on blocking rolls for each size category difference between his weapon and that of his opponent. Thus a character wielding a two-handed weapon gains a +4 bonus to blocking rolls against light weapons and a +2 bonus to blocking rolls against one-handed weapons.

FOOTWORK

You move extremely well in combat, making it difficult for opponents to hit you.

Prerequisite: Balance 5 ranks, BAB 3+.

Effect: You gain a +2 Dodge bonus to your Armor Class against melee attacks.

Special: You do not gain the Armor Class bonus from this feat while wearing heavy armor.

FOOTWORK, SUPERIOR

Your movements are so skillful that you present an extremely difficult target in combat.

Prerequisite: Footwork, Balance 8 ranks, BAB 5+.

Effect: Your Dodge bonus due to footwork applies to melee and ranged attacks.

Special: You do not gain the Armor Class bonus from this feat while wearing heavy armor.

HIGH PAIN THRESHOLD

Through constant training you have taught your body to ignore pain.

Prerequisite: Con 13+, Concentration 5 ranks.

Effect: You gain a competence modifier to your Armor Class equal to your Constitution modifier. Any circumstance that causes you to lose your Dexterity modifier also causes you to lose this modifier.

HUNTSMAN

You are an especially adept hunter.

Prerequisite: Survival 5 ranks, Track.

Effect: You gain a +1 bonus to attack and damage rolls made against animals, as well as a +2 bonus on all Survival skill checks (including those made for tracking and hunting).

KATA

You are extremely well versed in one style of unarmed combat.

Effect: You gain a +1 bonus to all attack rolls with



a single unarmed martial art (armed martial arts use Weapon Focus).

KATA, GREATER

Your knowledge of the martial arts continues to grow.

Prerequisite: Kata, Yamabushi level 8.

Effect: You gain an additional +1 bonus to attack rolls with an unarmed martial art for which you have the Kata feat (armed martial arts use Greater Weapon Focus).

KATA SPECIALIZATION

You have learned how to focus your attacking power through a mastery of the martial arts.

Prerequisite: Kata, Yamabushi level 4.

Effect: You gain a +2 bonus to all damage rolls with a single unarmed martial art (armed martial arts use Weapon Specialization).

KATA SPECIALIZATION, GREATER

You have learned how to focus your attacking power through a mastery of the martial arts.

Prerequisite: Kata Specialization, Yamabushi level 12.

Effect: You gain an additional +2 bonus to all damage rolls with an unarmed martial art for which you have the Kata Specialization feat (armed martial arts use Weapon Specialization).

KNOW YOUR ENEMY

By studying the combat methods and philosophies of a style, you are better able to combat it.

Prerequisite: Knowledge (history) 2 ranks, Knowledge (tactics) 2 ranks.

Effect: When you take this feat, select a martial arts style. When fighting practitioners of that style, you may gain a +2 competence bonus to attack, damage or Armor Class. You may apply this bonus to

only one of these areas at a time, but you may choose to apply it to a different area from round to round. You may select this bonus as a free action once per round, and it remains in effect until the beginning of your next action (so a bonus to attack rolls could be applied to attacks of opportunity incurred by practitioners of your chosen style before your next action).

Special: You may select this feat more than once. Each time you choose this feat it applies to a different martial arts style.

KNOWLEDGE IS POWER

Your knowledge of an opposing style is so intimate that you can seize upon any weakness and turn it against your foes.

Prerequisite: Knowledge (history) 2 ranks, Knowledge (tactics) 2 ranks, Know Your Enemy (same style), BAB 9+.

Effect: When you take this feat, you must apply it to a style for which you have also selected the Know Your Enemy feat. Any time a practitioner of the chosen style attacks you and misses, you gain an attack of opportunity against him. This feat does not allow you to make more attacks of opportunity than you are normally entitled to.

Special: You may select this feat more than once. Each time you choose this feat it applies to a different martial arts style.

LOW PROFILE

You go out of your way to prevent your deeds from being known.

Effect: Reduce your Reputation by 3 points. Anytime you are recognized by others, your reputation is considered neutral regardless of your current Honor.

Special: You cannot take this feat and the Renown feat.

POISE

Your composure and confidence in combat make you a formidable opponent.

Prerequisite: Wis 13+, Sense Motive 5 ranks.

Effect: You gain a competence bonus to your Armor Class equal to your Wisdom modifier. Any circumstance that causes you to lose your Dexterity modifier also causes you to lose this bonus.

Special: You do not gain the Armor Class bonus from this feat while wearing heavy armor.

RENOUN

You have performed a deed that has brought you to the attention of the general public.

Effect: Increase your Reputation by 3 points.

When you select this feat, you may choose to make your reputation famous or infamous regardless of your current Honor. (You may not choose a neutral reputation.)

Special: You cannot take this feat and Low Profile feat.

TAI SABAKI

You have mastered the ultimate combat movement technique—the art of maneuvering, pivoting and zig-zagging beneath converging lines of attack to efficiently fight multiple opponents.

Prerequisite: Balance 13 ranks, Footwork, Superior Footwork, BAB 10+.

Effect: You cannot be flanked.

WEALTHY

You have a greater amount of starting wealth than other members of your bloodline.

Prerequisite: This feat can only be taken at 1st level.

Effect: You begin play with the maximum starting Wealth for your bloodline. (For example, if your bloodline rolls 3d6 for Wealth, you would multiply your Honor by 18 to determine your starting funds.)



WEAPON PROFICIENCY (AGRICULTURAL)

You are skilled with agricultural weapons.

Effect: You wield agricultural weapons normally.

Normal: Characters without this feat take a -4 penalty when wielding agricultural weapons.

WEAPON PROFICIENCY (BOWS)

You are skilled in the use of the bow and crossbow.

Effect: You wield bows and crossbows normally.

Normal: Characters without this feat take a -4 penalty when wielding bows.

WEAPON PROFICIENCY (KNIVES)

You are skilled in the use of knives.

Effect: You wield knives normally.

Normal: Characters without this feat take a -4 penalty when wielding knives.

WEAPON PROFICIENCY (NINJA)

You are skilled in the use of ninja weapons.

Effect: You wield ninja weapons normally.

Normal: Characters without this proficiency take a -4 penalty when wielding ninja weapons.

WEAPON PROFICIENCY (SPEARS AND STAVES)

You are skilled in the use spears and staves.

Effect: You wield spears and staves normally.

Normal: Characters without this proficiency take a -4 penalty when wielding spears and staves.

WEAPON PROFICIENCY (SWORDS)

You are skilled in the use of swords.

Effect: You wield swords normally.

Normal: Characters without this proficiency take a -4 penalty when wielding swords.

WINDFALL

You have received an unexpected source of wealth.

Effect: You gain Wealth equal to the maximum starting Wealth for your bloodline. Your character level is added to the dice multiplied by your Honor for this purpose. (For example, if a character whose bloodline rolled 3d6 for their starting Wealth took this feat at 6th level, he would multiply his Honor by 24).



MARTIAL ARTS FEATS

The following feats represent the major martial arts that existed in medieval Japan.

Martial Arts Maneuvers: Many of the feats listed below are martial arts maneuvers. A martial arts maneuver works much like a regular feat, except that only one maneuver can be applied to any given attack roll.

A note on the term “martial art”: Some of the feats described below as “martial arts” may seem out of place. Horsemanship, rope use and running do not fit the modern definition of a martial art. However, the word used in medieval Japan for Jujutsu and Aikijutsu is the same word used for Jobajutsu (the art of horsemanship). All three were described as “bugei,” a word translated today as “martial art.”

Today, the term *martial art* connotes a systematic approach to combat, typically an unarmed form of combat. However, in the fire of the wars of medieval Japan where these arts were forged (and where *Legends of the Samurai* is set), anything seen as integral to the successful conduct of warfare was

considered a martial art.

Warriors never knew what conditions they would face on the battlefield, and so the most successful had a broad range of skills. Running at top speed for long distances, the use of weapons suitable for close, medium-, and long-range combat, the immobilization of prisoners, the effective use of cavalry, and many more skills were all used to help the warrior survive his countless battles.

As peace finally settled on Japan during the Tokugawa era, the martial arts began an inexorable shift from vital methods of warfare to objects of sport and philosophy. A key element of this shift was an ever-increasing specialization of the martial arts. What was once merely part of a wide-ranging curriculum for the professional warrior was now the sole art studied by a student interested in his country’s martial heritage; students of the bow no longer learned how to shoot while mounted or how to fight with the sword and the fist. To the professional warrior, this over-specialization would have been suicide, since he had no way to predict at what range the battle would be joined.

As a product of this specialization, many arts not useful outside of combat (such as binding prisoners) or no longer useful in modern combat (such as horsemanship) have faded into history. To the Japanese warrior, however, they were martial arts, and that is how they are presented here.

AIKIJUTSU

Martial Arts Style

You are skilled in the art (jutsu) of harmonious (ai) energy (ki). Aikijutsu is a school of unarmed combat that calls for the combatant to integrate his combat strategy with his opponent’s. Thus, the actions of a master of Aikijutsu can never be anticipated, since he has no plan going into a battle other than to analyze his opponent for weakness and then exploit that weakness.



It is worth noting that while this style is the ancient predecessor to modern Aikido, one of the least violent (and most effective) methods of self-defense ever devised, the philosophy of Aikijutsu on the battlefield could not be further from that defensive art. While internal harmony is indeed important in both Aikijutsu and Aikido, and while both styles stress the ability to move within the flow of your opponent's combat strategy, the aims of the two styles are antithetical. Aikido seeks the preservation of life, both the attacker's and the target's, while Aikijutsu seeks to destroy the attacker by exploiting flaws in his combat strategy.

Effect: You inflict 1-3 points of damage (lethal or non-lethal) on a successful unarmed attack. You are able to punch and kick in combat without provoking attacks of opportunity. You may also make trip attacks without provoking attacks of opportunity. This feat adds Knowledge (tactics) and Sense Motive to your list of class skills. Aikijutsu is an internal martial arts style whose attacks are modified by Wisdom.

AXE KICK

Martial Arts Maneuver

A vicious attack in which the foot is raised above your head and your heel brought down on your opponent.

Prerequisite: Aikijutsu, Jujutsu, or Ninjutsu.

Effect: Your kick damage is increased to the next larger die (i.e. from 1d4 to 1d6). You also add 1.5 times your Strength modifier to the damage of this attack. You may only use this maneuver once per round, but may make additional, non-Axe Kick attacks if you are entitled to multiple attacks.

BEAR HUG

Martial Arts Maneuver

You grab your opponent and attempt to crush the life out of him.

Prerequisite: Kumi-uchi or Sumo Wrestling.

Effect: Your grapple damage is increased to the next larger die (i.e. from 1d4 to 1d6). You also add 1.5 times your Strength modifier to the damage of this attack. You may only use this maneuver once per round, but may make additional, non-Bear Hug attacks if you are entitled to multiple attacks.

BLOCK

Martial Arts Maneuver

You are skilled at intercepting enemy attacks.

Prerequisite: BAB 1+.

Effect: You may block one attack each round as an attack of opportunity. This allows you to block while taking a full-round action. This feat does not allow you to make more attacks of opportunity than you are normally entitled to, and you may attempt to block only one attack each round with this feat. If you wish to block multiple attacks, you must do so as a full-round action (as described in the rules for blocking).

Normal: Characters without this feat may only block attacks as a standard or full-round action.

BLOCK, DISARM

Martial Arts Maneuver

In blocking your opponent's attack, you render him vulnerable and deprive him of his weapon.

Prerequisite: Improved Block, Improved Disarm, BAB 8+.

Effect: Any time you successfully block an attack as a standard or full-round action, you may attempt to disarm your opponent as an attack of opportunity. You may not use this feat in conjunction with blocking rolls that are themselves made as attacks of opportunity (such as that granted by the Block feat), nor does this feat allow you to make more attacks of opportunity that you are normally entitled to.

BLOCK, IMPROVED

Martial Arts Maneuver

You block attacks by reflex rather than conscious thought.

Prerequisite: Block, BAB 5+.

Effect: You may block multiple attacks with an attack of opportunity. When blocking multiple attacks, you make only one blocking roll; this roll is reduced for each additional attack you attempt to block as described in the rules for blocking. This feat also allows you to block weapon attacks while you are unarmed. Any successfully blocked weapon attack still inflicts minimum damage if you are unarmed.

Normal: Characters without this feat may only block multiple attacks as a full-round action, and may not block weapon attacks while unarmed.

BLOCK, LOCK

Martial Arts Maneuver

In blocking your opponent's attack, you render him vulnerable and grapple him.

Prerequisite: Combat Reflexes, Improved Block, BAB 8+.

Effect: Any time you successfully block an attack as a standard or full-round action, you may attempt to grapple your opponent as an attack of opportunity. You may not use this feat in conjunction with blocking rolls that are themselves made as attacks of opportunity (such as that granted by the Block feat), nor does this feat allow you to make more attacks of opportunity that you are normally entitled to.

Special: If you possess this feat and Disarm Block, you must choose which to use when you successfully block an attack.



BODY BLOW

Martial Arts Maneuver

By repeatedly striking your opponent's body, you make it harder for him to keep his wind... and his head.

Prerequisite: One of the following: Aikijutsu, Bojutsu, Genkotsu, Jodo, Jojutsu, Jujutsu, Ninjutsu, or Shindo Muso-ryu Jodo.

Effect: When you make a successful attack roll with this maneuver, your opponent must make a successful Fortitude save (DC 10 + ½ your character level + your Strength modifier) or be fatigued. If a fatigued target fails his save against this maneuver, he is exhausted. You may only use this maneuver once per round, but may make additional, non-Body Blow attacks if you are entitled to multiple attacks.

BOJUTSU

Martial Arts Style

Among the oldest weapons invented by man, staves provide a means for both attack and defense while appearing relatively innocuous. Monks and priests greatly favor this weapon, since it allows them to defend themselves while maintaining a passive posture. In times when the use of weapons among the peasant classes is prohibited, the staff also sees a great rise in popularity.

Prerequisite: Weapon Proficiency (Spears and Staves).

Effect: You gain a +2 bonus to blocking rolls when wielding a bo staff. You also gain a +1 bonus to damage when wielding a bo staff. This feat adds Balance and Sense Motive to your list of class skills. Bojutsu is an external style whose attacks are modified by Strength.

BOX EARS

Martial Arts Maneuver

You slap your opponent's ears, forcing air inside and damaging the delicate inner ear, so vital for

balance and coordination.

Prerequisite: Pressure Points 3 ranks and one of the following: Aikijutsu, Genkotsu, Jujutsu, Ninjutsu, or Sumo Wrestling.

Effect: On a successful attack, you inflict normal punch damage to your opponent. If you successfully inflict extra damage on your opponent with the Pressure Points skill (see that skill for more details), the target must make a Fortitude save (DC 10 + ½ your character level + your Strength modifier) or be deafened for 1-4 rounds. You may only use this maneuver once per round, but may make additional, non-Box Ears attacks if you are entitled to multiple attacks.

CHOKE HOLD

Martial Arts Maneuver

By cutting off the air supply of your opponent, you can either subdue or quietly eliminate him.

Prerequisite: Pressure Points 3 ranks and one of the following: Genkotsu, Kumi-uchi, Jujutsu, Ninjutsu, or Sumo Wrestling.

Effect: Any time you successfully grapple an opponent with this attack, he is suffocating. A target who is suffocating can hold his breath for 2 rounds per point of Constitution, after which he must make a Fortitude save each round (DC 10 + your Strength modifier + 1 per previous save) or be reduced to 0 hit points and fall unconscious. While suffocating a target, you also inflict your normal grapple damage each round (which may kill the target outright).

A target surprised by this attack may only hold his breath for ½ the usual time (one round per point of Constitution).

CIRCLE KICK

Martial Arts Maneuver

You pivot your body and hit your opponent with a roundhouse kick, using your body's momentum to increase the force of your attack.

Prerequisite: One of the following: Aikijutsu, Jujutsu, or Ninjutsu.

Effect: Your kick damage is increased to the next larger die (i.e. from 1d4 to 1d6). You may only perform this maneuver once per round, but may make additional non-Circle Kick attacks if you are entitled to multiple attacks.

COMBINATION

Martial Arts Maneuver

Through endless repetition of kata, you are able to execute attacks in series through instinct rather than conscious thought.

Prerequisite: Multiple attacks.

Effect: When making a full attack, you gain a +1 bonus to attack rolls and damage on each attack after the first.

COMBINATION, IMPROVED

Martial Arts Maneuver

Your skill at multiple attacks is even more profound.

Prerequisite: Multiple attacks, Combination.

Effect: When making a full attack, you gain a +2 bonus to hit and damage on each attack after the first.

COMBINATION, ADVANCED

Martial Arts Maneuver

You are a blur in combat.

Prerequisite: Multiple attacks, Combination, Improved Combination.

Effect: When making a full attack, you gain a +3 bonus to hit and damage on each attack after the first.

COUNTERSTRIKE

Martial Arts Maneuver

In attacking you, opponents leave themselves vulnerable to a return attack.



Prerequisite: Combat Reflexes, Improved Block, BAB 5+.

Effect: When you successfully block an attack as a standard or full-round action, you may immediately make an attack of opportunity against your opponent with a weapon in hand or unarmed attack. You may only make one such attack of opportunity each round, and may not make a counterstrike attempt if you blocked the attack with an attack of opportunity.

COUNTERSTRIKE, IMPROVED

Martial Arts Maneuver

You mirror your opponent's movements, using each attack as an opening to launch one of your own.

Prerequisite: Combat Reflexes, Counterstrike, Improved Block, BAB 8+.

Effect: Each time you block multiple attacks with a full-round action, you may make an attack of opportunity with a weapon in hand or unarmed strike. This feat does not allow you to make more attacks of opportunity than you are normally entitled to.

DAISAN

Martial Arts Maneuver

This maneuver is the art of knocking and drawing a bow, and is meticulously practiced by archers.

Prerequisite: Kyudo or Kyujutsu, BAB 3+.

Effect: You gain a +2 bonus to attack on a single bow attack of your choice. You may only use this maneuver once per round, but may make additional, non-Daisan attacks if you are entitled to multiple attacks.

DEFENSIVE DRAW

Martial Arts Maneuver

You are skilled in one of the most important defensive disciplines of Iaijutsu (which was predominately a defensive form of Kenjutsu), and can

quickly and effectively respond to a surprise attack. Many iai-draw exercises place the student in a sitting position (sometimes eating) and teach him to defend himself in that position by blocking an attack without a thought. Care is taken to teach the student to take advantage of every circumstance to defend himself when caught off guard, such as throwing his tea or bowl of rice into his opponent's face as a distraction while he draws for his parry and counterattack.

Prerequisite: Block, Quick Draw, Weapon Proficiency (Swords), Dex 13+, BAB 3+.

Effect: You may block a single attack as an attack action even while flat-footed or surprised. You may not block attacks while flanked, helpless or unconscious.

DOJUKIRI

Martial Arts Maneuver

The art of releasing the arrow.

Prerequisite: Far Shot, Kyudo or Kyujutsu, Point Blank Shot, Concentration 5 ranks, BAB 8+.

Effect: Your range increment with bows is increased by one-half, cumulative with the Far Shot feat (resulting in double the range for bow attacks).

EYE GOUGE

Martial Arts Maneuver

You attack your opponent's eyes, attempting to blind him to gain an advantage in combat.

Prerequisite: Pressure Points 3 ranks and one of the following: Aikijutsu, Genkotsu, Jujutsu, Ninjutsu, or Sumo Wrestling.

Effect: On a successful attack, you inflict normal punch damage to your opponent. If you successfully inflict extra damage on your opponent with the Pressure Points skill (see that skill for more details), the target must make a Fortitude save (DC 10 + ½ your character level + your Strength modifier) or be blinded for 1-4 rounds. You may only use this

maneuver once per round, but may make additional, non-Eye Gouge attacks if you are entitled to multiple attacks.

FLYING KICK

Martial Arts Maneuver

You take a running jump at your opponent and deliver a devastating kick.

Prerequisite: Jump Kick and one of the following: Aikijutsu, Jujutsu, or Ninjutsu.

Effect: This maneuver may only be used as part of a charge attack. Your kick damage is increased to the next larger die (i.e. from 1d4 to 1d6). In addition, you gain a damage bonus to this attack equal to one-half your ranks in the Jump skill. Lastly, you add 1.5 times your Strength modifier to the damage from this attack. Being part of a charge, this maneuver is a full-round action.

If you miss with this attack, you must make a Balance check (DC 20) or fall prone.

FUKI-BARI

Martial Arts Maneuver

You are skilled in the esoteric art of spitting needles out of your mouth.

Prerequisite: Shurikenjutsu, Weapon Proficiency (Ninja), Ninja level 3.

Effect: You may make an attack with a non-poisoned blowgun needle spit from your mouth at a range of 10 feet or less. If your opponent fails a Sense Motive skill check (DC 15 or opposed by any Bluff skill you possess), he is considered flat-footed against this attack. A flat-footed opponent takes Silent Kill damage as normal from this attack.

This maneuver may be used to spit five needles as a full attack if you have the Shuriken Flurry maneuver as well. However, even if multiple needles hit, you only gain any damage bonus from Silent Kill once.



GENKOTSU

Martial Arts Style

You are highly skilled in the use of pressure points against your enemies.

Effect: You inflict 1d4 points of damage (lethal or non-lethal) on a successful unarmed attack. You provoke no attacks of opportunity from punch or grapple attacks. You may use your Pressure Points skill one additional time per combat. This feat adds Heal and Pressure Points to your list of class skills. Genkotsu is an internal style whose attacks are modified by Wisdom.

GROUND FIGHTING

Martial Arts Maneuver

You are adept at fighting while prone.

Prerequisite: One of the following: Jujutsu, Kumi-uchi, or Sumo Wrestling.

Effect: You suffer no penalties to Armor Class for being prone.

GROUND FIGHTING, ADVANCED

Martial Arts Maneuver

You are highly skilled at fighting while prone.

Prerequisite: Ground Fighting.

Effect: You suffer no penalties to attack rolls or Armor Class for being prone.

HAYAGAKEJUTSU

Martial Arts Style

This martial art increases your speed when walking or running.

Prerequisite: Endurance.

Effect: Your base speed is increased by +10 ft.

Special: You may take this feat multiple times; its effects stack.

HEART PUNCH

Martial Arts Maneuver

By punching the chest over your target's heart, you inflict a great deal of shock and pain.

Prerequisite: Pressure Points 3 ranks and one of the following: Aikijutsu, Genkotsu, Jujutsu, Ninjutsu, or Sumo Wrestling.

Effect: Your punch damage is increased to the next larger die. If you successfully inflict extra damage on your opponent with the Pressure Points skill (see that skill description for more details), your target must make a Fortitude save (DC 10 + ½ your character level + your Strength modifier) or be stunned for 1d4 rounds. You may only use this maneuver once per round, but may make additional, non-Heart Punch attacks if you are entitled to multiple attacks.

HEEL KICK

Martial Arts Maneuver

You bring your heel straight down onto your opponent. If your target is standing, this attack is performed against the foot. If your target is prone, you can make this attack against much more vulnerable areas (such as the throat).

Prerequisite: One of the following: Aikijutsu, Jujutsu, Ninjutsu, or Sumo Wrestling.

Effect: Your kick damage is increased to the next larger die. If this attack is performed on a prone target, your damage is increased to the third larger die (i.e. from 1d4 to 1d10). You may only use this maneuver once per round, but may make additional, non-Heel Kick attacks if you are entitled to multiple attacks.

HIP THROW

Martial Arts Maneuver

By swinging your opponent over your hip, you knock him prone while inflicting damage.

Prerequisite: One of the following: Aikijutsu, Jujutsu, Kumi-uchi, Ninjutsu, or Sumo Wrestling

Effect: When you successfully trip your opponent, he also takes damage equal to your unarmed strike damage (1-3 for most characters).

HOJOJUTSU

Martial Arts Style

You are skilled at the use of ropes to immobilize your enemies. This skill was prized by samurai who wanted to take an opponent prisoner (usually at the command of a superior). Ninja were also highly skilled in this art.

Effect: You gain a +10 bonus on Use Rope checks to bind a foe (cumulative with the +10 bonus already included for a total bonus of +20). This feat adds Use Rope and Escape Artist to your list of class skills.

IAIJUTSU

Martial Arts Style

Iaijutsu is the art of drawing and attacking in a single motion. Since the first strike in a duel between swordsmen was often the deciding blow, this art was considered by many samurai to be the most powerful in the arsenal of the swordmaster. The fact that many attacks came unexpected was also a critical reality that spurred the development of this art.

Samurai skilled in this art were like hair triggers, and many were quick to draw at a loud noise or sudden motion. This may be the reason the samurai's right to kill commoners was expanded from when the commoner failed to show proper respect to when the commoner did something "unexpected." This skill, vital during the warring states period, became derisively known as "practice murder" during the Tokugawa period, as samurai continued to draw and strike commoners even after decades of relative peace.

The fact that this art was often used on opponents who were unaware (either because they did not know the Iaijutsu master was present, or did not expect an attack) lent a certain disrepute to the art. The fact that



many samurai used this art on unarmed commoners only contributed to its dark reputation, and many Iaijutsu masters were considered treacherous.

Prerequisite: Quick Draw, Weapon Proficiency (Swords), Dex 13+.

Effect: You gain a +4 Initiative bonus when using any type of sword. This bonus stacks with any granted from Dexterity or Improved Initiative. This feat adds Sense Motive to your list of class skills. Iaijutsu is an external martial art whose attacks are modified by Dexterity.

IMMOVABLE

Martial Arts Maneuver

You are extremely adept at resisting holds and throws.

Prerequisite: One of the following: Aikijutsu, Genkotsu, Jujutsu, Kumi-uchi, Ninjutsu, or Sumo Wrestling

Effect: You gain a +2 bonus to Balance checks when resisting trip attacks and a +2 bonus to Escape Artist checks when resisting grapples. You may make Balance and Escape Artist checks to resist these attacks as a move action.

INSTANT STAND

Martial Arts Maneuver

You have mastered the art of flipping to your feet when knocked prone.

Prerequisite: Tumble 8 ranks and one of the following: Aikijutsu, Genkotsu, Jujutsu, Kumi-uchi, or Ninjutsu.

Effect: Once per round, as a free action, you may move from prone to standing. This action does not provoke an attack of opportunity.

Normal: Moving from a prone to standing position is normally a move-equivalent action that provokes an attack of opportunity.

IRIMI

Martial Arts Maneuver

A devastating attack in which the bo staff is brought up under an opponent's chin with both hands.

Prerequisite: Bojutsu, Weapon Proficiency (Spears and Staves), BAB 3+.

Effect: You gain a +2 bonus to damage on one bo staff attack. You may only use this maneuver once per round, but may make additional, non-Irimi attacks if you are entitled to multiple attacks.

If an attack with this maneuver is successful, your opponent must make a Fortitude save (DC 15) or be dazed and lose his next action.

JAB

Martial Arts Maneuver

A quick sharp punch, the jab is a mainstay in the arsenal of many martial artists.

Prerequisite: One of the following: Aikijutsu, Genkotsu, Jujutsu, Kumi-uchi, Ninjutsu or Sumo Wrestling.

Effect: You gain a +2 bonus on one punching attack roll. You may only use this maneuver once per round, but may make additional, non-Jab attacks if you are entitled to multiple attacks.

JOBAJUTSU

Martial Arts Style

Like most martial cultures, the Japanese understood the value of cavalry forces in combat. Their horses were smaller on average than European horses but extremely fast, maneuverable and spirited. Controlling such hot-tempered mounts required specialized training and many samurai studied Jobajutsu, the art of military horsemanship elevated to a martial science.

Prerequisite: Mounted Combat, Ride 3 ranks.

Effect: When mounted, both you and your mount gain a +2 Dodge bonus to Armor Class due to your skill at whirling and maneuvering your mount to

gain an advantage in combat. This feat adds Handle Animal and Ride to your list of class skills.

JODO

Martial Arts Style

This is a more philosophical rendition of Jojutsu.

Prerequisite: Weapon Proficiency (Spears and Staves), Wis 13+.

Effect: You may make Zen Concentration skill checks to improve your attacks with the jo staff (Zen Concentration normally only aids skill checks). You also gain a bonus to Initiative when wielding the jo staff equal to your Wisdom modifier. This feat adds Concentration and Pressure Points to your list of class skills. Jodo is an internal style whose attacks are modified by Wisdom.

JOJUTSU

Martial Arts Style

The shorter jo staff seems to lack many of the advantages of its larger counterpart, the bo. While longer staves provide reach and the ability to block attacks from almost any weapon, wielders of the jo staff concentrate on the weapon's speed and accuracy, enabling them to attack with greater accuracy, targeting vulnerable areas of the body with precision strikes.

Prerequisite: Weapon Proficiency (Spears and Staves).

Effect: You gain a +1 competence bonus to attack and a +2 Initiative bonus when wielding the jo staff. This feat adds Balance and Pressure Points to your list of class skills. Jojutsu is an external style whose attacks are modified by Dexterity.

JUJU DOMAI

Martial Arts Maneuver

This is the legendary two-sword defense of Miyamoto Musashi, one tactic among many that made defeating him so difficult.



Prerequisite: Kenjutsu, Two-Weapon Defense, Two-Weapon Fighting, Weapon Proficiency (Swords), Dexterity 15+.

Effect: When wielding a katana and wakizashi simultaneously, you may make an attack of opportunity whenever an opponent wielding only one weapon (one not using two weapons simultaneously or using natural attacks) attacks you and misses.

You may only make one such attack of opportunity per round, and this feat does not allow you to make more attacks of opportunity than you are normally entitled to.

JUJUTSU

Martial Arts Style

Like Aikijutsu, Jujutsu represents a defining principle for how the body may be used in combat—in this case, the art (jutsu) of suppleness (ju). By maintaining flexibility (both spiritual and emotional) in combat, the Jujutsu master seeks to overcome his opponent through grapples and projections.

Like Aikijutsu, this style has come down to us in a much more benign form as Judo. While Judo is a self-defense form, Jujutsu was practiced on the battlefields of Japan and sought to eliminate opponents as quickly and ruthlessly as possible.

Effect: You inflict 1d4 points of damage (lethal or non-lethal) on a successful unarmed attack. You are able to punch and kick in combat without provoking attacks of opportunity. You are also able to make trip and grapple attacks without provoking attacks of opportunity. This feat adds Escape Artist to your list of class skills. Jujutsu is an external style whose attacks are based on Dexterity.

JUMANJI-YARI

Martial Arts Maneuver

By executing a sudden spin, you can attack your opponent from behind.

Prerequisite: Footwork, Weapon Proficiency (Spears and Staves), Yarijutsu, Balance 8 ranks, BAB 8+.

Effect: Once per battle, you may use this maneuver to render an opponent flat-footed for one round.

JUMP KICK

Martial Arts Maneuver

You can execute a beautiful and deadly jumping kick.

Prerequisite: One of the following: Aikijutsu, Jujutsu, or Ninjutsu.

Effect: You increase your kick damage to the next larger die (i.e. from 1d4 to 1d6). In addition, you gain a damage bonus on this attack of +1 per 5 ranks in the Jump skill. You may only use this maneuver once per round, but may make additional, non-Jump Kick attacks if you are entitled to multiple attacks.

KENJUTSU

Martial Arts Style

You have received training in the art of the sword. In almost all martial cultures, from Western Europe to Japan, the sword has been a symbol of the professional soldier, and in time a symbol of the gentleman. However, it may be said that nowhere else has the sword been raised to the cult status it achieved in Japan. As late as WWII, Japanese soldiers carried katana into battle as much for symbolism as utility (although when combat was reduced to close quarters, their skill with these weapons was shown with deadly effect). Members of the upper crust of all classes, from merchants and artisans to farmers and nobles, wore the single sword as a sign of station (while still remaining within their caste). But the *daisho*—the twin swords, the katana and the wakizashi—were reserved for the warrior caste alone.

The sword was one of three weapons with which the samurai was expected to be proficient (the others being the bow and the spear). Although each weapon

had its place on the battlefield (the bow was the long-range weapon of choice and the spear preferred for medium range), the sword was more than just the samurai's close-range weapon—it was the soul of his honor.

Masters of this weapon abounded, and every daimyo had at least one Sensei of Kenjutsu to tutor his elite warriors. More powerful daimyo had multiple Sensei, each skilled in a different style of Kenjutsu, so that his warriors could study with each and learn numerous specializations of this art. Many warriors took it upon themselves to travel the land in search of new Sensei to expand the horizons of their skill.

Prerequisite: Weapon Proficiency (Swords).

Effect: This feat grants you a +1 to attack and damage with the katana and wakizashi. This bonus stacks with any granted by Weapon Focus or Weapon Specialization. This feat adds Balance and Concentration to your list of class skills. Kenjutsu is an external martial art whose attacks are modified by Strength.

KUMI-UCHI

Martial Arts Style

You are trained to use your opponent's armor against him when grappling, while minimizing any disadvantage suffered from your armor. This technique is popular with many soldiers and samurai.

Effect: You inflict 1d4 points of damage (lethal or non-lethal) on a successful unarmed attack. You provoke no attacks of opportunity from trip or grapple attacks. You gain a +2 bonus on all grapple checks against an opponent in medium or heavy armor. In addition, you suffer no armor check penalty to your Escape Artist skill when using it to escape from grapples (but if using Escape Artist to escape ropes or for any other use, you suffer the armor check penalty as normal).



KYUDO

Martial Arts Style

You have received expert training in the way of the bow, an esoteric method of combat that elevates archery to the level of a religious act. It is practiced both on the battlefield and far from it, under the watchful eyes of teachers who are as much spiritual gurus as masters of combat. The Kyudo practitioner believes that if his spirit is true, the path of the arrow is predetermined.

Prerequisite: Weapon Proficiency (Bows), Wis 13+.

Effect: This feat allows you to make Zen Concentration skill checks to improve your attack rolls with the bow (assuming you have ranks in the Concentration skill). You may also make Pressure Points skill checks with bow attacks (Pressure Points may normally be used on melee attacks only). This feat adds Concentration and Pressure Points to your list of class skills. Kyudo is an internal martial arts style whose attacks are modified by Wisdom.

KYUJUTSU

Martial Arts Style

You have received expert training in the art of the bow. A form of warfare highly valued in medieval Japan, the art of the bow became so prestigious that legend links it to the birth of the Japanese nation. The art began as the province of the nobility, but in the warring states period, footsoldiers with archery skills (conscripted from the ranks of the heimin) were highly prized for their ability to launch arrows in massive formations while protected by spearmen (who were also of common birth).

Kyujutsu is also one of the three martial disciplines in which all samurai were expected to be proficient (the others being the sword and the spear). In fact, Japanese soldiers (of all ranks) became so proficient

with the bow that Chinese historians referred to the Japanese as “the people of the longbow.”

Prerequisite: Weapon Proficiency (Bows)

Effect: You may gain a bonus on all bow attacks equal to one-half your ranks in the Spot skill when firing at a target more than one range increment away. This bonus can only be used to reduce the range penalty. This feat adds Balance and Spot to your list of class skills. Kyujutsu is an external martial arts style whose attacks are modified by Dexterity.

LEG SWEEP

Martial Arts Maneuver

You can kick your opponent’s legs out from under him.

Prerequisite: One of the following: Aikijutsu, Jujutsu, Kumi-uchi, Ninjutsu, or Sumo Wrestling.

Effect: If you successfully hit your target with a kick attack, you may make a trip attack against him as an attack of opportunity. You may only make one such attack of opportunity each round.

MASAKI-RYU MANRIKI-GUSARI

Martial Arts Style

This style was developed by the creator of the Manriki-gusari, and is considered the definitive chain art.

Prerequisite: Exotic Weapon Proficiency (Chain).

Effect: When wielding a Manriki-gusari, you treat the weapon as double weapon and are able to make an additional attack each round as though wielding a light weapon in your off hand. You may also use the Manriki-gusari to attack adjacent targets. This feat adds Balance and Escape Artist to your list of class skills. Masaki-ryu Manriki-gusari is an external style whose attacks are modified by Dexterity.

MUJI-SHIN-JEN-RYU KENDO

Martial Arts Style

This style was known as the “sword of no abiding mind” and its founder, Odagiri Sekei, believed the primary aim of swordsmanship was to discipline the swordsman and make him a virtuous man. Odagiri, along with Miyamoto Musashi, was among the first masters of the sword to begin to refer to the art as Kendo rather than Kenjutsu; they asserted that while the practical exigencies of sword use were finite, the spiritual applications of Kendo were infinite.

Prerequisite: Poise, Weapon Proficiency (Swords), Sense Motive 5 ranks, Wis 13+.

Effect: This feat allows you to make Zen Concentration skill checks to improve your attack rolls with the katana and the wakizashi (assuming you have ranks in the Concentration skill). This feat adds Balance and Concentration to your list of class skills. Muji-shin-jen-Ryu Kenjutsu is an internal martial arts style whose attacks are modified by Wisdom.

NAGINATAJUTSU

Martial Arts Style

Although the description “Japanese halberd” is often applied to the naginata, this description leads many Westerners to a false impression of the weapon. The halberd is an axe at the end of a long pole and is wielded overhand (with devastating effect), while the naginata is a sword at the end of a long pole and is wielded waist-high like a staff.

This art uses the spinning movements of Yarijutsu (from which this art is descended) to even more devastating effect as the naginata master whirls and slashes at his opponent’s head, midsection or legs. The art of combat with the naginata was considered beautiful, and among women of the warrior caste proficiency in this art was considered the height of grace and femininity.



Prerequisite: Weapon Proficiency (Spears and Staves).

Effect: When wielding a naginata, you may attack opponents adjacent to you as though the naginata were not a reach weapon, or you may attack opponents 10 feet away as normal for a reach weapon. You also gain a +2 competence bonus on trip attack rolls made while wielding the naginata. This feat adds Balance and Perform (dance) to your list of class skills. Naginatajutsu is an external style whose attacks are modified by Dexterity.

NAGINATA SWEEP

Martial Arts Maneuver

You sweep low at your opponent's legs with the intent of bringing him down—perhaps permanently.

Prerequisite: Naginatajutsu, Weapon Proficiency (Spears and Staves), Balance 8 ranks.

Effect: If your attack roll exceeds the target number needed to hit your opponent by 5 or more, you may make a trip attack against your target as an attack of opportunity. You may only make one such attack of opportunity against the same target per round, and this feat does not allow you to make more attacks of opportunity than you are normally entitled to.

If you confirm a critical while attacking with this maneuver, your attack also inflicts 1-2 ability damage to your target's Dexterity.

NERVE STRIKE

Martial Arts Maneuver

You are highly skilled at inflicting pain to vital areas in combat.

Prerequisite: Pressure Points 5 ranks and one of the following: Genkotsu, Jodo, Jojutsu, Kumi-uchi, or Shindo Muso-ryu Jodo.

Effect: You increase the damage inflicted by the Pressure Points skill by +1d6.

NINJUTSU

Martial Arts Style

You have been trained in the arts of stealth and mystery—the way of the ninja. While many scholars trace the ultimate origins of this art to *The Art of War* by Sun Tzu and its teachings on espionage, the first definitive date of the ninja arts being used in Japan is almost 1,000 years later, in the 6th century CE.

Prerequisite: Ninja level 1.

Effect: You inflict 1d4 points of damage (lethal or non-lethal) on a successful unarmed attack. You are able to make unarmed kick, punch, trip and grapple attacks without provoking attacks of opportunity. You may also feint in combat as a move action. Ninjutsu is an external martial arts style whose attacks are modified by Dexterity.

NITO-RYU KENJUTSU

Martial Arts Style

You have been trained in the use of katana and wakizashi simultaneously. The legendary Miyamoto Musashi perfected this style of swordsmanship.

Prerequisite: Kenjutsu, Two-Weapon Fighting, Weapon Proficiency (Swords), Dexterity 15+.

Effect: The wakizashi is considered a light weapon when used in your off hand. You also reduce all penalties by 2 when fighting with a katana and wakizashi simultaneously (meaning that when wielding a katana and wakizashi together, you suffer no penalty to attack rolls).

Normal: A wakizashi is normally considered a one-handed weapon.

NUMBING STRIKE

Martial Arts Maneuver

Your knowledge of human anatomy allows you to inflict lasting numbness to specific parts of the body, rendering them almost useless.

Prerequisite: Pressure Points 10 ranks, Nerve Strike.

Effect: When you successfully cause damage with the Pressure Points skill, your opponent must make a Fortitude save (DC 10 + ½ your character level + your Wisdom modifier) or suffer one of the following conditions of your choice: -2 attack roll penalty, -2 melee damage penalty, loss of Dexterity modifier to Armor Class (this does not make the target vulnerable to Silent Kill damage), or -10 ft. movement. These conditions last for 10-60 minutes.

If a target is the victim of this attack more than once, the attacker may choose to impose a different condition on him or lengthen the duration of a condition already inflicted on the target. For example, a target who suffered a -2 penalty on attack rolls twice would suffer the -2 penalty to attack rolls for an additional 10-60 minutes rather than suffering a -4 penalty to attack rolls.

PEAR SPLITTER

Martial Arts Maneuver

Samurai wielding the katana two-handed were taught to identify the weak spot in the helmets worn by their adversaries. By bringing their weapon straight down at the center of the helmet, they hoped to “split the pear”—parting both their opponent's helmet and head down the middle.

Prerequisite: Kenjutsu, Two-handed Strike, Weapon Proficiency (Swords), BAB 8+.

Effect: The critical modifier of a katana wielded by you is increased by one (so a katana that inflicts x2 damage on a critical would inflict x3).

SHINDO MUSO-RYU JODO

Martial Arts Style

This style was invented by the legendary Muso Gunnosuke. After a duel with Miyamoto Musashi in which he was defeated (but his life spared), Gunnosuke retreated to a Shinto shrine where he had an epiphany: a way to defeat the master of two swords. He would fight fire with fire, using twin jo



staves simultaneously. In a return engagement with Musashi, Gunnosuke defeated the master swordsman, but spared his life.

Prerequisite: Jodo, Two-Weapon Fighting, Weapon Proficiency (Spears and Staves), Dexterity 15+, Wisdom 13+.

Effect: When wielding two jo staves simultaneously, your penalty to attack rolls is reduced by 2 (since jo staves are light weapons, this means you suffer no penalty to attack rolls).

SHURIKEN FLURRY

Martial Arts Maneuver

You fling a great number of shuriken at your opponent.

Prerequisite: Shurikenjutsu, BAB 8+.

Effect: You may throw up to five Shuriken at an opponent with one full attack. You gain a +1 bonus to your attack roll for each shuriken you throw. Make one attack roll, and for each full five points by which it exceeds the minimum needed to hit your target, an additional shuriken hits.

SHURIKENJUTSU

Martial Arts Style

Ninja worked so hard to perfect their technique with this weapon that they developed it into an art all its own. They became so accurate with these weapons that samurai would sometimes study this style, not to learn the use of the shuriken itself but to become more accurate with the thrown tanto.

Prerequisite: Weapon Proficiency (Ninja).

Effect: When using a thrown weapon, increase its range increment by 10 feet. This feat adds Bluff, Sleight of Hand, and Spot to your list of class skills. Shurikenjutsu is an external martial arts style whose attacks are modified by Dexterity.

SILENCING STRIKE

Martial Arts Maneuver

You chop your target's throat and prevent him from speaking above a whisper. Ninja were infamous for using this attack to silence guards before killing them.

Prerequisite: Pressure Points 3 ranks, Ninjutsu.

Effect: On a successful attack, you inflict normal punch damage to your opponent. If you successfully inflict extra damage on your opponent with the Pressure Points skill (see that skill for more details), the target must make a Fortitude save (DC 10 + ½ your character level + your Strength modifier) or be unable to speak for 2-8 rounds. You may only use this maneuver once per round, but may make additional, non-Silencing Strike attacks if you are entitled to multiple attacks.

SNAP KICK

Martial Arts Maneuver

You snap your leg forward in simple, fast kick that is difficult to block effectively.

Prerequisite: One of the following: Aikijutsu, Jujutsu, or Ninjutsu.

Effect: You gain a +2 bonus on one kick attack roll. You may only use this maneuver once per round, but may make additional, non-Snap Kick attacks if you are entitled to multiple attacks.

SPEAR THRUST

Martial Arts Maneuver

You have perfected the art of suddenly striking forward with your spear, using the length of the shaft and perfect extension of your body to attack from a much greater range than expected. This maneuver can also be performed with the bo staff.

Prerequisite: Weapon Proficiency (Spears and Staves), Yarijutsu or Bojutsu, BAB 3+.

Effect: You gain a +2 bonus on your next spear attack roll. You may only use this maneuver once per

round, but may make additional, non-Spear Thrust attacks if you are entitled to multiple attacks.

This feat allows you to treat any spear or javelin as a reach weapon for the attack to which you apply this maneuver.

STAFF PARRY

Martial Arts Maneuver

You are a master of parrying attacks with the bo staff.

Prerequisite: Bojutsu, Weapon Proficiency (Spears and Staves), BAB 3+.

Effect: Your bonus to blocking rolls with the bo staff is increased to +4.

STAFF THROW

Martial Arts Maneuver

By hooking the staff under your opponent's arm, you are able to throw him to the ground.

Prerequisite: Bojutsu, Weapon Proficiency (Spears and Staves), BAB 3+.

Effect: You gain a +2 bonus to trip attacks made using the bo staff. You also throw your opponent to the ground with such force that he takes 1-4 points of throw damage if successfully tripped.

SUIEIJUTSU

Martial Arts Style

As Japan is an island nation, particularly one with so many rivers and lakes, water plays a huge role in every facet of life, including combat. Because battles often took place near and in rivers and lakes, the art of Suieijutsu (swimming in armor) was developed. Warriors skilled in this art wear special equipment to aid them when crossing or fighting in water, and train rigorously by swimming in their armor and learning how to reduce its encumbrance.

Prerequisite: Str 13+.

Effect: Swim is added to your list of class skills. You take no penalty to Swim checks from armor



when in armor you have specially prepared (this preparation costs 10 Toraisen). If in armor you have not specially prepared, you take the armor check penalty to Swim checks (armor check penalties are normally doubled for the Swim skill).

SUMO WRESTLING

Martial Arts Style

The first mention of Sumo occurs in the Kojiki, one of the first written works of Japanese history dating from approximately 712 CE (see the section on the Nara Period for more information). However, since the Kojiki was an early attempt at documenting Japan's ancient past, it is arguable (perhaps even likely) that Sumai as sport and warfare is much older. Sumo wrestling is closely linked to the Emperors of Japan. A mythological account of a Sumo match between two giants (one representing the common folk and one the "divine race") over possession of the island is the source of the royal family's divine right of rule.

The Nihongi, another early written work (dating from approximately 720 CE), also mentions a Sumo match fought before Emperor Suinin in which the undefeated Tajima-no-Kehaya met Nomi-no-Sukune. Sukune won the battle by breaking Kehaya's ribs, killing him.

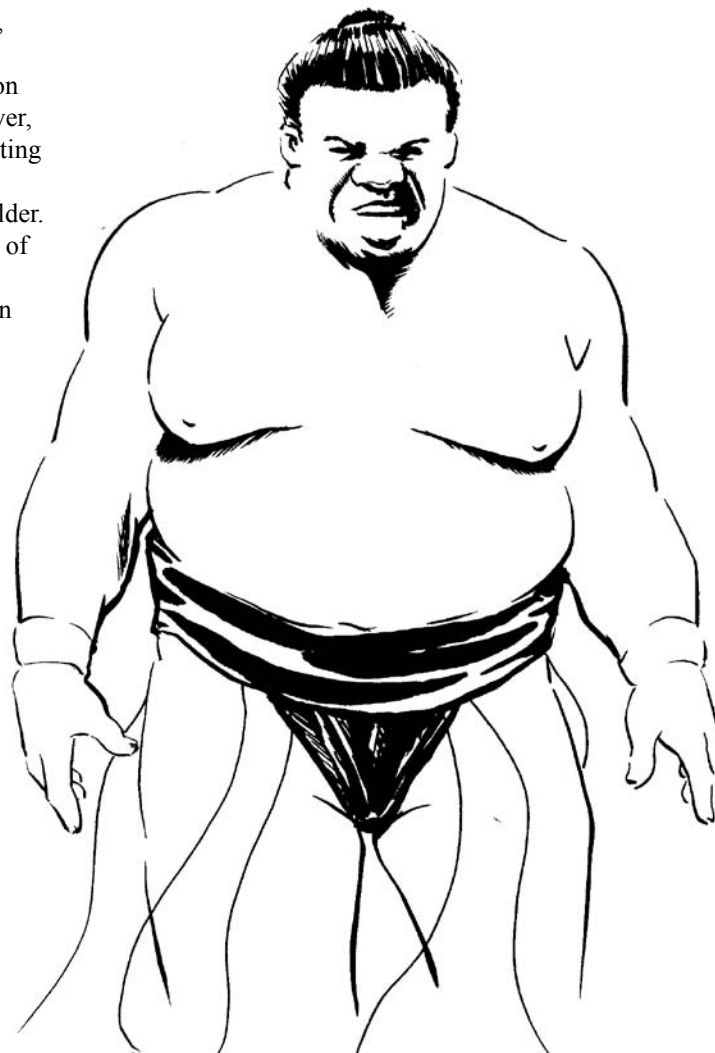
When fought as a sport (using nonlethal damage) this art is known as Sumo. When used in combat it is known as Sumai.

Effect: You inflict 1d4 points of damage (lethal or non-lethal) on a successful unarmed attack. You do not provoke attacks of opportunity from punch, kick, grapple or trip attacks. This feat adds Balance and Escape Artist to your list of class skills. Sumo Wrestling is an external style whose attacks are modified by Strength.

TESSENJUTSU

Martial Arts Style

Fans were employed for almost every purpose imaginable in medieval Japan: to screen rice and wheat, to referee sumo matches, in theatrical performances, to exchange greetings, to advertise



products, and in combat. Tessenjutsu is the art of the war fan, a weapon used to deadly effect by nobles and peasants alike.

Prerequisite: Exotic Weapon Proficiency (War Fan).

Effect: You gain a +2 bonus on blocking rolls and a +2 bonus on disarm rolls when wielding a fan. Even though the War Fan is a light weapon, you do not take a penalty on either blocking or disarm rolls. This feat adds Perform (drama) and Sense Motive to your list of class skills. Tessenjutsu is an external martial art whose attacks are modified by Dexterity.

Normal: Attackers attempting to disarm with a light weapon normally take a -4 to hit.

TWO-HANDED STRIKE

Martial Arts Maneuver

You are extremely skilled with the use of the katana two-handed. This is one of the most popular methods for use of the katana.

Prerequisite: Kenjutsu, Weapon Proficiency (Swords), BAB 3+.

Effect: Your Strength modifier to damage is doubled when wielding a katana two-handed.

Normal: Characters normally increase their Strength modifier by 1.5 when wielding a weapon two-handed.

WHIRLING SPEAR

Martial Arts Maneuver

As you spin, whirl, parry and attack with your yari, you make an extremely difficult target and seem to attack from all directions.

Prerequisite: Footwork, Weapon Proficiency (Spears and Staves), Yarijutsu, Balance 5 ranks, BAB 5+.



Effect: You may make an additional spear attack each round. This attack is made at your highest BAB. All attacks you make in the round in which you use this feat, including this extra attack, suffer a –2 penalty to hit.

YARIJUTSU

Martial Arts Style

You are skilled in the art of the spear. Bushi of all ranks, from the humblest conscript to the noblest samurai, were practiced with this weapon; rare is the picture of samurai in the medieval period that does not show the warrior carrying or using this weapon. A master of the spear was a whirling dervish of death, and a wise samurai would not approach such a combatant, preferring to use archers to end the threat from afar. Many unwise masters of the katana learned the wisdom of the more cautious warrior only in death.

The spear was elevated to a status equal to that of the bow and the sword because of its enormous utility. Warriors used the reach of the spear to defeat

deadly swordsmen before they could close. For the bushi employed with the cavalry, the weapon became a light lance; lighter yari, carried in quivers, served as javelins to supplement the warrior's arsenal of ranged attacks.

In peacetime or other circumstances in which a sword would be too conspicuous, the warrior could carry a spear disguised as a staff—a convenient way to look like a simple pilgrim while keeping a lethal weapon handy.

The earliest Japanese spears were halberds imported from China; numerous stories tell of warriors traveling from Japan to China in ancient times to study with the masters of the halberd there. Over time, these weapons evolved into truly indigenous Japanese weapons, including the yari and the naginata (the true “Japanese halberd”).

Prerequisite: Weapon Proficiency (Spears and Staves).

Effect: When wielding a spear, you gain a +1 Dodge bonus to your Armor Class against melee attacks as you spin, whirl and parry incoming attacks

while attacking any foe foolish enough to come too close. You also gain a +1 damage bonus on melee and thrown attacks with spears and javelins within one range increment. Finally, this martial art allows you to treat the yari as a double weapon, attacking with the shaft as if you were wielding a light weapon in your off hand (the yari's shaft inflicts damage as a bo staff of the same size). This feat adds Balance and Pressure Points to your list of class skills. Yarijutsu is an external style whose attacks are modified by Strength.

ZEN ARCHERY

Martial Arts Maneuver

You are so centered and strong of mind that you can hit the bull's-eye of a target blindfolded or blind.

Prerequisite: Kyujutsu or Kyudo, Concentration 13 ranks, BAB 10+.

Effect: You may reroll any ranged attack that misses due to concealment. Any critical you threaten with a ranged attack roll is automatically confirmed.



CHAPTER FOUR: EQUIPMENT

CURRENCY

During the main campaign period of *Legends of the Samurai* (the 11th through the 17th centuries), the central government of Japan does not mint coins or make its own currency. Merchants, who need coinage to efficiently carry out trade, are thus forced to import coins from China and mint their own. The coins imported from China are known as Toraisen; those minted locally by the merchant clans are known as Shichusen.

Although both types of coinage are composed of copper, the Toraisen from China are acknowledged to be purer and more valuable, and are roughly equal in value to the *Player's Handbook* gold piece (gp).

The Shichusen is roughly equal in value to the *Player's Handbook* silver piece (sp).

There is also the Bitasen, which are Shichusen and Toraisen coins that have been used and reused so much that they have split in half. Since coinage for merchant transactions is always at a premium, these continue to be used despite their battered condition and have a value equivalent to the *Player's Handbook* copper piece (cp).

At the top of the economic pyramid rests the Koku. One Koku represents the amount of rice needed to feed a person for one year. Daimyo measure their wealth in Koku, and samurai are typically paid in Koku. Koku are either bartered for other objects or traded for coinage, and have a value equivalent to the

Player's Handbook platinum piece. If an item has a value listed in Koku, this typically means it is only available for purchase by the warrior elite.

ARMOR

Author's Note: Some may find this list of armor surprisingly short; others may find the individual pieces of armor listed inferior to the European-style medieval armor in other games. However, both of these factors—the limited variety and relative weakness—are representative of the actual state of armor in medieval Japan. Armor was not often worn; when it was, the primary focus was on maintaining freedom of movement rather than loading the soldier down with so much armor he needed a horse to be effective in combat.

The nature of the Japanese horse is also relevant to the state of armor. Although hardy and extremely agile, Japanese horses were historically much smaller than their European counterparts, making the knight covered from head to toe in steel a virtual impossibility.

It was not uncommon at all to see the common soldier clad in kote, jingasa, sandals, a loincloth and nothing else as he made his way to war. These fearless soldiers relied more on their martial prowess



TABLE 4-1: CURRENCY

Coin	Bitasen (bn)	Shichusen (sn)	Toraisen (tn)	Koku (ku)
Bitasen (bn)	1	1/10	1/100	1/1,000
Shichusen (sn)	10	1	1/10	1/100
Toraisen (tn)	100	10	1	1/10
Koku (ku)	1,000	100	10	1



TABLE 4-2: LIGHT ARMOR

Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure %	Speed	Weight
Light Armor							
Kote	10 tn	+1	+8	-0	0%	-0	3 lbs.
Kawara	20 tn	+2	+6	-0	10%	-0	8 lbs.
Sharkskin	50 tn	+2	+8	-0	10%	-0	6 lbs.
Peasant Armor	30 tn	+3	+5	-1	15%	-0	10 lbs.
Medium Armor							
Haramaki	50 tn	+4	+4	-2	25%	20 ft.	20 lbs.
Do-maru	125 tn	+5	+4	-1	30%	20 ft.	30 lbs.
Heavy Armor							
O-yoroi	60 ku	+7	+0	-7	40%	20 ft. ¹	65 lbs.
Tousei-gusoku	150 ku	+8	+1	-6	35%	20ft. ¹	65 lbs.

¹ The character only moves at three times speed while running in this armor.

than on the strength of their armor. *Legends of the Samurai* takes this into account through the many options (the feats) that grant a character Armor Class bonuses, as well as with the blocking rules, which allow a character to use his attack prowess as a form of defense.

Piecemeal armor is typically worn by itself (for the truly poor soldier) or in combination with medium armor. Since the two types of medium armor listed below are both breastplates, smaller pieces of head, arm, or calf armor may be worn with medium armor. The two heavy armors are full suits, each with helmet included in the purchase price.

LIGHT ARMOR

Requires Armor Proficiency (Light)

KAWARA

This light armor consists of leather scales sewn onto cloth and then lacquered.

KOTE

These armored sleeves are favored by anyone who wishes to appear unarmored, and are the most common armor worn by ninja while on assignment.

PEASANT ARMOR

An affordable set of armor pieces that almost any warrior can afford when going off to war, this suit includes jingasa (armored rice farmer's hat), kote, and sune-ate (shin guards).

SHARKSKIN

This thick, abrasive hide makes excellent leather armor.

MEDIUM ARMOR

Requires Armor Proficiency (Medium)

DO-MARU

Do-maru first appears in the 11th century. Although more expensive than the haramaki, it is still within the financial means of the common footsoldier.

Do-maru is made much like haramaki, with scales sewn onto plates and then lacquered. These scales, however, are iron rather than leather (although the vast majority of the armor is still leather), which provides some added protection. Although the smaller plates used to form this armor require more time and expense to make, the result is a suit that fits better on the body, with the majority of the weight

“If you are slain in battle, you should be resolved to have your corpse facing the enemy”

—*Yamamoto Tsunetomo*

Haramaki provided no protection against attacks from behind. Since the warrior was never supposed to show his back to the enemy or run away, this wasn't considered a problem. For those with a less sturdy constitution, there was an optional insert which would protect the back of the wearer. It was called a “coward's plate.”

carried in the shoulders. This makes do-maru less cumbersome for the wearer despite its greater weight. Since do-maru fastens under the armpit rather than in the back, it provides its full protection against attacks from the rear.

Do-maru is quite easy to equip, requiring 3 rounds to don and a single move action to don hastily. It can be removed as a move action.

This composite set includes jingasa, kote and sune-ate in addition to the breastplate.

HARAMAKI

Haramaki first appears in the 13th century as a cheap armor for the common footsoldier. It is composed of leather scales laced into plates with silk cord and lacquered. Several of these plates are then tied together to form the suit of armor. Because these plates are larger than those used to construct do-maru or o-yoroi, this armor can be made faster and cheaper, although this also makes the armor bulkier. This armor provides no protection against attacks from the rear.

A suit of haramaki consists of a form-fitting breastplate and skirt that protect the chest, thighs and shoulders but leave the arms and calves bare.



Leave A Pleasant Trophy

Before going off to war, many samurai burned incense inside their helmets. Since warriors customarily took the heads of worthy foes as proof of their battlefield victories, the samurai wanted to leave a pleasant trophy in case he was vanquished.

Another advantage of the haramaki is the relative ease of donning and removing it; the wearer simply slips his arms into the armor and ties it closed in the back. This armor takes only 5 rounds to don and can be donned hastily in a single round. It can be removed with a move action.

This composite set includes jingasa, kote and sunate in addition to the breastplate.

HEAVY ARMOR

Requires Armor Proficiency (Heavy)

O-YOROI

The classic samurai armor, consisting of a full suit of armor including kabuto (and often menpo as well). This armor is much like do-maru, except that even more iron is used in its construction.

O-yoroi requires 4 minutes (40 rounds) and the help of an attendant to don. Without an attendant, the time required is the same but the armor can only be donned hastily.

TOUSEI-GUSOKU

This very late armor (in historical campaigns, it should be available only after the 17th century) reflects Western influences in materials and design, and is the true Japanese version of full plate. All armors of this type are masterwork +1.

TABLE 4-3: AGRICULTURAL WEAPONS

Name	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type	Hands
Kama	2 tn	1d4	1d6	x2	---	2 lbs.	Piercing	Light
Kama-yari	3 tn	1d4	1d6	x2	---	3 lbs.	Piercing	One-handed
Kiseru	1 tn	1d3	1d4	x2	---	1 lb.	Blunt	Light
Nunchaku	2 tn	1d4	1d6	x2	---	2 lbs.	Blunt	Light
Sai	1 tn	1d3	1d4	x2	10 ft.	1 lb.	Blunt	Light
Scythe	3 tn	1d6	1d8	x2	---	3 lbs.	Piercing	Two-handed
Tonfa	1 tn	1d4	1d6	x2	---	1 lb.	Blunt	Light



WEAPONS

AGRICULTURAL WEAPONS

Require Weapon Proficiency

(Agricultural Weapons)

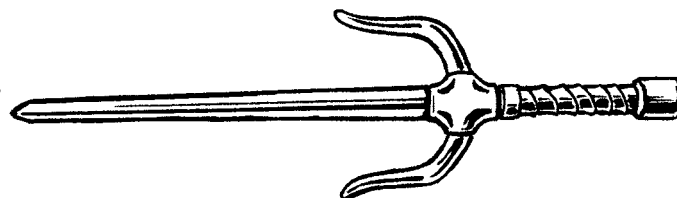
KAMA

These small sickles are extremely common and are used in combat by peasants, monks and ninja.

KAMA-YARI

This is a slightly larger kama with its blade constructed in such a way that it can either be folded inside the weapon (hiding it entirely) or fixed straight out, turning the weapon into a spear. These versatile weapons are much favored by militant peasants and ninja since they can appear innocuous one moment and be transformed into a potent weapon the next.

With a move action, a character may convert the weapon from a kama into a jo staff (by folding the blade inside the shaft) or a yari.



KISERU

Blunt smoking pipes, ranging from 6 to 18 inches long and made of hard wood or metal, are frequently used as weapons by peasants in need of a ready defense on the roads of Japan. These weapons are also ideal for use as makeshift bokken by samurai in bar fights and other unexpected confrontations.

NUNCHAKU

These flails are light, concealable, flexible and deadly.

SAI

Farmers use the sai as a light spade. The hooked projections on each side of the weapon (called jitte) serve to make this weapon useful in combat as well. The sai gains a +2 bonus on disarm rolls.

SCYTHE

These larger versions of the kama wreaked such havoc during peasant revolts in the Tokugawa period that their presence, even as farming implements, was declared illegal.

TONFA

These blunt weapons are useful both on the attack and defense. The tonfa gains a +2 bonus on blocking rolls.



BOWS

Require Weapon Proficiency (Bows and Crossbows)

ARROW, BARBED

Barbed arrows are much like the willow leaf arrow, except that they are lined with hooks designed to lodge them in the enemy's flesh, requiring them to be ripped out after a battle.

If an attack with a barbed arrow exceeds the number needed to hit by 5 or more, it has lodged in the target's flesh. This inflicts one point of damage each round until the arrow is removed. When the arrow is removed, it inflicts its normal damage again unless a Heal check (DC 20) is made by the person removing the arrow.

ARROW, FIRE

These arrows are modified whistling arrows. The hollow head of the arrow is filled with a flammable tar and then lit before the arrow is fired. Lighting a fire arrow is a move action that provokes an attack of opportunity. (Most archers of rank have an attendant light their arrows for them, which allows an archer with multiple attacks to make his normal number of attacks with these arrows.)

If an attack with a fire arrow exceeds the number needed to hit by 5 or more, the target has caught on fire. The fire arrow inflicts its normal damage each round until the target takes a full round action to put out the flames. Each round the flame is ignored, it increases the arrow's base damage by +1 (so a fire started by this arrow that is unattended for 2 rounds will inflict 1d6+2 damage).

ARROW, PEAR HEAD

These arrows feature broad, blunt heads and are used in the ever-popular dog hunts. They can be used to inflict nonlethal damage with no penalty to attack rolls.

TABLE 4-4: BOWS

Name	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type	Hands
Kama	2 tn	1d4	1d6	x2	---	2 lbs.	Piercing	Light
O-yumi	30 tn	1d6	1d8	x3	80 ft.	6 lbs.	Piercing	One-handed
Dokyu	300 tn	1d6	1d8	x3	60 ft.	8 lbs.	Piercing	One-handed
Hankyu	30 tn	1d4	1d6	x3	60 ft.	1 lb.	Piercing	Two-handed
Azusa-yumi	100 tn	1d3	1d4	x2	40 ft.	1 lb.	Piercing	Two-handed
Daikyu	100 tn	1d6	1d8	x3	110 ft.	2 lbs.	Piercing	Two-handed
Arrow, Willow Leaf (10)	1 tn	*	*	*	*	½ lb.	*	---
Arrow, Pear Head (10)	1 sn	*	*	*	*	½ lb.	Blunt	---
Arrow, Pointed (10)	1 tn	*	*	*	*	½ lb.	*	---
Arrow, Barbed (10)	5 tn	*	*	*	*	½ lb.	*	---
Arrow, Whistling (10)	1 tn	*	*	*	*	½ lb.	*	---
Arrow, Fire (10)	20 tn	*	*	*	*	1 lb.	*	---

ARROW, POINTED

These arrows are smaller than the willow leaf arrow, and are designed to penetrate armor. They gain a +2 circumstance bonus to attack against an armored opponent.

ARROW, WHISTLING

These arrows are hollow, with holes drilled in the surface. They make a distinctive, high-pitched whistle as they fly through the air and are useful as signaling devices.

ARROW, WILLOW LEAF

The willow leaf arrow has a broad head that inflicts more damage as it cuts through the flesh of its target. However, its broad cutting surface also makes it less able to penetrate enemy armor. These arrows gain a +1 damage bonus, but suffer a -2 penalty to attack rolls against armored targets.

AZUSA-YUMI

The azusa-yumi is covered with glyphs and sigils. An arcane caster may hold the azusa-yumi in one hand while performing the gestures needed to cast a spell; doing so increases the save DC of that spell by +1.

DAIKYU

The classic Japanese composite longbow, the daikyu can be fired on foot or on horseback. A bend near the top of the bow allows the string to actually touch the shaft for a portion of its length. The part of the shaft touched by the string is typically shod in metal, which makes a distinctive sound when the arrow is fired. Archers working together often pluck the strings of their bows to make this sound as a signal to one another on the battlefield.

All daikyu are Strength bows, and the cost listed on the table should be modified if the Strength modifier of the bow is +1 or higher (at an additional cost of +100 tn per +1 Strength modifier).

DOKYU

A masterful weapon, the dokyu is the repeating crossbow, capable of firing arrows from a 6-arrow clip before needing to be reloaded. As long as the dokyu's clip contains arrows, its wielder can load it by pulling a lever (a free action). Loading a new clip is a full-round action that provokes attacks of opportunity.

The dokyu may be fired (but not reloaded) one-handed at a -2 penalty to attack.



HANKYU

An extremely light bow suitable for use on foot or horseback.

O-YUMI

The o-yumi is a light, shoulder-fired crossbow. These weapons have a long stock—typically made of whalebone—and are very accurate when fired from the shoulder. The o-yumi must be loaded after each attack; loading the o-yumi is a move action that provokes attacks of opportunity.

The o-yumi may be fired (but not loaded) one-handed without penalty. If it is fired two-handed, with the stock braced against the shoulder, the attacker receives a +1 bonus to his attack roll.

KNIVES

Requires Weapon Proficiency (Knives)

AIKUCHI

The aikuchi is a tanto without a guard. This makes it especially accurate when thrown.

The aikuchi may not be used to make blocking rolls.

HIMO-GATANA

These light stilettos are often hidden in a samurai's sleeve in case of an unexpected attack.

Himo-gatana may not be used to make blocking rolls.

KOGAI

These razor-sharp pins are carried in the scabbard of the samurai's wakizashi and bear the symbol of his clan. They are primarily used to mark warriors the samurai has killed—a way of identifying the warrior responsible for the death of a noble foe. However, a samurai in extreme circumstances could use these as deadly thrown weapons.

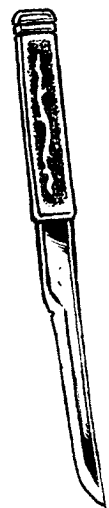


TABLE 4-5: KNIVES

Name	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type	Hands
Tanto	5 tn	1d3	1d4	19-20/x2	10 ft.	1 lb.	Piercing	Light
Aikuchi	3 tn	1d3	1d4	x2	15 ft.	1 lb.	Piercing	Light
Yoroi-toshi	10 tn	1d3	1d4	x3	---	2 lbs.	Piercing	Light
Himo-gatana	25 tn	1d3	1d4	19-20/x4	10 ft.	1 lb.	Piercing	Light
Kogai	2 tn	1d2	1d3	x2	10 ft.	¼ lb.	Piercing	Light

These weapons may not be used to make blocking attack rolls.

TANTO

The dagger of the samurai, this weapon is always carried by women of the warrior caste. When necessary, she uses this weapon to defend her life—or even end it, should honor require such a measure. Although the tanto is not long enough to perform seppuku, the brave women of the samurai have their own ritual for preserving their honor: severing their carotid artery with these knives.

YOROI-TOSHI

This powerful dagger is used to penetrate heavy armor. It gains a +2 bonus on attack rolls when wielded against an opponent in armor.

NINJA WEAPONS

Require Weapon Proficiency (Ninja)

ASHIKO

These claw-like implements are worn on the ninja's feet. They grant a +2 bonus to kick damage as well as a +2 bonus to Climb checks. However, the wearer takes a –2 penalty to Move Silently checks if these are worn indoors or on a paved street.

BLOWGUN

Ninja use blowguns because of their complete silence and ease of concealment (a blowgun can easily be disguised as a sword scabbard or tobacco pipe, or constructed spontaneously from a bamboo stalk). The blowgun also makes an excellent delivery method for the many poisons and acids in the ninja's arsenal.

TABLE 4-6: NINJA WEAPONS

Name	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type	Hands
Ashiko	10 tn	+1	+2	*	---	1 lb.	Piercing	Light
Blowgun	2 tn	1	1d2	x2	20 ft.	1 lb.	Piercing	Two-handed
Hanky (collapsible)	45 tn	1d4	1d6	x2	40 ft.	½ lb.	Piercing	Two-handed
Kusari-gama	5 tn	1d4/1d4	1d6/1d6	x2	---	4 lbs.	Piercing/Blunt	Two-handed
Kyuketsu-shoge	10 tn	1d3/1d3	1d4/1d4	x2	---	2 lbs.	Piercing/Blunt	Two-handed
Nage-gama	3 tn	1d4/1d4	1d6/1d6	x2	---	3 lbs.	Piercing/Blunt	Two-handed
Ninja-to	2 tn	1d4	1d6	x2	---	2 lbs.	Slashing	Light
Shuriken (9)	10 tn	1d3	1d4	x2	10 ft.	1 lb.	Piercing	Light
Tekko	10 tn	+1	+2	*	---	1 lb.	Piercing	Light



KUSARI-GAMA

This wicked weapon combines the sickle (kama) and the chain.

The kusari-gama is a double weapon and may be used as if the character were wielding a light weapon in his off hand to make two-weapon attacks.

The kusari-gama grants a +2 bonus on grapple and trip attacks.

Characters proficient in either agricultural weapons or the chain may use this weapon at a –2 penalty to attack rolls. This weapon requires Weapon Proficiency (Ninja) to use with complete proficiency.

KYUKETSU-SHOGE

This weapon consists of a combination knife and chain. The handle of the knife has a hook which makes this weapon very good at disarm attacks.

The kyuketsu-shoge grants a +2 bonus to grapple, trip and disarm rolls.

NAGE-GAMA

This ingenious weapon is a combination chain and staff. The chain is actually hidden in a hollow end of the staff, allowing it to pass for a simple wanderer's staff.

The nage-gama grants a +2 bonus on grapple and trip attacks. The first attack made with the chain renders an opponent flat-footed if he fails to notice the chain hidden in the weapon (Spot check DC 20).

Characters proficient in either staves or chains may use this weapon at a –2 penalty to attack rolls. This weapon requires Weapon Proficiency (Ninja) to use with complete proficiency.

NINJA-TO

The sword of the ninja, this weapon is designed to be simple and functional. The scabbard of the ninja-to is hollow, making it usable as either a blowgun or breathing tube.

SHURIKEN

These thrown weapons are easily concealed; a ninja can carry a great number of them while appearing unarmed. They are also quite useful in creating distractions, and grant the ninja a +2 bonus on Bluff checks to create a diversion to hide.

Ninja always carry nine of these (no more, no less) because nine is a lucky number.

TEKKO

These claw-like implements are worn on the ninja's hand. They grant a +2 damage bonus on punching attacks as well as a +2 bonus on Climb skill checks. However, the ninja takes a –2 penalty on weapon attack rolls when wearing them.

SPEARS AND STAVES

Require Weapon Proficiency (Spears and Staves)

BO STAFF

This long two-handed staff is a common sight on the roads, used by commoners, merchants and wandering monks to protect themselves from bandits who prey on travelers.

The bo staff is an excellent defensive weapon and gains a +2 bonus to all blocking rolls.

The bo staff may inflict nonlethal damage without suffering the usual –4 penalty to the attack roll.

The bo staff is a double weapon and may be used in two hands as if you were wielding two light weapons. If the bo staff is wielded in one hand, you may not treat it as a double weapon.

FUTAMATA-YARI

These forked spears (some being full-blown tridents) are dangerous weapons on the battlefield.

An attacker wielding the futamata-yari gains a +2 bonus on all blocking and disarm rolls.

JO STAFF

The jo staff is a light, one-handed weapon that is often wielded in pairs. Even those not skilled enough to dual-wield these weapons carry them because of their small size and ease of concealment.

The jo staff may inflict nonlethal damage without suffering the usual –4 penalty to the attack roll.

NAGINATA

The deadly and beautiful slashing polearm of the samurai, this weapon is the traditional weapon of samurai women and its use is considered the height of feminine beauty. Women of the warrior cast are expected to learn how to wield this weapon by their 18th birthday. Many intruders into the home of a samurai while the husband is on campaign learn (to their great displeasure) the level of skill attained by

TABLE 4-7: SPEARS AND STAVES

Name	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type	Hands
Yari	2 tn	1d6	1d8	x3	20 ft.	4 lbs.	Piercing	Two-handed
Naginata	5 tn	1d8	1d10	x3	---	6 lbs.	Slashing	Two-handed
Uchi-ne	1 tn	1d4	1d6	x2	40 ft.	1 lb.	Piercing	One-handed
Shakujo-yari	5 tn	1d6/1d4	1d8/1d6	x3	20 ft.	4 lbs.	Piercing/Blunt	Two-handed
Futamata-yari	3 tn	1d6	1d8	x3	20 ft.	5 lbs.	Piercing	Two-handed
Bo Staff	1 tn	1d4/1d4	1d6/1d6	x2	---	2 lbs.	Blunt	Two-handed
Jo Staff	1tn	1d3	1d4	x2	---	1 lb.	Blunt	Light
Shakujo	300 tn	1d4/1d4	1d6/1d6	x2	---	4 lbs.	Blunt	Two-handed
Tetsubo	5 tn	1d4/1d4	1d6/1d6	x2	---	5 lbs.	Blunt	Two-handed



the women of the buke.

The naginata can be used to make trip attacks. If you are tripped during your own trip attempt, you may drop the naginata to avoid being tripped.

The naginata is a reach weapon. You can use it to attack opponents 10 feet away, but not opponents who are adjacent to you.

SHAKUJO

These specially prepared staves are often used by priests in the performance of their rituals. While the caster is holding a shakujo, the caster level of any priest spell cast is increased by one.

In combat, the shakujo functions identically to the bo staff.

SHAKUJO-YARI

This ingenious weapon is a spear with its head concealed so that it appears to be a normal staff. Samurai on secret missions often carry these weapons in order to pass as simple wanderers. The first set of statistics in the table represents the weapon with the spear head exposed, while the latter represents the weapon when used as a simple staff.

TETSUBO

The tetsubo is a staff covered with small spikes and hooks at one end. These hooks are used to immobilize opponents rather than kill them.

The tetsubo can be used to make grapple attacks with a +2 bonus to the attack roll and any opposed grapple check.

This weapon otherwise functions as the bo staff in combat.

UCHI-NE

These javelins are carried in quivers by soldiers on campaign. They can also be found in the home of a samurai near beds, entrances, and other strategic locations. An intruder can expect both the samurai and his wife to use them with deadly accuracy.

YARI

The traditional soldier's spear—functional, simple, and deadly.

SWORDS

Requires Weapon proficiency (Swords)

BOKKEN

These wooden swords were originally created for students of the katana as a safer alternative to live steel (although many Sensei prefer live steel despite the risk). Bokken are nevertheless quite capable of killing when wielded by a warrior trained in their use.

The bokken may inflict nonlethal damage without the usual -4 penalty to attack rolls.

Although it is technically a club, you may use the bokken with any Kenjutsu maneuvers.

DAITO

A longer version of the katana, this weapon is either carried strapped to the samurai's back (while his daisho are worn on the hip and belt) or carried by an

attendant. In a serious battle, most warriors of note carry all three swords, in addition to the yari and the daikyu.

All daito are masterwork weapons, and this is reflected in the price.

A daito may be used to perform any maneuver in the two-handed slash tree of Kenjutsu (including Pear Splitter). This weapon is too large and clumsy, however, to be used for extra damage from an Iaijutsu strike (although a character skilled in Iaijutsu gains his normal initiative modifier when drawing the daito).

Daito may only be carried by a member of the warrior caste.

KATANA

The soul of the samurai. This weapon is either worn on the hip, blade down (by the Kenjutsu master) or tucked in the belt, blade up (by the Iaijutsu master).

All katana are masterwork weapons, and this is reflected in the price.

The katana is part of the daisho (the twin swords) along with the wakizashi, and may only be carried by a member of the warrior caste.

KEN

The simple, dual-bladed stabbing sword.

Some peasants of high honor are allowed to wear the ken.

WAKIZASHI

The samurai will almost never be seen without this weapon, and will never be willingly parted from it. He cannot be ordered by anyone to leave this weapon behind; this is the weapon a samurai uses if he is disarmed, or to end his own life when performing seppuku.

All wakizashi are masterwork weapons, and this is reflected in the price.

The wakizashi is part of the daisho (the twin

TABLE 4-7: SWORDS

Name	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type	Hands
Daito	35 ku	1d10	2d6	18-20/x2	---	6 lbs.	Slashing	Two-handed
Katana	33 ku	1d8	1d10	19-20/x2	---	4 lbs.	Slashing	One-handed
Wakizashi	31 ku	1d6	1d8	19-20/x2	---	3 lbs.	Slashing	One-handed
Ken	15 tn	1d4	1d6	19-20/x2	---	2 lbs.	Piercing	Light
Bokken	3 tn	1d4	1d6	x2	---	2 lbs.	Blunt	One-handed



swords) along with the katana, and may only be carried by a member of the warrior caste.

EXOTIC WEAPONS

Each requires an individual Exotic Weapon feat

GUNSEN

These traditional folding fans (a Japanese invention) are also used to good effect as defensive weapons. Although not as useful a weapon as the metal tessen, these fans are much easier to conceal and are often underestimated by opponents.

This weapon requires Exotic Weapon Proficiency (War Fan) to use with proficiency.

MANRIKI-GUSARI

This deadly variation on the chain adds weights at both ends, allowing it to be swung more accurately and to strike with more force. Tradition holds that this weapon was created by Masaki Toshimitsu Dannoshin. The name *manriki-gusari* is translated as “10,000 power,” and indeed many who have faced this weapon feel that it has the power of 10,000 opponents.

The manriki-gusari grants a +2 bonus on grapple, disarm and trip attacks.

The manriki-gusari is a reach weapon that may be used to strike at targets 10 feet away, but may not be used to strike at targets adjacent to you.

This weapon requires Exotic Weapon Proficiency (Chain) to use with proficiency.

TESSEN

This rigid iron war fan is both a deadly weapon and an excellent defensive measure.

Although tessen provide no Armor Class bonus, they are essentially small shields, and take no penalty to blocking or disarm attack rolls for being light weapons.

TABLE 4-8: EXOTIC WEAPONS

Name	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type	Hands
Gunsen	1 tn	1	1d2	x2	---	1 lb.	Blunt	Light
Manriki-gusari	5 tn	1d6	1d8	x3	---	3 lbs.	Blunt	Two-handed
Tessen	3 tn	1d3	1d4	x2	---	1 lb.	Blunt	Light
Vajra	10 tn	1d3	1d4	x2	---	1 lb.	Piercing	Light

This weapon requires Exotic Weapon Proficiency (War Fan) to use with proficiency.

VAJRA

These items were originally ornamental symbols of the Buddhist faith carried by monks and priests. Representing lightning, they are small—about the length of the hand—with sharp, claw-like projections on either end. In combat, these claws can be used to disarm, block and strike pressure points with deadly accuracy.

The Vajra gains a +1 bonus to blocking and disarm rolls, and increases the damage from a successful Pressure Points skill check by +1 point.

This weapon requires Exotic Weapon Proficiency (Vajra) to use with proficiency.

an archer can react to an unforeseen attack. Most archers prefer these over open quivers.

QUIVER, OPEN

The open quiver carries up to 50 arrows erect and separated, allowing them to be drawn very quickly. However, in conditions of rain, high humidity, or a water crossing (all very common events on the battlefields of Japan), the arrow fletchings tend to get wet, reducing their accuracy. For this reason, covered quivers are preferred by most archers.

An open quiver grants a +2 Initiative bonus when using a bow. However, if you have passed through water, rain or high humidity in the last three days, you take a –1 penalty on attack rolls with your bow.

SHINOBI-SHOZOKU

This is the classic ninja garb: black bodysuit, mask and tabi. Its special design grants the wearer a +2 bonus to Hide and Move Silently checks. Shinobi-shozoku are not for sale, but are issued to members of a ninja clan (those with one or more levels in the ninja class). While another character could make such an outfit, most people do not *want* to be associated with the ninja.

Item	Cost	Weight
Quiver, Covered	10 sn	1 lb.
Quiver, Open	5 sn	1 lb.
Katana-zutsu	20 ku	2 lbs.
Shinobi-shozoku	*	---

ADVENTURING GEAR



KATANA-ZUTSU

These locking sword cases are used by wealthy samurai to carry or store their swords when not in use. Katana-zutsu are made of expensive woods and ornately lacquered and decorated.

QUIVER, COVERED

Covered quivers protect arrows better during inclement weather or water crossings than do open quivers. However, they reduce the speed with which



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