Legend of the Five Rings

(4th Edition)

Welcome to Rokugan! Stretching 900 miles north to south and 600 east to west, this great empire resembles feudal Japan in many ways. But also China, Korea and even India in others. To the north, the snow-capped Northern Wall Mountains frame the borders of all maps. To the south, the heavily fortified Kaiu Wall stands vigilant against the spread of the blighted Shadowlands. To the east, the wild and unexplored ocean stretches ever-onwards. And to the west, a burning desert conceals ancient secrets best forgotten.

Eons ago, Lord Moon's obsession and paranoia turned him against his wife and sister: Lady Sun. He devoured most of their children, but she sequestered her son Hantei away to train in the warrior arts with the Celestial Dragons, until he returned powerful enough to free his siblings from his stomach. In the clash, all the divine siblings plummeted into **Ningen-do, the Mortal Realm.** Save one.

And from this clash between the rulers of **Tengoku**. The apex of all that is, was, and ever will be. Rose humanity, from the tears of Lady Sun and the blood of Lord Moon.

Even if individual cultures within it may count coin or cut throats instead of dedicate themselves to spiritual purity or honour, Rokugan accepts folklore as fact. It is believed that the world is composed of five elements: Fire, water, wind, earth and **Void**-which unifies the rest in harmony, yet is set apart from them**.** It is believed that to live an honourable life in accord with the tenets of **bushido** rewards one with a place of privilege in the afterlife or a superior reincarnation, while to dishonour yourself is to pay off your **kharmic** debt as a lowly Gaki spirit. It is believed that the ancestors bless those who have earned their hard-won favour, that spirits betimes prank or marry mortals, and that the **Great Clans** and the Emperor they serve hold divine right to rule due to being descended from Hantei and his siblings after they educated mankind in the ways of the celestial order.

It is all true. Though not *always* as imagined, and it is not the *whole* picture.

Nowhere is this more certain than in light of the malevolent forces arrayed against Rokugan. **Jigoku**, the Realm of Evil, strives constantly to corrupt all other worlds-primarily through the Dark Kami, the Champion of Jigoku: **Fu Leng**. Who fell to it instead of the mortal world. The **Lying Darkness**, the last remnant of the Nothing that preceded all existence, manipulates many proxies. Driven only by the fear, desire and regret that drove it both to create the world-and now, to end it. The blood sorcerer known as the **Bloodspeaker Iuchiban** would shatter the world for the sake of his maddened ambitions. Even the Great Clans themselves might bring ruin to the world while bickering over how to save it.

Take 1000 CP, and seek enlightenment in all things.

Locations

The world is vaster, and far stranger, than just Rokugan. Even if in many ways, Rokugan is the fulcrum of its destiny. You may start at any of the locations listed below, or anywhere else in this world.

Otosan Uchi: The very cradle of the empire's birth, this concentric city hosts the Imperial Palace within its innermost ring. And a raucous scrum of merchants and commoners in the Ekika District, at its outermost rim. On a good day, it is the pinnacle of civilisation: Primarily due to the exclusive "forbidden city" formed around the Imperial Palace, the embassies of the Great Clans, and the presence of the most ancient and revered temples in all of Rokugan. On a bad day, low grade earthquakes topple structures as soon as they're founded, and malevolent forces coming storming through to enact grievous harm. Here are found the best of times, and the worst of times.

Koten: The Crab are not generally contemplative as a people, their life mainly consisting of constant vigilance and violence upon a great wall fighting invaders from the Shadowlands or seeking out their heads. They are, however, no less pious. Well-fortified and heavily constructed as any fortress, the Ancestral Hall where their heroes are paid homage to echoes with the chanting of mourning monks. Few artifacts return after the death of their bearers in pitched combat with inhuman foes. Instead, the stories of the Crab are heard and recounted here without fail by the monks, to honour those who came before-and give solace to those who come after.

Toshi Ranbo: Tense. Militaristic. Sharply divided between the elegance of the Crane Clan, and the martial might of the Lion Clan-as well as a literal boundary wall between their domains. Countless heroes have been forged and slain in either sacking or defence of this city, and countless shrines dedicated to their heroics. Both the Lion and the Crane have historical records indicating *they* are the rightful administrators of this city, leading to ceaseless conflict. But should all go as destined, a moment of cooperation could well see this city becoming the new Imperial capital in a rare moment of cooperation-doubling its size overnight and greatly increasing its prestige and luxury. Or perhaps, depending on your starting date, this has already come to pass.

Kyuden Kitsune: Once nothing more than the fortress of the Fox Clan, considered poor even by Minor Clan standards, coming under ownership by the Mantis Clan after the Fox Clan became part of it was the best thing to ever happen to this place. An influx of resources improved its size, facilities and the taste in furniture. Apart from increasing visitors due to the excellent reputation of the Kitsune family in Imperial political circles, its proximity to the breathtaking Kitsune Mori forest will make it popular with young lovers. Whether you start before or after this castle's popularity, it is a testament to how quickly politics and trends can change the very shape of the world.

Kyuden Isawa: Home to the largest shugenja family in Rokugan, the tremendous quantity of libraries, shrines, temples and novice shugenja occupied with training is a testament to the Phoenix Clan's unquestioned mastery of magical scholastics-among others. The very urban

planning is designed to segregate documents so young students cannot access the rare and powerful writings available only to seniors. Far below the splendid buildings, a sacred meeting room for the Council of Elemental Masters welcomes only the Phoenix Champion among conclaves of the most learned and powerful sorcerers in Rokugan.

The High House of Light: Monastic in the extreme, this great mountaintop complex is notable for having no visible path leading up to its mighty gates, despite being visible for miles. *Supposedly* the difficulty of even getting here is a test to change those who would seek enlightenment among its austere quarters and tattooed monks. Although that doesn't answer the question of how the place was built to begin with, and the Dragon Clan who own it aren't telling. One level contains shrines to every major **Kami** (a spirit powerful enough to be worshipped as a god) and **Fortune** (a mortal deified after death, both culturally and literally), while the lower levels honor every minor Fortune known to the empire.

Shiro no Shosuro: It appears, at first glance, to be a normal castle. Its gardens are beautiful and vast beyond compare. And also rumoured to be where some of the most deadly poisons are concocted. Its nobility smile as they conduct themselves with unimpeachable dignity. They are almost all assassins. The famous Shosuro Acting School resides in a nearby village. It happens to be a useful tool for espionage. This is a bastion of the Scorpion Clan, and it embodies everything they believe to be true power.

Shiro Shinjo: Also known as Far Traveler Castle, this triangular fortress ascends to three separate towers. Incorporating elements from different cultures encountered by the Unicorn Clan on their travels, everything possible has been done to belie how heavily and effectively fortified it is. While the Shinjo do not quite *revere* their steeds as much as the Utaku, they do *cherish* them more as friend or sibling rather than beast of burden. As such, arguably the castle's greatest luxury is its massive stables. Depending on when you start, there may have recently been a purge of the anthropocentric conspiracy known as the Kolat from this estate that has greatly diminished its prestige.

Zakyo Toshi: Also known as the Pleasure City, this is an urban testament to 500 years of indulgence and degeneracy. Its mysterious financial backers and location in unaligned territory remain unknown, though the fact that it rests on the border between the Scorpion lands and the Three Man Alliance (struck between the Fox, Sparrow and Wasp minor clans) is *surely* not a coincidence. Political implications aside, this place is known for the diversity and quality of its gambling, drinking, geisha houses and other unwholesome opportunities. An excellent place to lose all your money, honour, and traumatic memories.

Nirukti: Curious. This isn't a human settlement at all, this is the City of Joy and the ancestral home of the Greensnake bloodline of the Naga people. Even though its crystal obelisks have fallen, its grand mosaic pavilion has shattered and the hanging shelves have rusted away, it remains the city least ravaged after the Great Sleep and its observatory remains integrated with the surrounding canopy. A natural river runs through its walls, connecting the Lake of the Cherry Blossom Snow. Due to an imperial edict dating from a disastrous incident during the reign of Hantei XI, even the Naga's Crab and Unicorn allies are reluctant to enter it.

The Festering Pit of Fu Leng: The Shadowlands are a barren wasteland scoured of all that is whole and hale by Jigoku's vile embrace. Animals and plants mutate horrifically, the kami spirits themselves are corrupted into the bloodthirsty yet manipulative kansen, and the environment itself exudes horror or desolation. From the goblin city known as Big Stink (where there is no honor to be found among the squabbling monsters), to the self-explanatory Fields of the Dead (where none pay homage to those who lost their lives before Iuchiban's atrocities made cremation a practice of Rokugan, except exploitative blood sorcerers and the equally ruthless Spider-Clan), to the profane yet civilised City of the Lost (where those corrupted by the Taint of the Shadowlands somehow overcome their petty hostilities with oni, ogres and trolls to form a city rivalling the largest of Rokugan. Even goods like tea and sake are available, although utterly unlike those served to mere mortals), there is no shortage of horrors here. You stand on the rim of the greatest of them all: Where Fu Leng plummeted straight into Jigoku, and crawled out with an army of Oni and other horrors under his command. No one knows how to seal it. No human has seen this place and lived.

…

Specifically, no *human.*

Nezumi and Naga on the other hand can just walk right up to it no problem.

…also the Dark Lord of the Shadowlands and leader of the Spider Clan, Daigotsu, regularly makes pilgrimages here to commune with and draw strength from the dark forces within. *And* depending on when you arrive may have already created **a second festering pit**. But *to be fair*, it's debatable how human he was even before his ascension as the Master of Jigoku.

Origins, Age and Gender

In Rokugan, both men and women take up the sword as honor demands. Freely choose to be either male or female. And an honourable death is more valued than a dishonourable life. For that reason, you may be any age between 13 and 30; only those who have already carved their legends into history attain the privilege of old age.

Most of these origins assume you are human. Those which do not will specify. **The ability to use the Void as directly as the spells and kiho that channel it is unique to humanity, the gods, and rare spirits who specifically preside over the unique element**. Even if most humans live out their lives never fathoming their full potential, they are closer to the truth of this world than even many beings greater than them in all other areas.

Unless explicitly stated, you are an average member of the origin. Some origins are so unique, atavistic or just plain beaten down by life they have inherent abilities described for them in the origin.

Drop-In (Free): You come from Nothing. You hail from Nowhere. There are no ties, no bonds, no place for you in the cosmic order. You have simply come as you are, answering to no one and nothing but your own will.

This can potentially be very, very literal.

Crab Clan (Free): You are a scion of Hida, the strongest of Hantei's siblings. Stalwart guardian of all Rokugan, and destroyer of the inhuman monstrosities from the Shadowlands. Centuries of ceaseless battle have hardened your clan into relentless, powerful and brutally practical warriors. Alas, you have also been stereotyped (often with some truth) as crass, uncouth and borderline *barbaric*. But what care you for the mewling of soft parasites leeching off the empire you risk your life for?

The Hida family are among the largest and most powerful samurai in all the empire, as well as the most prideful. More silent and agile as a rule, the Hiruma function as scouts and Yojimbo for their bulky kin. The Kaiu are unquestionably the empire's best engineers, and the sinister Kuni risk madness to divine knowledge of their dread foes. Time on the wall quickly winnows away all weakness, and so while some families are more reclusive than others, almost all Crab as a rule greatly cherish deeds over words. Diligence over eloquence. And strength of arm over the niceties of politics.

Crane Clan (Free): You are a scion of Doji, the most trusted of Hantei's siblings as well as the one whose unquestionable integrity and elegance laid the foundation for Rokugan's society itself. Your clan has striven to excel at all things, but diplomacy, politics and the fine arts above all. Your clan is the Left Hand of the Emperor, maintaining the balance and integrity of both the Imperial courts as well as Rokugan society. It is *most unfortunate* that small minds also resent the *legitimate privileges* you can exercise to say-cut off someone's supplies with a few strings pulled, or embarrass a less eloquent foe in court. But those who lack honour mean little to those who *define* refinement itself.

In Rokugan politics, disagreements are often settled with a duel. Thus, to master politics the Kakita family strives to excel at all tasks-whether perfecting iaijutsu, the formal art of formalised duelling, or creating glorious art. Or just looking *damn good.* The Doji, their cousins, are the lords of the Crane Clan. And of all Rokugan, they would argue, through their cunning and influence. The Asahina family are far more monastic, devoted to philosophy and the arts while abhorring violence utterly. Finally, the Daidoji clan are hardly recognisable as Crane at all in many situations. They are the strong, silent enforcers of the Crane's will, forsaking grace and style to fight with a ruthlessness uncharacteristic of the Crane…save that their vicious stoicism is matched only by their utter devotion to the rest of the family.

Lion Clan (Free): You are a scion of Akodo, certainly the most wrathful and possibly the greatest warrior among the divine siblings…save for Hantei, who shocked Akodo into eternal loyalty once he realised Hantei could have killed him at any time. But would not raise his sword against his brother. If the Crane is the Emperor's subtle right hand, then the Lion is the Emperor's right: The defender of his lands and person. Militant to a fault, feared for your prowess, boasting the greatest army in the known world, and unflinchingly honourable-it's only *obvious* the other clans should fear your blade at their throat.

The Akodo, lords among Lions, are unquestioned masters of battle-and unusually calm and analytical compared to the Lion stereotype. *That* is defined primarily by the Matsu family: Fiery in nature, quick to anger, and eager for battle at all times. *Especially* the women, who form the exclusive all-female Lion's Pride military unit. The other families are less renowned, but equally vital to the clan's majesty: The Kitsu are a quiet and conservative shugenja family with otherworldly abilities inherited from the spirits that became their namesake, and the Ikoma are the Lion's voice in court. Historians and storytellers, they weep openly so the rest of the clan can remain stoic with dignity.

Scorpion Clan (Free): You are a scion of Bayushi, who cunningly hid his true strength from Hantei-and thus, earned a role as his spymaster. The Scorpion continues to be the Emperor's underhand, the designated villains of the Imperial court that engage in ruthless (though seldom *openly* dishonourable) activities to strangle emergent threats and stabilise society by all potential insurgents *against* them. One day, a Scorpion might blackmail a ronin into service. Another, one might stand vigil over the seized power of a fallen god. While it's true to say that historically, some Scorpions have become *a little* too enthusiastic about *feigning* villainy, who is to say what is true disaster and what was a calculated faint?

There is no family more ruthless, manipulative, calculating and deceitful than the Bayushi, the Scorpion lords-sometimes to their own detriment. The Shosuro, rarely seen and infallibly loyal to the Bayshi, fulfil any task needed without question. The Soshi, the Scorpion's primary shugenja, specialise in magics of concealment and illusion, often working in close concert with the Shosuro. They have another shugenja family: The Yogo, descended from a Phoenix cursed to betray those they loved the most-who swore the loyalty of his bloodline's power magic to Bayushi after being reassured Bayushi would *never* cultivate love.

Phoenix Clan (Free): You *may* be a scion of the god Shiba, though your family rejected his name. Long ago, he knelt to the mortal and antitheist shugenja Isawa for his support against Fu Leng. Ever since then, the Tribe of Isawa (who are named after a cosmic revelation Shiba witnessed to reconcile the initial disunity in their merged clan) are known for two things: Seeking pacifism wherever feasible, and mystical powers unlike anything mustered by the other clans. The Phoenix rarely goes to war, preferring to enjoy the fruits of civilisation at the side of the Crane. When it does, there is little that can withstand its elemental devastation head-on.

The reclusive Asako perhaps personify the Phoenix philosophy as their courtiers, living ascetic and scholarly lives with little ambition other than to serve and learn. The Shiba are somehow even more consumed with their studies, though so selfless are they that few would retreat willingly once war is committed. The Agasha, once a family of the Dragon Clan, enjoy pushing the boundaries of magic-and of propriety, having abandoned the Dragon Clan when they felt it no longer served the empire well. The Isawa, lords of the Phoenix, are unquestionably the most knowledgeable, powerful and numerous shugenja family in the empire. This has also bred an uncharacteristic arrogance.

Dragon Clan (Free): You are a scion of Togashi, but *not* his descendant. Long ago, such was Togashi's foresight that he declined to take part in the tournament that Hantei one. And thus, he was appointed to keep watch over the strangest parts of the world. The Dragon Clan are enigmatic, mysterious, and frankly much more prone to acting like monks than samurai much of the time. Though each family within it is far more individualistic than almost any in Rokugan, even supporting their heirs marrying for mere *love* on occasion. The Dragon hoard knowledge, but not limited to mysticism like the Phoenix. After all, their clan was founded on foresight itself.

The Kitsuki family are magistrates, investigators and reluctantly court representatives despite their controversial methods. There is no officially lordly family of the Dragon, but if there was it would be the Mirumoto: Compromising more than half their ranks, overseeing most of its operations, and acting as the Dragon's memory to honour the prodigious swordsmanship of their ancestor. The Tamori are masters at melding the arts of magic and war, embracing unique magic like alchemy and being more prone to violence than most shugenja. The Togashi order is *not* a family but a monastic order that accepts all who endures its trials and embrace its teachings. Nonetheless, Togashi's blood flows in their veins through mystical tattoos.

Unicorn Clan (Free): You are a scion of Shinjo (once Fu Leng's closest sibling), and though Rokugan is your heritage too, your clan has become foreign to its ways. For 800 years, your clan has ridden horses larger and stronger than most ponies of Rokugan to scour foreign reaches for further threats to the empire, during which they faced treachery with compassion tempered in wild strength, and adopted many practices foreign to Rokugan for survival's sake. From your nomadic lifestyles, to your yurt structures, to your straightforward honesty, many things about the Unicorn seem crude for such a storied clan. Nonetheless, *every* Great

Clan respects two things about the Unicorn: Their honour, and the unquestionable superiority of their cavalry.

Numbering fewer than a dozen members, the Horiuchi are a shugenja family that channel their compassion into protective magics and strive to address others' burdens in times of crisis. The Iuchi family that they spring from are *the* most militant shugenja family in the empire, regularly serving in the Unicorn's armies. The Shinjo are affable, industrious team players who ruled the Unicorn until Shinjo herself removed them from power for corruption. The Utaku are a rigidly honourable and pious militant matriarchy, whose women serve with the most elite cavalry units in the world and menfolk master their households. The Moto is gaijin in both appearance and behaviour, embodying almost every foul rumour about the Unicorn, though their prowess as warriors earns grudging respect. And the Ide family have the thankless, endless job of merging the Unicorn's traditions with those of the empire. Almost universally, their courtiers are even-tempered and eager to forge alliances.

Mantis Clan (Free): You are *not* a scion of anyone noteworthy, a fact which your clan carries with pride and the rest of Rokugan high society regards with concern. Indeed, depending on when you start yours might be a merely *minor* clan. As adaptable and unpredictable as the seas surrounding your island holdings. During one of the greatest conflicts in Rokugan history, in a fit of audacity your clan will demand an unprecedented amount of legitimacy for the Imperial throne. Despite your shortcomings in elegance, martial supremacy and mystical mastery, perhaps that is your clan's truest role: An agent of change.

Descended from the Crab, the Yoritomo rule the Mantis clan. Hardy and industrious masters of the sea, they are eager to prove themselves against all opposition. The Tsuruchi, formerly known as the Wasp Clan, are renowned for being the greatest archers in the empire-making them natural magistrates as well as soldiers. Once the Centipede Clan, the Moshi are devout worshippers of the sun who find prolonged participation in politics uncomfortable-but hold true to their oath to the Yoritomo. As for the Kitsune family, formerly the Fox Clan, they remain a simple and quiet people who prefer communing with nature spirits after giving their own oath of fealty.

The Imperial Families (Free): There are a number of bloodlines that have either sworn direct fealty to the Imperial line, justifying their privileged position by ensuring a functioning empire-or are simply byproducts of it that are not currently occupying the throne. The less charitable among the Great Clans complain that their most valuable purpose is to provide a valid bride now and then. But would be hard pressed to find another group with the best education in the empire, unlimited funding and sufficient status to actually fulfil their functions. Thus with this you are, for better and worse, one of the elite nobles of Rokugan.

The Miya family, descended from a compassionate herald of Hantei's victory over Fu Leng, proclaim the Emperor's will with diligence and pride. The Otomo are feared for their devastating political machinations, gleefully embracing their public image of shameless ambition. The Seppun family hail from one of Hantei's most loyal followers, utterly devoted to all duties serving the status quo. If you wish to be more directly related to the throne, you may also be part of the Toturi dynasty: Renowned for their bravery and martial talent. Or

even a descendant of Hantei the First. Those who share a bloodline with the greatest among the divine siblings *always* seem to have a great destiny, excel in any area if they but focus their will and have greater spiritual power.

This costs no more or less than any other option because, frankly, history has shown time and again that being a Hantei is *just as prone* to making one a target for malevolent forces.

The Minor Clans (Free): When a samurai performs a feat of great heroism to Rokugan, the Emperor has the right to reward such service by making him the leader of a Minor Clan. Such founders quickly gain eager followers keen to escape lowborn birth and earn a life of affluence through diligent service, often resulting in more varied warrior traditions than those of the Great Clans. Their holdings are small and their populations low compared to the true powers of Rokugan, usually only having a single family name; the smallest Minor Clans may only have a few dozen samurai serving them. Nonetheless, none would give it up for being a peasant again.

Thus, the backgrounds you may choose from here are varied but far more limited in resources, clout and expertise than any Great Clan. Feel free to select any Minor Clan listed in Legend of the Five Rings 4e, and yes this can represent being part of the Mantis at an earlier stage in their history-or being the last remnant of an obliterated clan. You may be part of the Badger Clan, descended from a particularly belligerent Crab and famed for their strength as wrestlers. The Bat Clan, a family of shugenja with the blood of bat spirits flowing in their veins. The Dragonfly Clan adopted by the Dragon as their de facto social gatekeepers, the Hare Clan who are trained to combat bloodspeakers, the Oriole Clan (formerly or perhaps currently the Tsi Family) who forge blades of unrivalled splendour. Or even the Monkey Clan: An uncharacteristically *moral* as well as *honourable* yet relatively successful family of magistrates founded by a peasant who was retroactively elevated to a samurai by the grateful founder of the Toturi Dynasty himself.

If you start before a given Minor Clan's founding, you may either take this background as a promising member of another clan, ronin or even peasant. Circumstances will align to provide you with at least one opportunity during your stay to found your own clan, and carve your own path in life. Alternatively, you can retroactively choose to be fated to be the founder of a canon Minor Clan. This may or may not involve marrying a bat or fox spirit.

The Brotherhood of Shinsei (Free): Monks fulfil a strange role in Rokugan, neither as openly privilege as proper samurai and nobles, but treated with a respect by them accorded to no mere peasant. The Brotherhood of Shinsei is a diverse group of such sages and scholars who live their lives dedicated to the pursuit of enlightenment, and understanding both the world and everything that lives within it-and while many welcome any who wish to be taught, they are also a popular form of semi-retirement for samurai. Myriad beliefs on *how* to do that have led to dozens of sects and hundreds of different techniques for calming the spirit, reaching balance, and sometimes hitting a man so hard he flies across a river then explodes. This is all in accordance with Shinsei's own teachings, for the Brotherhood remember well he bade each man follow his own road.

Many are the paths you could walk here. The Order of Heroes is an obscure sect that actively seeks out threats in the empire, and those with the proper talents to deal with them. The Shrine of the Seven Thunders meditate on tranquillity to honor the sacrifices made to defeat Fu Leng. The Temple of Osano-Wo focuses on physical prowess on martial arts, believing enlightenment can be reached through physical exertion. And so on, and so forth. The only constancy among the Brotherhood is frequently being the primary exponents of **kiho:** Spiritually empowered fighting techniques that align one's life essence (also known as chi) with the essence of a particular element to produce effects somewhere between spells and superhuman feats of battle.

Nezumi (Free): You are not human. You resemble an oversized yet still proportionately agile humanoid rat, for you are one of the Nezumi: Increasingly known in Rokugan for living entirely in the present, revering the rare sages among your kind who can recall the mysterious past, always fearing a potentially apocalyptic Tomorrow-and being utterly immune to the Taint and *most* diseases, letting them live where no human dares. Once your kind ruled an empire in what became the Shadowlands, but Fu Leng's collision into Jigoku rent open a gaping wound in reality that devastated it with hordes of otherworldly monsters. Thus your ilk continue to survive in the Shadowlands within scattered tribes, eking out a hardscrabble living with succour coming only from your pragmatic but fiercely protective skirmishers, and the powerful Name Magic of your shamans. Though humanity remains suspicious of you, a time may (or already has) come when mutual understanding will allow the Nezumi to find a shadow of their old glory by reunifying as the One Tribe-only to lose it all in a catastrophic sacrifice when Tomorrow comes. Time and again, the Nezumi have endured calamities. You survived by being quick, by being thrifty, and being able to manifest minor adaptations within a generation or two suited to your environment.

This is why, sculpted by pragmatism rather than Rokugani honor, the practices and even the forms of different Nezumi tribes can vary so much. The Blue Fur tribe have the most contact with humans (the Crab, a garrison of which shared a warren with them) and are more familiar with human speech. The Chipped Tooth tribe are excellent swimmers who have developed webbed fingers for their newfound vocation: Sailing, which coupled with their enthusiasm let them survive the After Times beyond the Nezumi's great sacrifice unbothered. The Crippled Bone are an ancient and powerful tribe of fearless berserkers, averaging eight feet tall where some Nezumi only come up to three feet. And the Squeaky Eyeball tribe are widely adored storytellers and historians welcome wherever their people roost, even among the xenophobic Green-Green White tribe.

Naga (200 CP/Free): You are not human, and long before the rise of the Nezumi (who themselves are descended from your people's livestock) your civilisation presided over a golden age founded around the concept of **Akasha**: A harmonious unity of experiences, soul fragments and collective memory that joins the Naga together into one greater collective soul in which their past lives and ancestors can directly guide and comfort them. This also makes Such beneficence, along with a cultural rite at fourteen years of age, makes your kind utterly immune to the Shadowlands Taint. You have the lower body of a serpent but a humanoid (though scaled) torso, though how much your visage resembles man or serpent seems to vary

between breeds and even individuals. Meritocratic, orderly and collectivist as a culture, there is little your people desire or resent-content even to go dormant and let your civilisation fall to ruin just to prepare yourselves for future incursions by dark forces. The magic of your people is similar to the elemental effects used by human magic, save that it can never channel the Void or blood sorcery-and is invoked by the collection and enchantment of special pearls (which can also be secreted by the power of the Naga people, slowly. Doing so as well as researching new pearl designs is similar to the process of research for human shugenja to invoke new spells, although since they cannot speak to the kami Naga simply channel elements directly through the pearls). In additional to the elements, particularly unique pearls can invoke special effects: Banishing creatures tainted by Jigoku, transmuting arrows into devastating bolts of energy, granting the caster control of all elemental spells below a certain tier at the cost of great effort and concentration, casting the Great Sleep and embodying Akasha itself as a human girl.

…possibly related to this, for *mysterious and unclear reasons,* female Naga and *only* female Naga have the ability to take on a bipedal form using a 5 hour long meditation ritual followed by shedding their tail to reveal their legs. They take twice as long as most humanoids to learn new skills due to being used to living with a tail, still this ability is cherished by many female Naga for advantages ranging from greater duelling prowess to the capacity for mounted combat.

The Naga way of thinking lends itself to not particularly prioritising bloodlines in hierarchy, and each names themself after a function in the Naga culture. There is the Qatol, the spiritual liege of all Naga. The Qamar, their supreme military leader. The Dashmar, their chief diplomat and chancellor. And after that, a caste system in which dissent is unthinkable not because of subjugation but due to spiritual alignment with hierarchy.

Still, the Naga can recognise each bloodline makes different individuals suitable for different tasks. The Asp have sturdy bodies and strong minds, fierce in nature and excelling in martial excellence. The Chameleons are smaller than most bloodlines and more prone to mutation (especially some means to breathe underwater), making them natural scouts. The Cobra bloodline has a unique connection to Akasha, making them master magical abilities others struggle with. They often have the most serpentine features, and are more prone to arrogance and deception. The Constrictors are the largest and mightiest, stretching as long as 30 feet. But also the most peaceful among the Naga, with the strongest connection to Akasha-making them the judges among their people. And the Greensnakes are even smaller than Chameleons, as short as ten feet long, and are quick to decide, quick to act on instinct, quick to optimism and thus quick to take up any role asked.

There is one choice here you can make to take this origin for free: To be a true Abomination among the Naga. Beyond the simple mutations that other Naga take in stride, Abominations are those Naga connected to Akasha but unable to sense it. Often heavily mutated and often strong of form to survive it, they are shunned by the rest of their kind for embodying their worst fears as a lonesome individual without the comforting presence of their fellows unless

they prove fit to survive being abandoned on birth. It is a small comfort to Abominations that they rejoin Akasha upon death.

Spirits (100/200/400/800 CP): There are more realms of existence than Ningen-do. Which, as may be inferred from its name, is primarily defined by *mortality.* Elsewhere, with immortality as a norm, the most common form of being is that of spirits who may take on a shape and physicality befitting their nature-but are ultimately souls manifesting themselves, not flesh. You are one of them now, one of the Kami: A general term for spirits ranging from the humblest candle flame-nurturing fire spirit, to the serpentine Elemental Dragons that hold Tengoku aloft and raise the worthy to its wondrous vistas, and inclusive of those powerful beings which the mortal realm calls "gods". As an immortal, your age is essentially meaningless.

Your exact appearance and capabilities varies hugely so you have a wide discretion to define yourself, but your nature is always defined by the celestial realm you originate from. Though not always in perfect alignment with it. It is said by some that the human form resembles that of the supreme gods Amaterasu (Lady Sun) and Onnotangu (Lord Moon). And it is fair to say that the natural shape of *most* powerful spirits defaults to the humanoid template, save for the Elemental Dragons, if only because ancestral spirits (mortals who through great deeds in life, automatic birthright through a connection to Hantei's bloodline, the veneration of the living, some combination of all the above, or…darker and *far more unique* means, ascend to godlike power. *Almost always* into Tengoku) make up an increasingly large portion of the spirit population as history progresses. But there are plenty of spirits who resembles other life, phenomena or mystical combinations of the two. Or who are ancestral representatives of civilisations predating Rokugan. Truth be told, many spirits are strongly attracted to the mortal realm not just because the choices of mortals have repercussions for all existence, but just because immortality often leaves one *bored.*

You may choose to hail from one of the following realms:

Yume-do, the Realm of Dreams. A fractured and incoherent dimension shaped by the sleeping minds of mortals.

Sakkaku, the Realm of Trickery. Home to various unpredictable, prank-loving Kami. The very geography is little more than a stage for all manner of pranks to occur on, and it resists all attempts at corruption with constant humour.

Gaki-do, the Realm of the Hungry Dead. A desolate mirror of Rokugan where impure souls are reshaped with perpetual starvation and thirst into monstrous forms to purify their kharma.

Toshigoku, the Realm of Slaughter. A brutal plane of endless slaughter, where human souls consumed by violence fight each other for all eternity.

Yomi, the Realm of Blessed Ancestors. A place of tranquil repose where samurai who lived honourable lives reap the rewards of the afterlife-and optionally, may be reborn into a new one.

Meido, the Realm of Waiting. A listless, uninteresting, drab dimension jealously guarded so souls can be judged by Emma-O, the Fortune of Death.

Jigoku, the Realm of Evil. And sometimes, Torment. The nadir of all creation, from whence seething corruption strives constantly to desecrate all else.

Tengoku, the Celestial Heavens. A swirling, cloud-filled expanse of peace and light, where the gods dwell in *harmonious order*, though as Onnotangu showed not necessarily *goodness.*

And Ningen-do, where spirits typically preside over the native elements. But sometimes also arise from much-cherished objects. It is unclear, but *perhaps* certain gaijin gods such as Shilah and Kaleel reign in distant parts here too where their behaviour would not be welcome in Tengoku. Assuming, of course, they are not misinterpretations of Tengoku's natives.

The vast majority of blows and spells from mortal foes can only partially disrupt you even if you should not be particularly resilient, only taking half as much damage. Unless it is dealt by substances partaking of the highest gods' natures: Jade, crystal or obsidian. There also exist niche fighting techniques or states of being that can channel the essential nature of such forces to harm spirits normally, and *extremely* rare abilities that interacts with Void on such a fundamental level that the distinction between flesh and spirit is meaningless. That consideration aside, the following price tiers will determine your overall capabilities as a spirit, with some examples listed. Kami, unlike shugenja (who typically entreat lesser Kami to carry out their spells), need not invoke their peers to manifest and command the elements they are most associated with-although the overall scope of their powers is similar barring those of grand and unique power, and not all spirits even have that much influence. Many spirits also have unique, and typically localised abilities related to their natures.

For 100 CP you are human in scale, immortal and little else. Or even smaller, with unique mystical abilities. The konak jiji, or its cousin the pekkle, is one such example. It resembles a human baby and likes to play a cruel prank by crying then injecting a paralysing venom when picked up and increasing its weight a hundredfolk. You may also be a very young, inexperienced kitsune (fox spirit) or koumori (bat spirit). Such beings come with minor gifts alongside being able to change their shape into a human to walk the mortal world: Breathing and swimming under water like a fish, flight, rapid regeneration, inhuman stealth, the comprehension of similar animals or cohorts from the same spirit realm, seeing at night as clearly as day, and a limited ability to assume a fully humanoid form.

You can also be a terror such as the O-Toyo: A human-sized cat with exaggerated fangs and claws, that can reap vitality through its fangs to heal its own wounds. Or the mokumokuren, a spirit without a physical form that resides in the gap between mortality and the Realm of Hunger: Manifesting only as a pair of eyes between a gap in something that mentally attacks any lifeform that meets its gaze. Such beings cannot be harmed by physical blows, though magic and jade can harm them. Mysteriously, it seems the mokumokuren can *only* travel between gaps in the paper walls common to Rokugan, though that doesn't explain how they survived beforehand and it is quite likely they could adapt to other gaps…

For 200 CP, you may be human in scale but greater in ability. Kitsune or koumori with powers like this may also be capable of feats such as: Possessing a mortal being if their willpower cannot withstand yours, supernatural resistance to certain forms of damage, inhuman swiftness, the power of eternal jade coursing through you being so that you may strike down other supernatural beings with no penalty to your blows, and the right to swear a divine oath that enhances every action you undertake in pursuit of that promise (as well as a curse of misfortune that lasts until the next sunrise should you forswear it). Such beings also have great magical powers within a relatively narrow field, such as illusions or one element.

It is also possible to be one of the Blessed Guard with this: One of Rokugan's heroes sworn to protect Yomi even in the afterlife. Apart from having a lifetime's master of battle, a blessed power called the Light of Yomi allows them to impose what seems to be spiritual pressure against opponents, nullifying their attempts to defend against their combat prowess with sheer honor alone. You may also be the fuschicho, or phoenix: A native of Tengoku that becomes a large bird egg if slain there, regenerating its form in 24 hours (after this jump, any spiritual plane associated with purity or the gods will confer the same benefits). Boasting wingspans of over twelve feet and flesh of fire and magic, phoenixes fly faster than any natural bird and have the inherent powers of a shapeshifter as well-though typically do not seem as gifted in versatile magic as kitsunes and koumori.

As a final note of consideration, some spirits must abide by rules from their native spiritual realms governing when and how they may interact with the mortal realm-inflicting penalties ranging from inherent limitations to being withdrawn to their native realm immediately if contradicted. As after this jump you will not be dealing with the Celestial Realms, you won't have to worry about such things in the next jump. Likewise, while still divine enough to return to Tengoku after their mortal deaths, the divine siblings' clash with Onnotangu and how they fell to the mortal realm *somehow* rendered them near-mortal. Embodied and more vulnerable to conventional harm, though still endowed with supernatural abilities even the greatest shugenja never mastered. Barring significant metaphysical trauma, it is *unlikely* you will have to worry about such things.

For 400 CP, you may be a spirit that vastly exceeds most samurai in capability, as an inherent trait of its nature. The Orochi are the premier example: Giant sea serpents measuring up to 70 feet from nose to tail, capable of shredding Rokugani boat hulls with their teeth and crushing them to splinters, or magically sprouting legs to traverse the land. Swifter than the phoenix in water and greatly resistant to unwanted magic, the Orochi have the tragedy of being deeply humorous, introspective and polite beings born in Sakkaku purely to be the butt of everyone else's jokes. For a less inherently humiliating choice, one may be a ryu instead: The emanation of an Elemental Dragon which resembles their progenitor in lesser form. Created to be heralds and guides of their progenitor, though far less mighty than the Orochi they are even faster in the air. They have great powers of shapeshifting, and also subtle but powerful blessings related to the element they herald.

Other examples of this include the Mujina, a cheerful imp-like being that is naturally intangible enough to pass through physical objects (unlike most spirits) and cannot truly be killed in the mortal realm, returning from revival a stay in Sakkaku for a year and a day (after this jump, you would simply revive instantly wherever the funniest place in the next setting is, and are confined there for a year and a day. This may be shortened or even nullified by relevant spiritual or mystical preparations and conditions). They can become invisible at will, have great resistance to undesired magical effects, and are as proficient in manipulating elements as many professional shugenja. Despite flying at blinding speed, their comically small wings do not appear to flap at all.

Finally, for 800 CP you may count among the ranks of the gods themselves. It is not your destiny to replace any of the significant personages in Tengoku this easily *yet*, but whether as kin, rival or nominal subordinate/superior there are none who can deny your majesty with raw divine power alone. Perhaps there is a heavenly general who oversees the stars amidst Lord Moon and Lady Sun's great passion plays. Perhaps there is a judge for newborn life as Emma-O judges the dead, or an Elemental Dragon of Crystal. Perhaps there is a gentler male aspect to the vicious Kali-Ma, who represents the rebirth and renewal of the world much as she personifies the chaos and entropy leading to it. The power of the gods varies greatly but in truth, your exact position and the power that comes with it matters little. The order of Tengoku has a tendency to be self-correcting, seemingly raising gods high or casting them low as suits their kharma. Lady Sun and Lord Moon, while powerful, are primarily revered because of authority-not force. When they were replaced, the "mere" Dragons of Jade and Obsidian were able to challenge the human replacements for Lord Moon and Lady Sun then defeat them in honourable combat, much as Lord Moon had himself been slain in a duel (albeit with formidable interference).

The exact capabilities of the gods are *unclear and inconsistent* to say the least, save that they unquestionably stand above all over spiritual forces short of a realm itself in puissance. They are strongest of all in Tengoku (or other divine realms, in future worlds), where it seems their mere grief or madness can unleash changes as sweeping upon other realms of existence as the creation of new seams of magical materials or destructively tearing permanent portals between them. It is known that they draw strength from veneration, not requiring it but all their powers and vitality bolstered from it, and that they may observe events in other realms of existence as if they were there unless shielded by powerful magic. It is said that in ancient times Lady Sun and Lord Moon brought order to the world by naming all things: Giving them ideation, purpose and divine destiny. Separating the earth from the sea, creating all mundane animals by declaring they should be-and from them, some say, the first Fortunes were born from their very dreams. They scattered jewels that became the stars, created night and day and the cycle between them by pursuing each other, and some say the Naga were born from a stone fed to Lord Moon long before the Ten Kami were born.

Even divine-like beings comparatively lacking in veneration and cosmological significance such as the Nezumi Transcendents (who are typically feared for their foreknowledge, and only petitioned in times of dire need, by their mortal kin) have considerable power. Shamans of their people who have simply mastered their magic enough to ascend from reality into creatures of pure Name, they live forever in the Realm of Dreams as what seem to be normal Nezumi save for the terrifying spiritual pressure they exude. They are greatly resilient to all harm like many supernatural beings, eerily swift to react as if guided by fate itself and retain all their traits as living Nezumi-but all this alone does not make them particularly powerful among the gods, nor truly sovereign from death. Instead, it is their *total and utter effective mastery* of Name Magic (which they can cast at will and without preparation, like all spirits) as well as their eerily comprehensive foresight and intrinsic grasp of mystical mysteries that makes them equally feared and revered. What made Togashi exceptional among the divine siblings is common to them all. They are also very, very, *very* good with a knife. They are to knifework what Kakita and Mirumoto were to swordsmanship.

But in the mortal realm (and perhaps others), *even* when not confined to the semblance of mortality as the divine siblings bar Fu Leng and their missing tenth brother were, it seems the powers of the gods diminish. When Fu Leng and Kali-Ma fought as a massive black dragon with a sickening gaze and a many-armed crimson woman, buildings cracked and mountains shook. All near them died quickly, and even the scattering of their blood deformed the landscape. It must be said that prior to being diminished by Kali-Ma's savagery and an artifact that sealed his divine power, Fu Leng's dominance went unchallenged in Jigoku: For despite the Lying Darkness' attempts to turn Jigoku against the Ninth Kami, its curiosity drove it to spare and empower Fu Leng instead of let him fall-allowing him to retain all his divine power unlike his diminished siblings. His thoughts and gaze alone created the realm anew, forging a path and lands to visit it for him alone from its formless chaos and horror. By his will the trolls were given power over the sea and goblins overnight, the ogre race cursed and enslaved for refusing to bow, and all other beings of Jigoku bent the knee as a great army. In time, Fu Leng learned to create entire breeds of goblins to satiate his ego (though as mere extensions of his will, their worship gave him no true succour) and more specialised demons such as the ashuras that led his assault on Tengoku. And yet. *And yet*. For all their power, no god is *truly* sovereign from the zenith of mortal might, sorcery, skill and bushido. For though all but one died, it was seven samurai who struck down Fu Leng and sundered his soul.

The Five Ancient Races (Varies): Long before the rise of Rokugan, long before humanity, even before the Nezumi Empire and perhaps even the Naga, there was only chaos. Then five ancient races exemplifying the elements themselves found each other within it, and by combining their magic created a world that would last forever by imposing their wisdom upon the chaos. This may be true. It may only be wistful folklore. Certainly, the races themselves can't decide where they came from to begin with. It matters little, for in the wake of Jigoku's assault (which was blamed in part upon a great betrayal by one of the Kitsu's warleaders) their great city was transmuted to purple crystal and all the once-mighty races were scattered across the world they laid claim to. Now if lucky, they are vagabonds and recluses. Or unlucky, slaves. Or at worst, hollow husks enslaved by other realms. You are one

of the few remaining free-willed remnants of a once-great legacy. At least, to your people. To Rokugan, some of you are revered myths-and others, vermin to be slaughtered.

Some of these races have fared better than others, and so have been priced appropriately.

The Kenku (300 CP) are typically four foot tall crow-men who do not age, can fly, are immune to ordinary maladies and have an affinity for the element of Air. They believe the universe itself created them to serve as custodians. Though they greet their own kind with courtesy and respect, they are surprisingly optimistic habitual loners who see humanity as their successors and stringently test those who can be trusted not to carelessly share their secrets-and are therefore worthy of inheriting their wisdom. While the Kenku are known for their skill with illusions and centuries' worth of wisdom trained on whatever interests them, what inspires such awe for them that in Rokugan they are considered honorary samurai is their transcendental mastery of swordsmanship and weaponsmithing. Suffice to say that for a Kenku, becoming a sword saint is simply a matter of experience and practice rather than a generational achievement as for humans, and that even younger Kenku have more skill with the sword than the Nezumi Transcendents themselves have with the knife. For their part, the Kenku are utterly baffled by the reverence accorded to a skill they merely picked up when the trolls could no longer make their weapons.

The Ningyo (Free) are elegant creatures covered in smooth, shimmering silver scales are humanoid from the waist up with webbed fingers and fangs, and have a serpentine lower half with fins from the waist down stretching up to twelve feet long. Naturally, they have an affinity to Water-though by default all their proficiency with such magic is long lost. They believe themselves visitors from distant spirit realms, perhaps Sakkaku (which might partially explain the Orochi's sympathy for them). They are also natural recluses, cursed with both immortality and madness by the Kitsu for abandoning their allies. Though mitigated by their Orochi admirer-allies, there is little left for the Ningyo other than to eke out an existence of subsistence. Sluggish on land, unable to breathe there for more than an hour, and sometimes hunted for their flesh due to the curse making their immortality transmittable, they are swift in the water and seldom impeded by the darkness below, as well as capable of communicating at frequencies humans cannot here. The Ningyo claim that the Naga learn the principles of pearl magic from them, though so shattered is their race that they can barely perform even the basics of human water magic. The Naga do not even recognise the Ningyo's pearl magic in their histories, although both races seem to instinctively recall an ancient friendship.

The Kitsu (200 CP) boldly declared that they simply willed themselves into existence. Extremely skilled shapeshifters, none truly know their true form though they often favour the forms of great lion-men. And always have golden eyes. Shamed by the calamity unleashed by their renegade Soultwisters and even viewing the creation of Ningen-do as a mistake, the Kitsu blamed themselves. Retreating completely into seclusion. They were then shamed a second time, by the Naga succeeding to build a civilisation where they failed. And shamed a third when warlike Akodo mistook them for Fu Leng's monsters and slaughtered them mercilessly, though not without shaming him in term with their surrender (and final transformation into human guise). Unless you start near or at the dawn of the Rokugan

empire, you are the last Kitsu in existence. You may take any humanoid or feline physical form with roughly the same size and weight as anything between a normal human and a nine foot tall hulking lion-man, communicate with spirits inherently, as well as sense and cross entrances into different spirit realms. Your kin are also, technically, a unique sort of spirit (though closer to mortal nature than most). Finally, you have a rare affinity to the Void, able to channel it like a human and with a much more intuitive racial aptitude for such magic.

The Trolls (200 CP) have the greatest scientific and diplomatic minds among the Five Races, being expert architects and craftsmen. Most are now large, green-skinned humanoids covered in flabby muscle and thick green hide. Their beady black eyes show barely any intellect, and the Kitsu accuse them of willingly selling themselves to Fu Leng. Once, they had a great affinity for the element of Fire. Once, they likely drafted the framework for the Five Races' crystal focus-which smote all creatures of Jigoku with its radiance, and was a devastating but uncontrollably superweapon that could transmute whole cities and all within them to crystal. Now, most of your kin are brutish shadows of your former greatness, less than even animals. You are, in all likelihood, the last sane troll.

Finally, the Zokujin (100 CP) are squat, dense, reptile-like creatures with metallic green skin and gem-like eyes. Naturally, they are great in the magic of Earth. In fact, they live in such harmony with the earth kami that they can move at normal speed through solid earth or stone without a trace unless they slow down to carve a tunnel, sculpt such matter like clay, and have great resistance against weapons made from them. They can even eat solid rock and metal for nourishment, and were able to construct a perfect replica of the Five Races' city called the Bloodwhite Stone they proceeded to seal its use as anything except a scrying device. They are patient. They are reclusive, and non-aggressive. Even devolved into barbarism simply from lacking the motivation to rebuild their civilisation, they responded to being enslaved by the Lion by simply taking it as an opportunity to learn about their enslavers while working in the mines they lived in anyway. There is little of importance to the Zokujin in modern Rokugan, save the chance to reunite their race with the Bloodwhite Stone. Some even consider the surface world lost to evil. But elsewhere, the Zokujin found better respect from humanity-particularly in the lands of the Dragon.

Shadowland Survivors (Free/100/200/400 CP): All the creatures of the Shadowlands are unquestionably both victim and perpetuator of the dark will of Jigoku itself. By having survived here, you are a creature adapted to heavy cloud cover, dim sunlight, cold air, ever-present Taint and weak flames. You have survived dangerous forests full of dead trees or jagged roots, desolate plains riddled with quicksand, and unstable coastlines. You have survived a landscape that moves with a mind of its own, where even time itself is said to flow inconsistently, and the wicked kansen urge all that lives to spill their blood for forbidden spells until nothing but Taint flows in their veins. You have the cruelty, and spite, and sadism to eke out a living here. Thus, you are a monster. *But monsters survive.* At least, on their native turf. Never forget that jade, crystal and obsidian can harm your ilk through many of your supernatural protections.

For free, you may count yourself among the basic wretches of the Shadowlands. The bakemono, or goblin, is a crude and stunted imitation of humanity-much like their civilisation, odious and petty as Rokugan is steeped in honour. Prone to mass and individual hysteria though stronger than their skinny frames suggest, they are seldom threats to samurai save because of their prodigious breeding allowing them to easily muster numbers. You may also choose to be a horribly mutated plant-a life-leeching vine, an upside-down lava tree that spews corrosive sap, a shapeshifting kumo spider that can fire venom and webbing at its foes. Or even the Aka-Name, a gluttonous creature somehow even more reviled and grotesque than the goblin.

For 100 CP, you may be a creature of the Shadowlands capable of more than just brute violence-though still seldom of violence on a greater than humanly manageable scale. The onibaba has prehensile demonic hair that can extend out to 40 feet, forming tentacles which can attack and respond independently of each other. It exudes unnatural fear, shapeshift into a beautiful woman (as opposed to its natural form as a hideous hag) and is proficient in blood sorcery and Air elemental spells. Or one of the sanshu denki, a 30 foot long salamander and ambush predator. Though blind, it can electrically shock any being that touches its flesh.

For 200 CP you may be either one of the mightiest or most cunning beasts of the Shadowlands. You may be one of the Dokufu: A house-sized spider with rock-hard hide that can change into a human form, fire webbing like a kumo, or vomit its children to use as minions in battle. Or one of the Garegosu no Bakemono: Sinister land-dwelling octopi typically the size of a large room, but with no upper size limit and a tendency to direct expand in mass proportionate to any meal. Its unnatural gaze can paralyze victims before seizing them with its tentacles, and despite being able to squeeze and shift its form through cracks it is covered in solid plate-like scales.

You may also be an ogre: A towering eight foot tall brute with thick skin, bulging muscles and often small horns. Fierce and proud, they can kill a man with one blow but without particular resistance to the Taint (unlike all other examples here) the ogres are seldom more than stupid brutes that a group of samurai can defeat. Those who travel far from the Shadowlands or somehow start a long way from it may regain the intellect, brutish fighting arts and intimidation-based elemental magic that once made their civilisation great; their womenfolk are particularly gifted with magic. They cannot manipulate the Void anymore than humans can cast spells by brutalising the kami with sheer force of will. Despite no longer being openly warlike towards the empire as a whole, the destruction of their civilisation and subjugation by Fu Leng has done little to dent the pride of the average ogre, which views most races as soft and weak by comparison.

For 400 CP, there is only one confirmed beast equal to your majesty and also tainted by the Shadowlands. Vast enough to crush buildings and blight the Crane's farmland on its lonesome, it seems to have a crude and cruel magic echoing the Shadowlands' own nature: Able to feed on hatred, spite and other forms of negativity to rejuvenate itself. As well as to create a maelstrom in the sea from its sheer rage, or ensnare cities in webs of shadow. Despite its phenomenal might, the beast is surprisingly vulnerable to the magic of Rokugan-having been sealed or lulled to sleep during its rampages. At this tier, either you are a comparable monstrosity vastly exceeding most of your kin in stature-or perhaps you are a lesser horror with far greater power over blood sorcery instead.

Oni (100/200/400 CP): There is an order of being stranger and more horrific than all others, being the only known natives to Jigoku. Within the Realm of Evil, there may be an infinite number of varieties of them, though by their own account (which should not be trusted) they are formless until summoned by blood sorcery. Only incarnated by a blood sorcery summons after being bestowed a name *or* by acquiring flesh as a result of passing through a portal to Jigoku, their traits vary so much that there is no blanket description. Some are calculating, some engines of destruction. Many have some means of making lesser versions of themselves. Some have bestial forms, often but not always evoking sinister reptiles, others are humanoid but unnatural. All, however, are unmistakably malevolent in both appearance and behaviour, having no greater desire than to corrupt, control and destroy all else. They are the Oni. And they are Jigoku's demons. Mercifully they are also weak to jade, crystal and obsidian. Barring extraordinary forces at work, killing oni physically just banishes their souls back to Jigoku (or the nearest Hell-like location in future jumps).

For 100 CP, you are among the most common and relatively easy to fell of your ilk. Akaru no Oni, vaguely resembling spiders, can release webs to ensnare and weaken prey-but can be slain in relatively straightforward passion by those who evade their claws and fangs. Byoki no Oni, the harbingers of pestilence, are pestilent humanoids that literally drip contagion. Though less of a danger in a fight, they can spread disease with a touch and even the splatter of their pus is a danger. Daku no Oni are stranger still, resembling forever-burning trees with limbs sporting from their torso and head. Seeking to share their perpetual agony, they are nearly invulnerable to mundane flame and can sense foes and terrain despite lacking eyes by sensing vibrations and tasting the air. You could even be one of the Manesuru no Oni, a demon of the dark mirror: A formless, shapeshifting, color-changing mass of ooze that can absorb and deflect elemental forces as well as a product a physical duplicate of a being it has studied. Such beings have goo-simulacrae of a target's equipment, but only physical traits rather than magical or spiritual ones. Its only supernatural power comes from the Taint fuelling it. Or the Morei no Oni, an immobile tree-like infiltrator that can drop up to a thousand seeds in a field-each of which hatches into a thousand spawn resembling grains of life, which parasite their consumers violently until hatching out as a new demon tree.

For 200 CP, you number among the stronger oni who are still found in numbers. Ten foot tall engines of destruction with fin-like horns, their bodies are extremely touch and their skin hard to penetrate. Worse, they recover from wounds almost instantly, unless their small heart is destroyed. You could also be one of the Ugulu no Oni, 13 foot tall on average. Such beings are immune to all arrows save for armor piercing ones, and every such oni is immune to 2 spells. You could also be a devastatingly powerful but *relatively* mundane unique specimen such as Genso no Oni: An eight foot tall crimson-fleshed warrior with a mouth occupying its entire face, with two blades of obsidian that it is intuitively connected to at all times. It is notable that it uses no foul magic or hazards in battle. It is gifted as perceiving faults and regrets, but seeks only to destroy worthy challenges utterly-taunting them in battle with this knowledge. Beyond that, it is simply stronger, faster, and more fearsome than any human duellist. And extraordinarily enduring for something of its size.

Finally, for 400 CP you can number among the mightiest and usually eldest monsters of your kind: The Demon Lords, those who have stolen both name and soul from a mortal, allowing them to fully incarnate their might. An example is Furu no Oni, scarcely resembling the naga its host once was after a demonic fire spirit hollowed out a naga-sprouting six whip-like tentacles and splitting its entire torso into a crude maw, while swelling its form to 50 feet. Its blood is molten fire, it burns hot enough to sear non-magical arrows to ash before they reach it, it sees through all illusion and stealth through the flames or burning blood it spreads, and is greatly resistant to both fire and mundane attack. Though the creature's connection to Naga magic makes it uniquely vulnerable to the magic of their pearls. Alternatively you may be a peer to the First Oni: A legendary champion among demonkind who some say Fu Leng gave away his true name to. Apart from having godlike reflexes, vitality, resistance to all harm and might, it can shapeshift really as long as it does not increase or decrease its bulk and its claws drip with deadly poison. In exchange for lacking the literal firepower of its nominal peer, The First Oni was resistant even to the power of jade. This was likely why Shiba, Hantei's gentlest sibling, fell in single combat against the monster.

Spider "Clan" (Free): You are a blasphemous fool driven by selfishness, madness or delusions of grandeur into the worship of Fu Leng-primarily through sharing blood with his mostly-mortal champion, the Dark Lord Daigotsu. Forsaking honor and glory altogether, broadly speaking the goals of the Spider were to weave a web of influence throughout the Great Clans and eventually all of Rokugan. To offer assistance to the needy, power to the ambitious or frustrated, death to those the integrity of the Rokugan empire depended on-and always, ALWAYS, a generous helping of Taint as well as the assurances that the literal essence of evil was *surely* manageable for someone of *extraordinary* will. Extolling a philosophy of enlightened self-interest (with all due homage paid to Fu Leng as the Champion of Jigoku, of course), liberal use of blood magic and the calculated indulgence of vice, the Spider is always ready with the hand of friendship to those frustrated with Rokugan's values-and a dagger in the back of those who have outlived their use.

To call the Spider a "clan" is to insult the very foundations of honour itself. For most of your organisation's history and until the rampage of a literal evil goddess threatened all of Rokugan, your organisation was not even recognised as a Great Clan. In fact, many members were mere Lost *somehow* organised by Daigotsu into a somehow-functional society. Attracting blood sorcerers, those of aberrant birth, and traitors as time passed, over time several in-groups rose to prominence within the Spider. The Order of the Spider are strange monks who instead of succumbing to the Taint, embrace the philosophies of the Spider to channel the Taint into grotesque kido. The Chuda family are blood sorcerers keen to pursue power at all costs. Those bearing the name Goju are no longer human in any way that matters. **You may *not* be part of them, for they are not discrete entities but hollowed extensions of the Lying Darkness**. And above all the others from start to finish, reign the lords of the Spider Clan: The Daigotsu, comprised from samurai of all walks of life that have bent the knee to its namesake.

…if it wasn't clear, the Spider does not exist meaningfully as an organisation until many decades *after* the birth of Daigotsu, and choosing this origin with that in mind is somehow even more unusual than being part of any of the Minor Clans before their founding. If you start in a time period before the year 1169, none of the above is applicable because the Spider Clan does not exist. You are simply an ambitious human who has recently earned the favour of Fu Leng.

Perks

Perks are discounted under the relevant background header by 50%, however only 1 600 CP perk is discounted for each background. Four general 50 CP perks, two general 100 CP perks and one 200 CP perk are free for all origins. At any point, you can:

- Trade two of your 50 CP free perks for an extra free 100 CP perk
- Trade two 100 CP perks for one 200 CP perk
- Trade down one 100 CP perk for two 50 CP perks
- Trade one 200 CP perk for two 100 CP perks

Each trade can only be made once; you cannot trade perks down or up multiple tiers.

General

Absolute Direction (50 CP): By some quirk of birth, divine miracle or just because you're destined to, you have a blatantly supernatural sense of direction. You always know which way is north, no matter the circumstances. *Unless* you are more than one day's travel inside the Shadowlands, or amidst similar metaphysically corrupt environments.

Balance (50 CP): There is an inherent calm, a serenity about you that others have difficulty overcoming. Where glib remarks and arrows rushing nearby rouse others to rage or panic, you can find it in yourself to hold on for longer than when most men would have already drawn their swords.

Bland (50 CP): You are very boring, easily overlooked. This is a useful career skill.

Clear Thinker (50 CP): Your mind is sharp, your senses keen. It is difficult for others to deceive you, talk past you, or otherwise confound you. This is a common trait to those who survive a career in the Imperial court, and to mystics of the Dragon Clan.

Skills of Rokugan (50-200 CP): Acting. Etiquette. Meditation (useful for gathering one's spiritual energy). Athletics. Tea ceremony performance (again, surprisingly useful for gathering not just one's own but others' spiritual energy, clearing the mind of all present). Jiujitsu, the art of unarmed grappling. Sleight of hand. Temptation. Many are the trades used to get ahead in life in Rokugan, and while seldom honed to the borderline or blatantly supernatural levels of the Great Clans' bushi (unless they specifically related to magic, such as practical spellcraft) expertise in most is widely esteemed in some cases, and begrudgingly solicited by many Great Clans in others. Such abilities are usually mundane, *never* representing the exceptional heights represented elsewhere, and *always* useful no matter how niche they may seem.

For 50 CP, you are a competent novice in your chosen skill.

For 100 CP you are an experienced journeyman in it.

Finally, for 200 you have utterly mastered it.

Even if you may not necessarily have the Lions' deadly killing techniques with this alone, your mundane skill with kenjutsu would command great respect from them; likewise iaijutsu, with the Crane.

This perk can be repurchased.

Daredevil (50 CP): Through a natural flair for athleticism and a breathtaking ability to just ignore physical danger when convenient, you've become quite the athlete. Whether leaping across roofs, doing backflips in combat or hauling a cart out of a ditch, your strength of spirit empowers your sinew to just past what your body *should* be capable of.

Crab Hands (50 CP): Your sinew is strong, your mind sharp! Yours is a natural affinity for weapons of all kinds, allowing you to wield even an unfamiliar blade without difficulty in times of stress. To a lesser extent, you learn to handle weapons of war more easily in general.

Crafty (50 CP): Wit and guile have served men better than any blade in the Imperial courts. Yours is particularly dialled into the ebb and flow of knowing what people would prefer to avoid at all costs, making you adept at applying political and social pressure. You'd be a pretty damned professional criminal, too.

Inari's Blessing (50 CP): You know what no man can live without? Rice! Asking if someone's had a bowlful is practically synonymous with "hello" in Rokugan, and certain other Asian countries in worlds that might be more familiar to you! The point being that the Fortune of Rice has given you his blessing. Starvation will never interfere with your body's ability to regain and harness spiritual forces intrinsic to your very being, such as wielding the Void in this world.

Irreproachable (50 CP): The virtue in your soul is beyond reproach, making it harder for others to lead you into a life of vice or dishonour. Whether the temptation of Tainted power, or one more bottle of sake, your innate virtue makes it easier for you to resist such base urges.

Read Lips (50 CP): Either through natural ability or incredible patience and practice, you've learned to read lips. This isn't a well-researched art in Rokugan, but simply through observation and patience, you can pick up on things in court that many take for granted the average mortal wouldn't know.

Sage (50 CP): Your love of learning has gained you a staggering amount of information in your lifetime. Choose a broad area like blacksmithing, history, cultural traditions and the like. You are greatly knowledgeable in it, like the Phoenix's shugenja are about magic.

Voice (50 CP): Yours is pleasing in every respect-making you a gifted singer, orator or actor. In virtually all circumstances where the spoken word matters, yours is more persuasive by merit of what you are.

Dangerous Beauty (50 CP): There is a certain quality of you that makes you nearly irresistible to members of the opposite sex, and potentially some of the same as well. You may be conventionally attractive, or have a touch of the unique about you while being no less tempting. Either way, your body opens doors that don't exist for most.

Wary (50 CP): Few are as keen as you in sensing danger. You're practiced at detecting ambushes and other subterfuge happening near you, or else have very good instincts for that sort of thing.

Paragon (100 CP): Compassion. Courage. Courtesy. Duty, Honesty. Honor. Sincerity. You exemplify one precept from the code of Bushido, the value system passed down from the divine siblings to Rokugan society. It extols courtesy over aggression, responsibility over self-interest and sacrifice above ambition. Being able to manifest inhuman control over supernatural or mundane feats through Duty, moving others to your persuasion through Honesty, your Compassion improving all attempts to help your social inferiors, and your Sincerity simply bolstering all your efforts against direct opposition.

This perk can be repurchased until you have mastered all 7 precepts. Only 2 purchases are free, if chosen for the discount above.

This perk is not mutually exclusive with any purchase of Dark Paragon.

Dark Paragon (100 CP): Control. Determination. Insight. Knowledge. Perfection. Strength. Will. These are the precepts of Shourido: The dark mirror to Bushido introduced to Rokugan by the sinister machinations of Daigotsu. It extols ruthlessness over mercy, the will to power over honor, and the self above the collective good. You have mastered one of these precepts, and attained supernatural prowess in its domain (inhuman social manipulation from Control, inhuman control over spellcasting from Determination, the ability to simply nullify some damage with sheer Will, inhuman might with Strength, and so on).

This perk can be repurchased until you have mastered all 7 precepts. Only 2 purchases are free, if chosen for the discount above.

This perk is not mutually exclusive with any purchase of Paragon.

Elemental Blessing (100 CP): For some reason, you have earned the love of many kami from a particular element. Each element is associated with distinct inherent traits, Earth to Stamina and Willpower for example. By enjoying this favour, it's noticeably faster for you to hone these traits further than most others without such a boon. Alternatively, the friendship of your spirits manifests as noticeable success for effort with those traits, such as being able to swim longer or stay focused on your endeavours more when you're trying, rather than aiding your improvement of them.

This perk can be purchased once for each Element, which affects different physical traits. This perk can also be repurchased for both effects described above, allowing this perk to be purchasable up to a maximum of 10 times.

Friendly Kami (100 CP): A *particular* kami has befriended you, staying in your vicinity at all times. And *yes*, the effects of this are different to the above. Choose an element: Fire, Water, Air, Earth or Void. All magic you perform using its principles (assuming you are actually capable of performing magic) is notably stronger, more refined, more efficient. All thanks to your little friend pulling a few strings around you.

This perk can be repurchased once for each element.

Post-jump, you may either take your good friend with you as a follower, or simply keep this perk and any repurchases as generic blessings for performing elemental (or in the case of Void, magical effects involving the harmonious convergence of other elements and/or nonbeing and absence) magic or spiritual practices.

Hands of Stone (100 CP): Some men were born to break flesh and bone over their knee, and you're either one of them or a woman. Through great stature, innate strength or just being really damn good at throwing down, your natural talent for unarmed combat is uncommon except among monks.

Heart of Vengeance (100 CP): There is a faction or race out there which has earned your eternal, undying enmity. So pure is your hatred that all your efforts to thwart them, slay them, mildly inconvenience them, are carried out with maximal focus and discipline. After this jump, you may either choose to gain these benefits against a similar target of your choice…or let go of your anger. Yes, you can toggle your fury on and off. Consider it a sort of mental supplement for vengeance.

Quick Healer (100 CP): Your body puts itself together faster, staunches blood sooner, and recovers from hard nights out drinking sooner than most of your peers. Lucky you! Even if your guts spilt out on the battlefield, a human could be up and about in a week with this if taken back to camp and given Rokugan-standard surgery. Alas, this makes it much harder to commit seppuku *professionally.*

Strength of the Earth (100 CP): In you, the spirit of mountains and soul of stone knows a kindred spirit. Broken bones and ruptured blood vessels slow you noticeably less than others in combat and other great exertions, allowing you to push through trauma more safely than others of your ilk.

Soul of Artistry (100 CP): Your spirit soars with artistic genius! In either the arts or the more practical crafts, you are a veritable genius that instinctively takes to making wonderful performances, paintings, finely crafted swords or whatever you turn your hand to.

This perk can be repurchased to be both an aesthetic and practical genius creator.

Quick (100 CP): Well, nevermind healing. You're just plain fast on the draw. You seize advantages faster than others-in battle certainly, but also while playing darts, getting out of the way and so on and so forth. You're like a wild cat, or-forgive the slander-a trained shadow warrior.

Sacrosanct (100 CP): Long ago, you or your parents performed a great service for the Emperor. Because of that, the Son of Heaven has placed you under his protection. It is, simply, impossible for respected magistrates, revered sensei, principled samurai and others who hold themselves to respectable standards to criticise you in public socially unless you attack them first. After this jump, you may toggle on some similarly virtuous (but plot irrelevant) deed you performed which gives you a sterling (not to mention nigh-unimpeachable) reputation among the great and good.

Ancestral Guidance (100 CP): An ancestral being somewhere in your lineage watches over you, offering guidance and blessings from afar. Depending on who they were in life, they could offer guidance on the research of spell or might in magic, resistance to mind control, greater might in battle or even the ability to detect portals to the spirit realm through some mixture of their spiritual presence and guidance. This is a rare gift. Why is it priced so cheaply? Because the oversight of the ancestors is quickly withdrawn if they are disappointed: By letting your honour fall, by striking one of their descendants, by betraying a specific clan or any number of generally ruthless but often tragically pragmatic actions in Rokugan depending on the ancestor's priorities. And once lost, such guidance generally cannot be regained*. That is why should you manage to make it through this entire jump without losing the blessing, in the next one you just get to keep it without the ancestor's restriction. A glitch in kharma.

*There is *one exception*, a certain Spider "ancestor" who offers nothing but the power of the Taint and makes no demand of whoever receives his "blessing", confidant the Taint will simply corrupt them into his ideal for them sooner or later.

Perceive Honor (100/200/300 CP): For some reason it's just…harder, to perceive your true nature. This is in no way disadvantageous, and mostly just manifests in a way that makes your honor harder to accuse or otherwise slander. How much so depends on your investment here. For 100 CP, you are noticeably more respectable than most of your peers, but not especially so. For 300 CP, to accuse you would be like to accuse a senior commander of a Great Clan or a noble abbot.

Large (200 CP): Aren't you a towering, strapping specimen by Rokugani standards? Yes, you're immense! You're towering! You are…a gigantic six to six foot three inches tall, a mighty mountain of a man by Rokugani standards. If you would be taller, you may instead be proportionately larger than that relative to a 5 foot 3 inch tall man. Look at you go, you great galumphing giant. As a point of order: There is no known prejudice in Rokugan against tall women, *unlike certain other countries.*

Great Destiny (200 CP): There is a grand purpose that the cycle of kharmic has deemed your existence worthy of preserving to complete. To that end, the Celestial Order of Tengoku has lent you distant protection-far from absolute, but still precious. Once in a while, wounds that would kill you instead only leave you on the brink of death. You might wake up from a fall off a cliff, find out that sword in your guts miraculously missed anything vital, or so on. Those who can go against destiny or challenge the gods themselves may still slay you through such protection, but mundane assassins will find it frustrating to deal with you permanently.

Inner Gift (200 CP): There is an innate power to you that even the shugenja cannot fully understand, or reliably master. Some say those like you are in unique harmony with the universe, others that a kami has blessed you, still others that some vestige of otherworldly blood runs in your veins. Whatever the nature of your boon, it is relatively small scale but useful: Sensing the mood of animals and reflexively befriending most you haven't actively antagonised, gaining supernatural insight into the feelings and desires of others, uncanny

foresight that makes you inhumanly difficult to surprise, vague dreams of the future, or the ability to see the last person to touch an object you are holding. Or something similar. This perk can be repurchased for more than one such gift each time.

Blood of the Fortunes (200 CP): The descendants of Hida Osano-Wo, Fortune of Fire and Thunder, are blessed by his divine resilience. They are immune to all detriments and damage from natural weather conditions, and even supernatural harm evoking such effects is noticeably lessened. You may choose to be fortuitously blessed by any canon Fortune, which will confer similarly loose and subtle but potent advantages to you.

This perk can be repurchased, to include more Fortunes in your bloodline somewhere.

Leadership (200 CP): Some men and women, of noble birthright, proceed to immediately squander that by having all the leadership qualities of a particularly inbred troll. You are not one of them. You have an innate knack for leading and inspiring others in battle, enough to stand out among most bushi of the Lion Clan and earn the hard-won approval of their superiors. You could lead a group of scared peasants armed with sharp sticks against double their number in badly led professional soldiers.

Luck (200 CP): Fortune, it is said, favours the mortal man. Once in a while, things simply go right for you-not enough to change destiny or win the Imperial throne or anything like that. But arrows bounce off things into your enemy's throat, people seem more agreeable than is readily apparent, and other things just go weirdly right for you with no apparent reason. This would normally be nearly indiscernible for most such lucky fools, but you're one of the luckiest around.

Seven Fortunes' Blessing (200 CP): One of the seven greatest Fortunes has taken a favourable opinion of you, showering you with their blessings. As a special consideration, after this jump their tendency to withdraw their favour due to fickleness, wrath and expectations will be lifted; by moving beyond the kharmic cycle, you have simply cheated them out of withdrawing their favour. Or perhaps, been entrusted with passing on their beneficence to other worlds. Benten, Fortune of Love, may have made you supernaturally but subtly persuasive in all endeavours not involving coercion. Bishamon, Fortune of Strength, may have lent you some of his might. Ebisu, the Fortune of Honest Work, may have made all non-samurai citizens of Rokugan more inclined to respect and obey you. Jurojin, Fortune of Longevity, may have simply blessed you with a long and healthy life (making it much harder to hurt you with disease or poison). And so on.

This perk can be repurchased up to 7 times, potentially gaining you the endorsement of all 7 Fortunes. Being fairly influential authorities in Tengoku, this is likely to gain you an excellent reputation and metaphysical primacy from supernatural forces in general, in this world at least. Afterwards, you "just" have a lot of blessings.

Touch of the Spirit Realms (200 CP): By some strange twist of fate, a fragment of a spirit realm's essence has suffused your soul-giving your supernatural prowess in endeavours suited to its nature. Those touched by Gaki-do regenerate rapidly when slaying opponents, while those graced by Meido are greatly resilient to all forms of manipulation. Those touched

by Yume-do only require four hours of sleep every night. Naturally those touched by Tengoku or Jigoku are bound to conflict: Either empowered in all endeavours proportionate to how much Taint flows through them, or greatly resistant to the Taint in all its forms.

This perk can be purchased up to 10 times for each spirit realm. If you partake of both Tengoku and Jigoku's essence, like a shadow of Fu Leng's own nature you have the *almost* unique gift to empower yourself with Taint while being effectively immune to corruption from it by anything short of a great Oni's personal attentions.

Great Potential (200 CP): Within you lies the potential to excel at a particular activity, possibly more than any man alive in the Empire. Choose a loosely defined skill: Fishing, cooking, socialising, painting, kenjutsu or iaijustsu. It is enhanced by your overall spiritual power, allowing you to perform truly stupendous feats simply by concentrating the force of your soul into a painting that sears emotion into someone's mind for the rest of their life or cooking fried rice great enough to distract the Lost from mauling your face.

Ishiken-Do (300 CP): The Void itself is a living thing, both everything and nothing all at once. To commune with it is a rare gift. You have it, even if your race is normally incapable of doing so. This allows you to cast Void spells or other supernatural effects directly invoking the Void in a manner more direct that attaining enlightenment, and nothing else.

It is still immensely rare and powerful.

(Almost) Enlightened (300 CP): You have advanced further on your journey to complete harmony with the universe than most men and even gods ever attain throughout their lives. Thus, you have a particularly strong connection to the element of Void, able to enhance your connection to it and grow in understanding and mastery of its nature much faster than most men. While you're not enlightened automatically, this greatly shortens the ineffable journey it takes to reach that state. This applies even if your race could not normally attune to the Void.

A quick note on the remaining general perks

The following perks represents advanced, if not extraordinary mastery of the codified fighting, crafting, socialising and magical arts used throughout Rokugan and beyond. Some Origins indicate a standard level of competency in various areas both supernatural and mundane in their description. Not taking these perks does not imply the absence of such capabilities, but merely adds to them; for example, a Kenku would automatically qualify for the Sword Saint Advanced School due to how commonplace skill with the sword is for their species as a whole. But could also take up a Lion or even ogre's style of fighting to represent cross-disciplinary study. Of special note is that **unless otherwise specified by certain perks**, it is assumed that any given race is only capable of using its native magic system as briefly touched on in its origins, limiting any repurchases to hypothetical disciplines being majorly influenced by the capabilities they have described for them in their origins. **Spirits and Oni are excluded from this restriction** as being powerful elemental beings, any "magic system" they pick up is extrapolated to be an innate capability added to their base influence over reality.

Bushi (100/200/300 CP): Strike! Strike! And parry! And STRIKE! You are a trained warrior (a Bushi) of some kind or other, hardened for conflict between the Great Clans…or even harsher, more merciless battles. Amongst the Great Clans, formal schooling at clan dojos or military academies is greatly prized. But this is not universal, and some races develop battle prowess to rival them independently. Due to the sheer variety of fighting styles in Rokugan (and beyond), some examples of the many fighting arts will be provided below-your mastery of which will be determined by your investment here.

For 100 CP you are a novice at the style, able to defend yourself and do the katas (if they exist) but little else.

For 200 CP you are an adept at the style, well-versed in both its theory and practice.

Finally, for 300 CP you have comprehensively mastered it.

- The Hida Bushi school is one of the oldest and most respected fighting styles in Rokugan, with an extremely simple philosophy: Endure the enemy's attacks until they can be crushed with brute force-a tactic shaped by constant combat with Oni and other enemies of the Shadowlands. Students learn to move easily in the heavy armour the Crab expect to wear, train relentlessly to acquire extraordinary endurance and swing heavy weapons with relentless finesse, strike devastating blows that daze them with a calculated lethality, and at the peak simply refuse to be dazed, fatigued, stunned, or generally *down* in the heat of battle while fighting to fulfil one's duty.

- The Kakita Bushi school focuses, with utmost monomania, on the art of duelling-ensuring the Crane's supremacy in any breach of etiquette that results in the formal drawing of steel. Following Kakita's own teachings, the Crane strives to simply strike first and remain mobile, a philosophy that lends the style well to skirmishing during proper war. The Kakita training makes the Crane extremely balanced against all outcomes in a fight, often able to end a duel with a single blow. Those who hone Kakita's teachings can cut an opponent twice with a single strike, or even strike without thinking regardless of the conditions around them.

- Famous and controversial through much of the empire, the Mirumoto Bushi school has a rivalry with the Crane almost as fierce with and far more respectable than the Crane's own with the Lion. This primarily derives from the school focusing on the use of *two* swords (generally one long and one short) simultaneously in battle, providing a nice balance of offence and defence, flurries of blows and (somehow) a slight advantage against spellcasting. The style also trains meditative calm in the heat of battle, and to viciously exploit counterattacks. If the Kakita bushi boast of striking twice, the Mirumoto bushi may seem to strike from every direction at once while wielding both blades.

- While the Lion Bushi also train techniques that turn honor itself into a literal strength, the Toku Bushi of the Monkey Clan are notable for similar feats merely through the experience of hundreds of ronin teachers distilled into a single fighting style suitable for an idealist magistrate. The Toku Bushi trains to fight harder against overwhelming odds while simply ignoring wounds, mastering fights with multiple opponents and speeding their attacks with courage. At higher mastery, they have an uncanny ability to evade lethal blows-and it is said masters have earnt such blessings through their virtue that they can unleash blessed strikes that seem preordained to land.

- In stark contrast, the faithless and forsaken warriors loyal to Daigotsu use a ramshackle fighting style cobbled together from the collective experience of their former lives. Simply called the Daigotsu Bushi School, it principally exists as a demonstration of the favour that Fu Leng holds for them by using an ability **unthinkable** for most Bushi: The power to turn Taint into strength. Such training grants supernatural resilience and strength, an unsettling aura that enhances the damage of all allies (including yourself), and movement as swift as wind-borne ash. With greater mastery, the power of Fu Leng allows them to feed on the strength of enemies (potentially granting moderate vitality beyond normal limits) and with great focus launch into a series of blows fit to smash armour and shatter bones as all pretences of warrior nobility fall away-revealing only a rampaging beast of Jigoku.

- Fighting arts are neither limited to men nor to spirits. The fighting techniques of the Ogre Bushi, as epitomised by their king and perfect warrior Muhomono, focus the natural advantages of ogre strength and size into deadly blows. While outwardly barely different, the ogres' fighting techniques are deceptively sophisticated. It trains ogres to focus their brute strength into precise strikes, to spread fear merely with a gaze, to strike swifter than most dare to imagine such a lumbering brute could. And eventually, to strike multiple opponents with a single blow. And at the pinnacle, to harden their flesh with sheer determination to be like legendary armour.

This perk can be repurchased.

Artisan (100/200/300 CP): Battle is not the only art that the Rokugani strive to master as an expression of their souls. Blacksmithing and the fine arts alike have just as rich a heritage for those with the talent, and the will to nurture it. As with the Bushi schools, separate purchases here denote whether one is a novice and/or hobbyist, a professional, or a maestro Some examples are listed below:

- The Kakita Artisan Academy devotes itself to perfecting the study of every sort of art from painting to poetry-as well as how to turn it to service of the Crane Clan. Etiquette and fashion are integral to even the most base of arts. From youth, the Kakita Artisan is taught to focus on one specific form of art above all others-and to become a scathing critic to any rivals. They learn to inspire crowds, shift points of view, and after making worthwhile progress expand their immense dedication to a second field of art. Eventually their art gains enough fame to make and break reputations, or produce gifts of such perfection they overawe the recipient.

- The Tsi Smith School focuses exclusively on crafting weapons and armour, to honour the gaijin blacksmith who founded their clan by impressing an Emperor with his works. Even what martial training the school provides is to further their understanding of their rough art. Such dedication results in an unmatched skill with all tools of the forge, a spiritual oneness with wielding one's own forged weapons, and an intrinsic knowledge of the worth of all you have made (allowing it to be made with inferior components but no loss of quality). Training continuously test all creations for weights, balance and effectiveness, and once in a day a master Tsi smith can suffuse their great works with their spirit to create a sacred weapon. Such wonders are either finely balanced, inexplicably swift to strike, or simply unbreakable. Once in a while or with utterly overwhelming skill, such a masterpiece is also Radiant: Capable of harming supernatural beings, spirits and those Tainted by the Shadowlands and similar forces as if it was made of jade.

- The Kaiu Engineer School (which is also sometimes considered a Bushi school) are the most formidable combat engineers in the Rokugan empire. Masters of construction and siegecraft, they are also gifted in manufacturing arms, armour-and due to off-duty hobbies, small toys. Suffice to say their efforts are stress tested against both Shadowlands monstrosities and the efforts of the other clans to besiege the Crab. Apart a comprehensive knowledge of engineering techniques won from practical experience, they are feared for both building towering structures that are even more resilient than they look and using siege weaponry with pinpoint precision. They know many techniques to make armour more durable, and train diligently to wield the weapons they forge. Once mastered, this school allows them to manufacture the sacred weapons of the Crab clan-which strike harder than others, and can be reinforced with the Kaiu engineer's spiritual energy to be rendered unbreakable at great cost.

This perk can be repurchased.

Courtier (100/200/300 CP): Navigating an Imperial court can be just as perilous as a battlefield, which is why most Great Clans have developed some codified system or other to make friends and influence people. That, and game both the Imperial code of conduct, and human nature itself. As before, whether you are an initiate, charming practitioner or masterful socialite of these disciplines will be decided by the price you paid.

- The Doji Courtier School are responsible for the Crane's reputation as the unquestioned masters of any court activity. It primarily focuses on creating vast networks of allies and trading favours, but the curriculum is too broad for any one samurai to master. Nonetheless, all Doji Courtiers are taught to rely on honor to upsell any offer made so that others' needs may be discerned then fulfilled, to communicate through subtle gestures and body language, and to leverage this assistance into the perfect gift for others. Those who master this discipline are frustratingly hard to even disagree with without taking a dishonourable position, and can make allies out of even bitter enemies with the chance to make a short conversation. Convincing many to go along with almost anything that doesn't conflict with basic loyalties.

- The Bayushi Courtier School's reputation is nearly equal to that of the Doji, and far more feared. That is because the Scorpion prefer to focus on deceit, deception, the discovery of weaknesses and the ruthless exploitation of all the above. Those trained in this school learn to assess others at a glance, to speak truth and lies interchangeably, and to lure out the truth in casual conversation. More advanced practitioners learn to more subtly undermine foes by bringing up matters that undercut every word and deed, and to deliver harsh truths or *bitter lies* with utmost devastation.

- Monastic and scholarly by nature, the Asako Loremaster School focuses on using the vast array of knowledge the Phoenix enjoys collecting habitually to examine new data accurately, and provide great inside into the social dynamics of the court. The wiser the Loremaster, the more adept their social maneuvers. As historian and scholars, they are used to persuading others for peace and civility in the name of knowledge. Their great knowledge of precedence grants insight into what to say and when, or provide useful advice to ally and enemy alike. Those who have advanced far as a Loremaster are greatly resistant to games, tricks and deceits of the material world-and have a unrivalled insight in all of Rokugan's knowledge.

- Founded on the slow and subtle infiltration of the Great Clans' many courts while disguised as ronin and emissaries of other families, the Daigotsu Courtier School uses its network of contacts, blackmail victims and willing flunkies to assume power across numerous clans. And from this position, they subtly manipulate others into useful conflicts while keeping their enemies away from them-undermining the very notion of honor over time. They know insidious techniques for masking their Taint, can drop innocuous hints that disrupt focus and attention, deflect attention and blame to create eerily rapid disharmony while remaining devoid of accusation, and skilled practitioners can twist the very thoughts of others with their words-driving them to weakness, aggression and confusion. The final lesson of the Daigotsu Courtier School is to guide enemies into unreasoning aggression with a 15 minute long conversation. Short of asking a Rokugani to turn against their lord or the Emperor, this can be reliably used to designate a loosely defined target as their sworn foe.

This perk can be repurchased.

Shugenja (100/200/300 CP): When a shugenja casts a spell, they are actually petitioning the Kami of various spirits to perform various tasks. Fire spirits rush to envelop their foes in walls of flame, Air spirits speed their transit for short distances, Earth spirits reinforce their flesh and Water spirits may heal grievous ailments-for the spirits hold power over the semantic and symbolic aspects of the elements, not just their physical manifestations. As such, the different spellcasting schools differ less in unique *techniques* and more unique *approaches* to invoking the spirits by gesture, will, chant, focus and other methods. At least, so it works for human spellcasters; as mentioned amongst the origins, different races have different magical capabilities. Whatever your nature, your overall capabilities purchased here will be somewhat comparable in scope-although many races are devastatingly more capable on a certain area, in exchange for generally lacking the versatility of human shugenja's command over the elements and potential ability to directly commune with the Void. As Void communion requires no contact with an intermediate spirit, after this jump your interdimensional nature (and that of all those who follow you) adapts to likewise commune directly with the elements, allowing your spells to work as the approximate same efficacy but without strictly requiring Kami spirits.

Sorcery is, naturally, much more powerful than most other skills-and with greater mastery or more time to perform them, even greater feats and constructs than the well-established spells listed below are possible through it. It is also, unquestionably, the most dangerous of the skills to both practitioner and target-potentially resulting in one's death through lack of focus or by beckoning forces best left untouched. The examples listed below are merely examples of the mystical practices you are capable of at a given level of mastery; what you're capable of will depend on which elements you have an affinity for, how you trained and so on.

For 100 CP, you have learned the most basic and essential lessons of shugenja. To sense the presence, quantity and rough locations of elemental spirits nearby, to summon modest quantities of a given element, and to ask questions of the spirits. Depending on which elements you held an affinity for, at this level you can easily enshroud an object smaller than you in invisibility or knock nearby foes to the ground with a 75 foot long and 15 foot wide blast of wind. Or with more difficulty, summon huge boulders and hurl them unerringly through the air to strike a target. Or instantly refresh someone as if cleansed by sacred water, giving them the benefits of a good night's sleep.

For 200 CP, you can easily cast crushing waves that cover 25 feet, ignite all that is combustible at once within 100 feet of a structure, or summon any spirit from any realm of existence for a chat. With more difficulty, you can enchant a suit of armour to protect anyone within 15 feet of it from non-magical fire and thunder. Or utterly consume the Taint from a target by beckoning spirits of jade to consume it from within-inflicting grievous harm, and transmuting them to pure jade if it slays.

Finally, for 300 CP you can easily whisper messages across the empire upon the wind to anyone you know, call down that scouring beam of the sun to smite all within 100 feet (which is particularly damage to the honourless and tainted), shapeshift into any natural creature and bless one to not require food, drink or sleep for a few days. At the peak of your power, you may instantly cure a target of all diseases, poisons and wounds with a touch. Make others functionally invulnerable, causing all harm a target inflicts to be redirected to earth spirits (or the nearby earth in future worlds) for 10 minutes unless struck by **nemuranai** (artifacts with supernatural powers from having awakened spirits) or similarly significant forces. And simply unleash a 200 foot wide explosion that obliterates most targets in this world, even making normal fires burn hotter and more violently for a few minutes afterwards from agitating all the nearby fire spirits.

Below are a few examples of shugenja schools.

- The Isawa Shugenja School is unquestionably the greatest and oldest school of shugenja recognised officially in the empire, if only because they are the only one with so many members born with the gift. It has no particular specialisation. It needs none. Due to pure experience and talent, they are simply better at conventional magic and in particular whatever element they have an affinity for while devoid of any shortcomings, in exchange for having no particular special tricks. So much so that **choosing to be a shugenja of the Isawa uniquely qualifies you to cast Void spells even without taking Ishiken-do**

- Formed from the remnants of the Agasha family, the Tamori have mastered alchemy: The secret of containing a spell's essence within ritually prepared liquids, and *without* petitioning spirits for aid. They are, historically, incredibly versatile and fast casters provided they have adequate preparation time. Once bottled, their spells can be stored indefinitely.

- While more famed for their martial prowess, the Lion Clan's Kitsu School provide insights into the relationship between different spirit realms. The Kitsu family's own unique ability to interface with those relationships allows them to innovate large-scale magic that can influence the outcome of skirmishes through spells cast over entire bloodlines. This also makes their spellcasting strike through many innate advantages or disadvantages.

- The Scorpion use the Soshi primarily to cast non-damaging spells modified by their teachings to have no visible signs of being cast. Period. They are also particularly gifted with illusions. A pragmatic school, the Soshi are experienced in exploiting the alien mentalities of kami to get more out of any given petition.

- As with all other clans, the Chuda Shugenja of the Spider possess a debased and profane yet powerful alternative to the rightful way of things. In their case, the Chuda are the most powerful and progressive blood sorcerers that have ever existed-save for Iuchiban himself. Their vast experience in performing blood sorcery makes them experts in concealing the corrupted nature of their spells, and mitigating the Taint required to fuel one.

This perk can be repurchased. Each shugenja school is considered to be encompassed in a separate repurchase, representing dedicating training in that discipline.

Kiho (100/200/300 CP): Those who pursue the path of the monk are often renowned for their wisdom, humility, peace of mind, and progressive enlightenment. However, in terms of *applying* their grasp of esoteric forces, the most flagrant demonstrations of power are the kiho fighting techniques, physically exerted phenomena and internal alignments of chi. Regardless of scale or power, kiho are far quicker to be unleashed than spells (except for spirits, for whom "spells" are just as intrinsic as a punch from a mortal). The examples below demonstrate the level of kiho you are trained to be capable of, regardless of your actual enlightenment:

For 100 CP, you can perform feats like using the wind to speed your strikes, painfully disrupting the flow of chi on a foe with a blow, sensing foes through vibrations, and making a counterattack guided by destiny itself.

For 200 CP, you guard your whole body with unnatural durability and burning heat as if it were a living anvil. Harmonise your mind to intuit intricate information about a target. And unbalance the mind from afar.

Finally, for 300 CP you have unlocked the most advanced kiho there are. You can unleash shockwaves of concussive force with power aping that of a small tsunami. Make yourself immune to Shadowlands Taint for a little less than a minute-or more, with training. Or deliver the devastating Falling Star Strike: A burning punch of devastating power, that can often blind others from the power unleashed.

Advanced School (100 CP/200 CP): The Great Clans, and other organisations, hoard the most secret and dangerous fighting knowledge for themselves. Fortunately, you can pay CP to somehow acquire it through elitism or sheer talent. Each such talent here can be an advanced sort of Bushi, Artian, Courtier, Shugenja or Kiho disciplines. Though far more limited and specialised than the comprehensive education of the broader schools, the scant knowledge here is the stuff of legends. For 100 CP, you have only just grasped the basics of the advanced school but can learn more of the style with diligent practice; for 200 CP you have fully mastered it. Below are a few examples

- The Dragon Swordsmaster has utterly internalised the evolution of fighting with two swords. Tuning out the rest of the world, they can sense the world through their blades and the calm of their mind-allowing them to swing their blades with uncanny precision, always striking wherever a sword needs to go for maximum devastation.

- Exclusive to female Matsu samurai, the Lion's Pride is a straightforward yet terrifyingly practical fighting method for withstanding foes as a unit and demolishing enemy generals when the time for unity is over. It includes superb defence training, devotion so great the tricks of less focused foes mean nothing, and a lightning fast counterattack against all strikes. It should be noted that some male Lion samurai have mastered similar disciplines, independently. They're just not called the Lion's Pride.

- Scorpion Instigators can exploit their own weaknesses into strengths, and control the flow of conversations so their falsehoods can pass undetected against all but supernatural investigation. Their misdeeds can be used to stain the reputation of others, and there are few who can avoid acquiescing in response to the skill with which they employ blackmail.

- As with all things, the Spider have a horrifying alternate to the skill and zeal of upstanding Samurai. The terrifying Obsidian Warrior School is taught with such cruelty most students fail to survive, being the teachings of a soulless husk of a samurai who overcame all foes with sheer power and will. It bestows the survivors with might beyond mortal measure, a noxious spiritual pressure that suppresses the fighting ability of others, and inhuman endurance which allows them to *constantly* (unlike the focused bracing of the Crab fighting techniques) endure oncoming blows as if they hit iron rather than flesh.

Drop-In

Gaijin Pepper Metaphysics (200 CP): It has been suggested, here and there, that the weapons known as “guns” and “cannons” brought to Rokugan by ill-fated gaijin may not necessarily be merely advanced technology but run on *foreign laws of being* entirely. That certainly seems to be true for you. Similar weapons fired by your hand or under your hand penetrate all magical defences lesser than the greatest Oni in this world-allowing them to strike through enchanted armour or scar the flesh of spirits normally, or permanently scar a magical wall that can normally repair itself. Just keep in mind, this only lets ballistic weapons harm things normally, and bypasses supernatural resilience or enchantments on non-living things. *Not* regeneration, or mundane medical care. That and well…it’s *quite hard* finding such weapons in Rokugan.

By the way, since knowledge of such weapons is so foreign to Rokugan, if **taken with the Drop-In background or another where you are assumed to be human** this perk can also make you part of an ethnicity foreign to Rokugan in a way unrecognised by any of the Great or Minor Clans: Thrane, Merenae, Yodotai, Senpet or the Ivory Kingdoms could be your home. There are few if any meaningful mechanical benefits to this, save perhaps some inherent familiarity with the fighting techniques and magic of your nation-as much as any ronin may have for the Bushi schools of Rokugan. But perhaps you just want to embrace the idea of not belonging in the empire.

Spirits of Conquest (200 CP): The distant Yodotai empire (an expansive and militaristic but oddly egalitarian culture that some say resembles another called *Rome)* have a tradition, perhaps a blessing of their gods, that you have somehow co-opted. When soldiers swear fealty to you and fight under your banner, death is not the end for them. Should they have fought well in your estimation and their loyalty remain true, they may return to fight at your side as spirit warriors: Tireless versions of their living selves when solid, and capable of blocking spells when spiritual. It is not clear what becomes of these spirits after battle, but they *seem* to have considerable agency in their afterlife as well as the means to walk between the realms of the living and the dead.

Our Little Secret (400 CP): Fear, desire, regret. The original sins of Rokugan are music to your ears, literally. You have a distant and subtle awareness of all sentient life on any given plane of existence, that sharpens greatly when someone gives into these traits-allowing you to spy dimly on everyone experiencing such, as if through great darkness. Someone who had just lost a loved one or become enamoured unhealthily with a noble above their station becomes much easier to perceive, and you may communicate with them as if your voice was anywhere near their presence. More concerningly, you can use any magic or spiritual techniques you have on them as if you were present, as long as it relates to (in some way, however warped) addressing the fear, desire and regret they feel.

Legacy of the Ashalan (400 CP): Far away in the gaijin lands dwell (or once dwelled, depending on the era) a race of immortal sorcerers who share 12 souls between them all, and consider themselves alternatively both caretaker and slaver of the mortal races. Knowing their time was going to an end, one of them passed on the wisdom of their race to you. You now know how to created Crysteel from sand, and can discover alternate ways to manufacture it: A sacred material with the attributes of crystal and the toughness of steel, highly effective in slaying all creatures and spirits of darkness. You are also well-versed with the Ashalan's magic, which primarily takes the forms of tattoos. These are chiefly used for dominating others (for which there is almost no counter in this world) and bestowing all the traits of the Ashalan on other beings, but there is more to this magic than that. It can also be used to forge enslaved, expendable servitors from the elements themselves as well as potentially to store supernatural fonts of energy for directly released in said tattoos. Or to form sigils to commune directly with powerful deities. Figuring out exactly what you can do with this will take time and experimentation, but know that some of the most feared sorcerers in Rokugan adapted their abilities from the Ashalan's sedate powers.

Nameless One (600 CP): You have no true name, whatever you call yourself. This is normally an *extremely* rare result of the Taint and the Lying Darkness clashing within rare Ishi, but in your case it is simply the result of your interdimensional nature not cleanly fitting into the Celestial Order. Magical effects targeting your true name or similar things simply fail, because you are spiritually aligned with the baseline of nonexistence. Ironically this *also* makes you harder to harm by beings of primordial darkness and nonbeing like the Lying Darkness itself-due to being spiritually close to the base state of nonexistence they themselves are akin to. There may be other ways to exploit this, but for now the most obvious is a ghostly aura that you can unleash at will to unnerve others with the lack of identity now part of you. But fundamentally, in a world where all is built on Nothing, someone who is nobody could be *anyone*. It might therefore be possible to find a loophole in existence to continuously cheat death even if gods and fate strike you down, reborn endlessly as a fleeing spirit of void. Or to assimilate others who have become spiritually close to you (perhaps by having recently accepted a favour or two), turning them into vacuous vessels for your will, empowered with abilities echoing your own nature…

Era of the Emerald Stars (600 CP): Space! The final frontier. These are the voyages of the Rokugan Empire…and frankly, *they belong to a very different genre.* Oh well. You now know an incredibly powerful ritual called Opening the Way, which links two physical locations together and allows for immeasurably vast distances to be covered in short amounts of time. Multiple shugenja or similar magic users can participate in it, up to a hundred depending on the size of the vessel being moved. Moreover, your mind is a repository of highly advanced alloys, the construction and maintenance of interstellar vessels capable of sustaining life for populations much larger than all the current Great Clans combined, and the manufacturing of a strange "radiant energy" by awakening the spirits of materials to cover them in light. This "radiance" can encase steel blades in all-sundering energy that can deflect energy weapons fire, reinforce armour beyond its natural limits, create general technology that functions well in interstellar space, and power all manner of superweapons. This is the keystone technology

for an age of Rokugan so advanced, that entire *solar systems* can be conquered during its equivalent of clan wars. That's a long way off, though. For now, you merely know the keystones to building up a level of technology so advanced that in their distant future, *Rokugan has permanently closed the Festering Pit of Fu Leng forever.*

Crab Clan

Look Into Darkness (200 CP): The Kuni have the unenviable job of studying the aberrations of the Shadowlands, putting their very souls on the line to seize any knowledge that can aid killing them. You have a natural gift for this. Coming up with tests and intuiting biological processes from even the most bizarre of anatomies comes naturally to you, and the strategies and fighting techniques you devise to counter them are more effective than most in this world. Ironically, your constant vivisections have also given you a similar talent for providing genuine medical care for both allies and those with strange anatomies.

Fill Your Cup (200 CP): You are one of the best swindlers this world has ever seen, and the Yasuki would be glad to call you kin. You can find deals and trade opportunities almost anywhere in Rokugan, can procure supplies in even the harshest siege conditions, and bully even hardened criminals into cooperation. This has certainly led to a…colourful reputation in Imperial court. But who cares about those pansies? A deal's a deal, and you know how to haggle one down into a steal by hook, crook and sheer stubbornness.

Great Carpenter (400 CP): Anyone can learn the techniques of the Kaiu engineering school, but to truly count as a master worthy of their respect you have to *live* what they practice. Endless hours spend designing, building and then manning the siege weapons used to defend humanity from the Shadowlands. Days spent puzzling over the best shape for a wall's fixture, and running extensive tests on all your creations. The work ethic that in just 73 days and a heroic effort by both samurai and peasants, erected the Great Carpenter Wall with all its mazes and traps. You are not merely a skilled engineer, for your familiarity with engineering fundamentals and capability to weaponise them is something that can only be learned on the brink of death. You are a master warrior whose weapons are fortifications.

Son of Thunder, Daughter of Iron (400 CP): In all traits valued by the Crab (which is to say, those suitable for war), you excel. You are a paragon of might, stamina and resilience among your race-no less ruggedly attractive for your massive stature. Your booming voice and conviction call men to attention, and your strength and skill with arms could flick even a great tetsubo around like a knife. You could live a life waging war against kingdoms of vile creatures, and come out with only the kind of scars that make you look more rugged, while shrugging off diseases that would leave lesser men bedridden. This does absolutely nothing for the *softer* or more *esoteric* arts of pansies, but you'll be a strapping beast of a battlefield hero in no time. The Fortunes seem to favour you when you take the daring, reckless approach, with your bold actions striking your enemies' weaknesses noticeably more often or bringing further ruin to their ranks than they expected-within the limited gamut of feckless violence, anyway.

Osaku's Lifeblood (600 CP): The Crab understand duty, sacrifice and resilience to a level no other clan does. It may be surprising to learn one of their greatest heroes, Kuni Osaku, was not a Bushi but a shugenja who for 73 days channelled the years of her life into a wall of water holding back the clan's Oni enemies. Her feat has never been replicated by either the Phoenix or Dragon clans. You, however, can. When you fight for something larger than yourself-honor, faith, love-you can similarly magnify the intensity and duration of magical and physical feats by likewise burning your vitality as fuel. Fighting with the strength of ten men may be far more sustainable for longer than a spell, but know that unless you are eternally youthful-sooner or later, the toll comes due.

Fortune of Persistence (600 CP): The best and worst among all the Crab comes back to their sheer unyielding will. A will you now have in spades: The determination to keep fighting even with multiple weapons piercing your flesh, challenge the Emperor if you find him lacking as a ruler and refuse to despair against the Dark Kami himself as your opponent. Moreover, so long as you do not give up in your endeavours, opportunities will always arise for you to turn things in your favour until your primary goal is achieved. The path may not be obvious, and you may still fall short of your ambitions or be blinded by your own hubris. They are merely opportunities after all, not certainties. But should your will remain focused, you may even cheat death to save your clan from a new threat, or be offered a legal pardon should your treason have been done with genuinely noble attentions.

Crane Clan

Royal Match (200 CP): An amazing statistic about the Crane's influence in Rokugan is that *almost* every empress throughout its long history has been a Crane! This is both a testament to the Crane's great skill with matchmaking and relationship building, as well as the elegant beauty and handsomeness of its blooming youth. You benefit greatly from both attributes, having been born with the graceful bearing and refined features that the Crane as a whole are coveted for. As well as great insight and practical experience in the matchmaking arts, allowing you to upsell a bride or skilfully navigate a groom's desires into aligning with your political goals. One might call you quite a social engineer and manipulator, but who could ever *truly* accuse a selfless matchmaker of not having the dearly beloved's best interests at heart?

Excuse *You* (200 CP): The worst thing about talking to a Crane courtier is the horrible possibility they could be an *art critic*. There is no greater possible damage to your reputation in the arena of respectable politics than to have your every weakness viciously dissected, memories of things you did months ago brought up as evidence of your bad character, and your taste in kimonos used as proof that your kharma belongs to a lowly worm. Art critics of the Crane are also responsible for not just dictating what facets of art are important, but that art *is* important throughout Rokugan society at large. You are a natural at all these *honourable* yet utterly merciless skills. As an aside, you have an amazing sense for aesthetics and hospitality equally applicable to renovating your lands to have exemplary form *and* function on par with the exacting standards of the Crane, and for making sure guests feel overwhelmingly welcomed.

One Sword, One Soul (400 CP): Kakita's approach to swordsmanship is as philosophical as it was practical. He preached purified harmony of mind, body and soul together. To empty one's mind, strike with no thought-and thus defeat an opponent with an effortless strike before the duel truly started. There are few living Crane in Rokugan's history who have internalised these teachings as much as you, and unless you live in Kakita's own era or that of breathtakingly exceptional duellists, you are all but guaranteed to be Rokugan's master of honourable combat. Drawing your sword and striking precisely enough to neatly sever someone's lapels but only shedding a single drop of blood (or none at all) is as natural for you as breathing or blinking. The taunts of foes or their overwhelming might means as little to you as the patter of rain on rooftops. Someone simply walking up to you with weapon in hand may as well be handing you a practical guidebook on their stance, their old war wounds, everything relevant to the perfected art of man and sword as one.

Iron Crane (400 CP): In a land where the Scorpion are constantly scrutinised, the Mantis are reviled, and the Tortoise are barely tolerated as a necessary evil, outsiders may find the Daidoji to a strange outlier in how consistently they stain their own honour to serve their clan. To the Crane though, that simply affirms the Daidoji's dedication to the clan's welfare. You have far, far greater leeway in dishonourable and underhanded actions than most others in society, when doing them for a greater cause. You could shoot a man in broad daylight, and as long as you were employed by a legal or social authority the legal system would simply consider it a tax writeoff. It helps that you're a natural prodigy at mastering underhanded methods of getting ahead in life, from striking deals with criminals to reverse engineering weapons deemed forbidden by the rest of society. After all, the Daidoji's ancestors are as honoured as any others in the empire.

Wayozu's Mystery (600 CP): In every form of art in Rokugan, from theatre to painting to music to tea ceremonies, you are both innovative and technically masterful in a way uncommon even among the Crane; this includes iaijutsu. That is not the true measure of your genius, which only the likes of Kakita Wayozu have equalled. *Somehow*, when you pour your passion and spirit into your art, you can create miracles like trapping a small army of invaders in a fictional world so enrapturing it became a new reality to cage them within the pages of an unreadable book, paint birds that come to life or cause the character of a play to stroll into reality, and make a god's statue into a true vessel for the divine being. Needless to say, this takes both great dedication and passion, and it is far easier to "merely" create art that can sear others with eternal passion or invigorate them on a spiritual level. *Nobody knows how or why this happens.* Much like Lady Doji herself voluntarily dissolving as foam into the sea waves when she thought herself the last of the Kami siblings, *it is just a thing that does.*

Grinning Crane Takes Flight (600 CP): Much like the Crane's most outstanding Emerald Champions, there seems to be *nothing* you truly lack talent for when you turn your hand to it. At the age of sixteen you could simultaneously fight on the front lines against men many times your senior in war, while simultaneously maintaining immaculate etiquette, cultivating great spiritual power, and fulfilling all your political responsibilities as easily as breathing. By your 21st birthday, it's a foregone conclusion for you to claim titles like Emerald Champion unless you have the good fortune to face someone as skilled as a learning experience. If luck is a skill, it's one you've mastered too, because it seems any dynasty or other political faction-and even close personal friends-lucky enough to have you sees nearly supernatural political, economic and logistic gains happen for all their endeavours simply by you existing. Nothing *provably* divine, but expect harvests doubled and law and order increasing for no apparent reason. You are just that awesome, and it rubs off on anyone lucky enough to deserve your hand of friendship.

Lion Clan

Kitsu's Insight (200 CP): For a clan so martially inclined towards its fellow man, one of the greatest acknowledged atrocities in its history has given the Lion ample reason to respect the denizens of the celestial realms. None personify this spirit more than Kitsu Chiyoko, and you have something of her far-ranging spirit. When you set out to learn things about the spirit realms or similarly strange planes of existence, discoveries and useful relationships with otherworldly beings are noticeably more common to find as well as easier to secure. It's still on you to put everything together, but ironically unlike the studious Phoenix-you shine when it comes to actually *empathising* with spirits, relating to their mindsets and thus securing an equitable relationship. This includes a consummate ease when it comes to passing between spirit portals, or any other existing ways to pass between planes of existence.

Beastmaster (200 CP): Speaking of the Lion Clan and strange feats of empathy, the newly minted Kitsu clan *also* had an instinctive empathy for the great cats that roamed the Lions' lands. Kitsu or not, you somehow have a similar empathy for felines of all stripes (no pun intended if you ever find a tiger in L5R) allowing you to train the normally capricious beasts into soldiers as stalwart and honourable as any Lion Bushi. From fighting alongside you with more discipline than the average peasant levy, to striking in cooperation with your own blows, to integrating other lions into their pack seamlessly, it's no exaggeration to say that your communication with such animals borders on the mystical. Training with the cats somehow seems to strengthen both you and them spiritually, giving you the might and ferocity of the cats while the cats in term gain the nobility and finesse of a mighty samurai.

Bushido Incarnate (400 CP): The Lion are stereotyped as being the kind of warriors to fall on their swords before surrendering, but there is wisdom in such strict adherence to Bushido. Bushido aligns a man's soul with Tengoku, a woman's actions with prudence, and the Lion Clan's purpose with its innermost power. You live and breathe Bushido like few others, your righteous fury a bastion against both mundane social manipulation and supernatural influence. In fact, the more you adhere to Bushido's tenets, the harder you strike. The greater your athleticism, your stamina, your resilience. The edge of your katana or your fired arrow seems to follow unerringly to your foes' weaknesses. What others might call supernatural, the Lion take for granted as the natural merits of following Bushido.

Akodo Wisdom (400 CP): By now it should be unfair that the above stereotype is unfair to paint *all* the Lion as being styled after, and nowhere is this clearer than among the warrior-scholar lords of the Lion: The Akodo. Like them, you have tested and re-tested military tactics and logistics much as the Kaiu engineers obsess over their contraptions, to the point where few others in Rokugan can move an army about with as much clockwork precision as you. Your knowledge of ancient battlefield principles and your ability to apply them in all but the most unusual of engagements is immaculate, your drive to perform shielding you from the goading of Imperial courtly intrigue as well as the terror of the battlefield. That precision and self-control is also reflected in an enhancement to your fighting style: Thousands of hours of practice into kata, kenjutsu and iaijutsu have taught you the art of the Akodo Kensai, in which you move a sword as if it were a part of your body and rule the battlefield with breathtaking efficiency.

Righteous Condemnation (600 CP): In times of utmost duress, a righteous soul's condemnation can be as harsh as Heaven's own punishments. Your spirit is so utterly pure that Fu Leng himself would shy away from its fury, the Lying Darkness hesitate before whispering its temptations, and even the illusions of such corrupt forces can be dispelled by your vocal rejection of them. Moreover, when you are utterly convinced in your righteousness, you can speak a malediction upon another to curse them as if damned by the gods or the greatest shugenja. Such curses can include *immortality without honour*, a particularly loathsome fate for a samurai forced to fight forever knowing his righteous ends are forever beyond his reach. The severity of the curse will increase with your overall strength of spirit, with an ordinary samurai also being able to condemn someone to a lethal rockslide at a specific mountain pass in a specific month, or to strip a shugenja of their magic among similar curses. Which, *not* involving the kami, are not technically sorcery as Rokugan's occult practitioners understand it. And are therefore nigh-impossibly to remove, much as Fu Leng's own curse continues to hang over the Yogo family.

MATSU'S FURY (600 CP): Lady Matsu was unquestionably the most ferocious mortal to ever reject a god's advances yet ultimately devote herself to his service, the most belligerent of the Seven Thunders given she literally punched out Shinsei's chosen candidate on the basis there was simply none more qualified than herself, and for good and ill the most valorous to ever fight in the name of Rokugan. You seem almost like her reborn in spirit, for there is a furious will to dominate and succeed in you that makes you so fearsome in all matters of warfare that at the age of *ten* you could slay veteran warriors with a wooden sword. You can master fighting techniques other spend years honing with nothing but weeks of exacting perfectionism, and you fight with the all-consuming rage of a Deathseeker *without* losing your clarity of thought, even as your blazing soul pushes your body beyond its limits. You can wade through battalions of Rokugan's soldiery and come out triumphant, or face an Oni large enough to swallow you whole and leave its body shattered, its soul fleeing back to Jigoku. Sword, polearm, tetsubo or crossbow, any tool of war *sings* in your grasp. There are many perks in this jump that make you a better warrior. This is, simply put, the best one for dominating an actual battlefield on your own.

Scorpion Clan

Shoshuro's Theatrics (200 CP): The Shoshuro Acting Academy is Rokugan's only acting school that rivals the Kakita Artisan Academy, and whether you're a graduate of it or not, you have the all the public-facing skills needed to live up to its sterling reputation. You know how to light up a stage, how to play off your fellow actors, how to mislead and bedazzle and bewitch an audience with your sterling performance! One of the great trade secrets of the academy is how its trainees learn to don such a convincing persona-they can convince even themselves that their lies are truths. Oh, and one more thing: Did you know the most promising students also receive professional instruction in stealth, assassination tactics and the myriad poisons grown in the Scorpion's gardens? Something you have, as well. Just like the last enemy of Rokugan to ever be discretely removed by Scorpions, you *killed it* out there onstage.

The Kami's Whisper (200 CP): Scorpion magic is often indirect, supportive and above all other things *subtle.* Internalising the teachings of the Soshi shugenja school, as long as your magic does not inflict direct damage you can *eliminate all mundanely visible signs* of it being cast. Those with great spiritual sensitivity or the eyes of spirits main be able to sense your magic, but no amount of mundane observation will be able to track the passage of your magic. *Yes,* this applies to spells that normally have no other purpose than to get someone's attention-which could be used creatively, like casting magical fireworks to alert your spirit allies but not the mundane guards of your enemies.

Yogo's Wards (400 CP): The tragedy of Yogo begins with a man doomed to struggle against a curse laid upon him by a dark god, and ends with a methodology that will save many his descendants will endeavour to protect. You are a prodigy of the Yogo school of magic: Granting you great gifts at creating spells stored onto paper strips, talismans and other foci which can hold the magic latent for later use-even with magic from other worlds. Your training has inculcated a particular talent for both illusions *and* healing. In fact, you were talented enough to be sought after by the Kuroiban: An elite sect within the Yogo specialising in countering those corrupted by Jigoku's touch. You can sense if someone has been made spiritually impure through nothing but your spirit, and have great insight into countering or harming forces similar to those of Jigoku.

~~Shadow Warrior~~ Perfectly Honourable Bystander (400 CP): There are no such things as ninjas of the Great Clan officially sanctioned in Rokugan. It is, as everyone knows, a dishonourable profession and a disgrace to all right-thinking Bushi. A profession more abhorrent than torturers and gravediggers. Got it? *Got it?*

Good. Because the first lesson any ninja in Rokugan learns is *never to reveal you exist.*

You are a master of the Shoshuro Infiltrator School. You have studied all manner of skills useful for clandestine action, and in concealing your identity-enough to astound many a career criminal, or to convincingly fake being a more respectable sort of samurai. And you are almost superhumanly good at ambushes, striking from shadow to slay without ever revealing your presence. Few such assassinations ever need more than a single stroke, and even inhuman foes should fear you should they ever lose track of you.

Honeyed Venom (600 CP): Ah, look at you. Your elegantly coiffed hair, your bewitching eyes, your curvaceous frame full of unholy promises. You're exactly the kind of poisonous woman, or dangerous man, that gives the rest of polite Rokugani society unwholesome second thoughts-and you know how to milk that for all it's worth too. By skill and luck, you're good at getting others to simultaneously let their guards down around you, while also indulging their basest and most craven desires with you-not just the obvious but games of chance, impulses of violence (adroitly directed at others), and other grave errors of judgement. Coupled with your utmost mastery of all the Scorpion's social trainings, and you can take the worth of an entirely foreign culture's delegates at a glance, utterly demolish the reputations of those who have served loyally all their lives, and manage a sophisticated conspiracy of free-roaming agents spread across Rokugan in your spare time. You could have a man convinced of your utmost fealty and devotion, while slipping poison in his drink every day and setting in motion the downfall of his empire.

Loyalty Beyond Life (600 CP): Bayushi and Soshuro's love for each other resulted in great tragedy for their clan, but neither would give it up to have never met the other. Just like the Scorpion as a whole holds loyalty as the supreme ideal for which it is willing to forsake all other principles of Bushido to serve. All actions you take in service of a higher ideal are blessed with fortune, in typically Scorpion subtle yet efficacious fashion-your blows landing more accurately, your magic being more efficient, your cutting remark influencing uninvolved bystanders in your favour. This is particularly effective on subtle schemes and machinations on all kinds, granting them greater progress for less effort and more insulation from external forces. Furthermore, at any time you can form an incredibly kharmic bond with someone else by swearing an oath of loyalty to them-though you may only form such a bond with one person, and the benefits disappear should you ever knowingly turn your back on them. All your actions taken when fighting for or to protect that person are even more fortuitous, blessed by Tengoku itself. Someone you so cherish could be taken by the Lying Darkness, yet by sheer skill and persistence you could find a way to free their eternal soul.

Phoenix Clan:

Isawa's Legacy (200 CP): In a time long forgotten by modern Rokugani memory, the Tribe of Isawa practiced a primitive and pure form of what would later be distorted into Maho, blood sorcery. There is power in shedding the blood of living beings to entreat divinities-guaranteeing good harvests, warding off creatures of the Shadowlands and curing both wounds and illnesses. Designed to be ritualistic, it was possible for more than one practitioner to join in the ceremony-sharing a burden that might otherwise cost lives over many so that all could live. The principles behind this magic were twisted by the corrupt kansen who spread in the wake of Fu Leng's invasion but somehow, *somehow*, you have regained the knowledge of it. And something about your soul has purified this magic, allowing you to perform crude yet powerful spells that are just as quick and easy as corrupted Maho. *Without* falling to Taint.

Daijoku's Alchemy (200 CP): The distillation of the power of the kami into bottled liquids, which can be indefinitely stored then manually released to potentially devastating effect later on, was pioneered by Agasha Daikoku. You're something of a prodigious alchemist and chemist yourself, enough that even spells from other magic systems that you know can be stored into liquid form (or in the case of chemistry, powders) to be used later. Your training has also given you more insight than most shugenja into using magic in battle: Causing air spirits to agitate a mundane bonfire, inventing Earth spells that created fortified trenches for allied soldiers, and so on.

Important note: The Rokugan idea of chemistry has *little* to do with IRL chemistry, being the study of spiritual interactions with physical components. It can still produce many of the same effects though, like fireworks. Just by infusing fire spirits into dust rather than with all that "molecules" nonsense.

Elemental Harmonics (400 CP): From centuries of Tamori experimentation arose a breakthrough in Rokugan's practice of magic: Spells incorporating multiple elements. And seldom has even the Phoenix known someone with the talent for such spells as you. You can device spells that simultaneously invoke Fire and Water kami to blast your enemies with steam, spells that invoke Earth's protective symbolism with Air's freedom to create roving storms that catch and redirect hails of arrows, and similar effects with far less study and practice than even most shugenja of the phoenix. Even the Void, should you be able to wield it through spells, can be combined with the other elements.

Elemental Purity (400 CP): Of course, there is a harmony in the rock that sharpens its brother, in the flame that kindles its sister. You have discerned an insight from the elemental legions that makes your magic greater than theirs. Choose one of the elements other than Void: Fire, water, earth, air. When you're near an instance of it considered intense by human scale, or near magic that invokes it, you restore spiritual and mystical energies faster-energies with which you can supercharge magic or spiritual techniques invoking the same element with far greater potency and refinement. The intensity of that element will determine your recovery; a bonfire or a slung fireball might only offer a barely noticeable trickle, but a forest fire or the Elemental Master of Fire conjuring a palace of living flame may see you surge with the sorcerous power of ten others that have mastered magic as you have.

Path of Man (600 CP): There is a spiritual path that every human being walks, knowingly and unknowingly, that is now open to you. It is called the Path of Man by the Kami Shiba, and it encompasses the journey to enlightenment, divinity and all such forms of ascension. Your insight into this journey ensures that mastering any skill, mundane or supernatural, automatically increases your mastery of spiritual forces and to a lesser degree your overall capacity for them. All things are one in the Tao after all, and there is a portion of the Void as bound to fishing as spellcraft. Those who have made progress in the Path have been known to mould a person's strengths and weaknesses (both physical and esoteric) as a potter sculpts clay-making men stronger or weaker, uglier or more beautiful, healthier or sicker. And render themselves unageing, even before truly attaining godhood.

Moreover, here and in other worlds there will always be a way for you to become a god. It may not always be obvious and could well require experimentation. But not only will you always qualify for the more coherent ways to reach godhood vastly more efficient for you in future worlds your spiritual powers can similarly continue to evolve through diligent physical, mental and mystical training. It may take longer to match gods greater than those of this world, but as long as you're consistent, one day your powers will *always* be indistinguishable from those of the gods.

Elemental Master (600 CP): Mastering the elements is held to a *very* different standard among the Phoenix than the rest of Rokugan. Whether officially recognised as such or not, you have attained magical talent on part with the Elemental Masters: Those so absolutely proficient in one of the elements used by human shugenja their feats *vastly* exceed what most are capable of, and border on divine miracles. Unleashing firestorms great enough to incinerate entire battalions, teleporting entire armies, and raising islands from the bedrock of

the sea is all within the individual capabilities of such sorcerers. Together, they can seal breaches between spirit realms and bless entire armies to be capable of seeing and harming spiritual beings.

You need not be so proficient in a single element; if your race mandates such, you may simply be as advanced in the name magic of the Nezumi, the Naga's pearl magic and so on. However, if you cannot normally use the shugenja's elemental magic this perk explicitly gives you the ability for any one element.

For an extra undiscounted 300 CP, this even includes prodigious power over the Void (even if your race should normally be unable to directly harness it). Isawa Sezaru is the only Rokugani with such power, and was able to wield elemental power on par with adult shugenja alone simply through communion with the void. In the fullness of adulthood, he duelled an inferior shugenja possessed by the powerful Kami-gestalt construct known as Isawa's Last Wish *and won*.

Dragon Clan:

Mountain's Lesson (200 CP): Prior to departing the Dragon as a matter of duty, Tamori and his disciples learned to harness the power churning within their souls as echoed by the treacherous, violent changes in weather in the high mountains. You have internalised this into a niche but powerful discipline that combines mysticism with martial prowess. You may be one of the few remaining Tamori Masters of the Mountains if you wish, but you may have also learned to emulate the relentless power and endurance of crashing waves, the punishing heat of the Burning Sands or some other phenomena through your prowess. And both here and in future worlds, you'll have superb intuition in devising similar disciplines based on other natural phenomena. The world itself is your sensei.

The Kitsuki Method (200 CP): You have become an expert in just about the most controversial art you can practice in Rokugan as a samurai without actually being killed on sight. To understand why the Kitsuki Method is so controversial, consider that the rule of law in Rokugan revolves first and foremost around the social status of everyone involved, the assumed honour of any samurai participating, the divine righteousness of duelling and a confession being the last proof ever needed.

The Kitsuki Method is a strange heresy against this *self-evidently righteous* system that implements strange tricks like "logical deduction", "indirect physical evidence" and "intuitive judgement of human behaviour" to *inexplicably* discover that against all the odds, a violent and cunning daimyo can in fact be guilty of ordering 12 peasants murdered. Astounding!

Due to this highly unorthodox and socially inappropriate discipline, you are trained to constantly observe and remember all information into useful channels and categories. You can systematically break down crime scenes, spot "tells" (subtle physical indicators of deception) and efficiently analyse testimony and evidence in private. Your ability to read intentions and truthfulness at a glance, and observe both relative strengths and connections through the cues of political actors also makes you quite a skilled courtier.

Just a *very strange* one for not simply relying on Tengoku to sort everything out in the afterlife.

Sacred Tattoos (400 CP): In their quest for understanding that which most Rokugani shy away from, the Dragon's monks have discovered a method of bestowing power from their divine patron, Togashi. You have mastered their practice on inscribing tattoos on each other. Tattoos shaped like centipedes could give you speed and stamina enough to cross all of Rokugan in a single day, while those of frost and ice might grants the ability to breathe those elements. There are even tattoos capable of letting men shatter stone with their bare hands, leap higher than the birds, or ward off the Taint of the Shadowlands. No one *quite* knows what power they can gain from a given tattoo and any recipient must be mentally strong enough to embrace the power of a Kami, but as far as anyone is aware the only limit on what powers can be granted are the recipient's spiritual fortitude and how much bare skin they have. As a final consideration, you know the theoretical basis for attuning the tattoos to different divine forces other than Togashi-potentially resulting in granting different gifts.

Two Heavens (400 CP): Mirumoto, much like Kakita, sought mastery of his soul through the sword. But his view of the world was broader, his approach mirroring the dualities throughout existence with a fighting style that remained calm even while returning the chaos of open warfare to the enemy twice over. You are one of the few who have walked the path to become one of the Master Sensei. In the heat of combat, you find a perfect harmony that enhances your spiritual energy-all the while parrying, cutting and responding to attacks from all corners with a supernatural grace and awareness. Such is your enlightenment that even allies are literally guided to victory alongside you, striking down foes before even they themselves are aware of it. As a true aspirant of the sword, the better your swordsmanship in all its forms, the more enlightened you are and the greater mastery you have over your spiritual forces. Your finest sword is your own lack of ego. If you should encounter God, *God too can be cut down.*

Togashi's Thunder (600 CP): When the divine siblings lost much of their nature, Togashi alone retained the gift that made him an even greater adversary to Fu Leng than Hantei himself ever was: Foresight. Out of every living being in Rokugan, only you have this gift at the same strength as the god himself. You can perceive events happening thousands of years in advance, but like the foresight of mere mortals even such insight often requires deep introspection for relatively unimportant events-though those significant enough to hinge the fate of an empire on or to decide the outcome of a clash between gods often come into stark relief. It's still possible for you to obtain actionable information through long meditation on visions for more mundane matters, allowing you to train the right monk, learn mystical secrets or speak the right word to set in motion small victories centuries if not even longer in advance, as well as setting up contingencies for the more easily foreseeable future calamities-and to learn your limitations against matters truly beyond your ability to control. Last but not least, though the strain from such visions is normally agonising to any mind short of the divine, if it was not already yours has been reinforced to withstand what pain they may bring.

Simply put, even with the limitations described, only Togashi himself rivals you at setting in motion plans that can affect all of Rokugan. Just remember that for all your insight, even a god of this world cannot infallibly use such power. Some of Togashi's harshest critics have accused many of Rokugan's great tragedies arising from others putting more stock into his words than the individualist philosophy the Dragon strives to cultivate.

Hitomi's ~~minmaxing and plot armour~~ Lightning (600 CP): Wow, uh. The Dragon sure like their dualities, huh? There is Togashi, widely regarded as the most insightful and restrained defender of Rokugan, whose selfless diligence artfully countered the reckless ambitions of Fu Leng.

And then, there is Mirumoto Hitomi: The ~~absolute madwoman~~ second Dragon Thunder.

Mirumoto Hitomi was a ~~FUCKING FURIOUS LITTLE GIRL~~ controversial and poorly understood figure, most known for swearing an oath of vengeance against Hida Yakamo ~~AT THE AGE OF TEN YEARS OLD WHAT THE FUCK.~~ Overcoming enormous odds, she both crippled him in battle and was crippled in turn. Through ~~SHEER UNGODLY RAGE~~ happenstance, she grafted **Lord Moon's severed hand** yet withstood the god's madness enough to spare her hated enemy after defeating him in battle. ~~To bully him more.~~ She was instrumental in slaying Fu Leng, but eventually succumbed to madness-slaying her own grandfather, warring with the Naga and unleashing the Lying Darkness' greatest asset. In order to seek penance for the bloodshed she had perpetuated ~~for most of her short life~~ since being corrupted by Onnotangu, she sought out Lord Moon's blood and bones, and proceeded to ~~***BEHEAD THE FUCKING MOON***~~ formally challenge him to a duel, during circumstances as…unlikely, as Togashi incarnating through her, conspired to render her both victorious. Upon which she claimed Lord Moon's divine authority, which she used to name the Lying Darkness as Akodo. Thus rendered mortal by a dead man's name, the Lying Darkness' influence over Rokugan collapsed and what was left of its deathless spirit fled in horror from ~~this absolute bullshit~~ the righteousness of the Dragon Thunder's resolve.

You now have a similar amount of plot armour when you dedicate your entire being towards accomplishing relatively simple to define goals. Before your resolve and dedication absolutes are no longer absolute, impossibilities become more plausible, and astounding coincidences line up so that your feckless determination may find fruition. Just as Hitomi was subsequently deposed from her throne by the Elemental Dragons and cast down to Ningen-do to die as a mortal, this does not necessarily protect you from the consequences of your actions.

Unicorn Clan:

Four Legged Clansmen (200 CP): The bond between horse and rider is something closer to family or comrade in arms among the Utaku family. Whether by cross-training or some convergent sort of evolution, you too share the gift for mounted combat and animal rearing that made the Unicorn feared for having the mightiest cavalry in Rokugan. The bond between you and a steed you've trained together with personally is virtually as though the two of you fight as one, allowing complex actions like swinging a blade or firing an arrow while a steed independently tracks a fleeing foe to happen as naturally as breathing-and your spiritual power accelerates your steeds beyond their natural limits. This is a largely personal relationship rather than the greater team cohesion of the Kitsu beastmasters, but in time your mount could become as trustworthy as any of your retainers. You are also very, very skilled at mundane horse care in all its forms.

Ide's Kindness (200 CP): The simple and intensely pacifistic approach of the Ide courtiers has proven remarkably effective in breaking through to Rokugan's courts despite the many, many barbaric customs of the Unicorn (albeit in large part because many families were just grateful for strong cavalry support). Regardless, you are an expert in using good personal relations and earnest friendship to cut through deception and forge a strong working relationship with the most cynical of political animals. You have great insight in adapting to new customs or foreign social nuances, and an empathy so great it can see past deceptions while discerning the true solutions to obfuscated problems. It is hard for someone with even a pretence of honour to take hostilities of any kind against you without feeling grave shame-and worse, costing themselves political capital. This approach may not provide the nuance and flexibility of certain other courtier traditions, but it's tried and true against many barbarian cultures the Unicorn have encountered.

Meishōdō (400 CP): During their travels, the Unicorn discovered an unusual form of gaijin magic that bypasses the Kami entirely-and invokes the true names of the elements to direct them to their will. This effect sacrifices power for speed, though preparation is still required: In principle, it creates an amulet through which a sorcerer focuses their will to direct the elements into a fixed spell. You are a master of this magical tradition, and have a knack for coming up with different type of elements or translating different magical effects into this practice. As native Rokugani found, one of this style's notable advantages is that it is *not* stopped by effects that disrupt the spirits supporting traditional Rokugani magic. Such as, say, wandering too far from Rokugan.

Vindicator (400 CP): Moto Tsume's arrogance made him into an enemy of all humanity, and in their determination to purge the shame of him from their bloodline for good, the Moto family entreated the eager help of the crab. The result of was this fighting discipline you have mastered, allowing you to focus your righteous fury into a bane against all that is Tainted by Jigoku (or similarly impure). Your sheer focus prevents shallow wounds from slowing you down in battle, keeps you vigilant to any and all signs of impure spirituality, and simply hits through all protections raised by impure beings as if their forms and enchantments alike were far weaker than usual. Even if not specifically blessed, your fist and spells alike will topple

the monsters of the Shadowlands. And though it will take great recovery to do so again, if you are ever wounded in battle you can enter a sort of combat trance in which you fight harder the more wounds you take for a short while-potentially inflicting devastating damage before you need medical care.

WIND NEVER STOPS (600 CP): There is a reason that even the Lion, notoriously traditionalist, give great respect for the Unicorn: The sheer power of a cavalry charge challenges even Lion supremacy in open war like little else. You have internalised the principle of the charge somehow, allowing you to manually sacrifice defence for speed or speed for resilience in both mounted and singular combat. This potentially lets your horse run through battalions of armoured infantry as if they were wheat, or for you to slice a man's face open ear to ear with a glancing blow. Regardless, *all* your attacks against weak points strike far harder than normal as long as you're in motion while doing so. All those who fight at your side *also* benefit from the fury of the Unicorn charge when they do so along with you, your motion instinctively aligning for maximum impact and minimum interference with each other.

Gaheris Khan (600 CP): Moto Gaheris was born to a branch of the Gaheris so far removed from Rokugan, they seemed barbaric to even the other Unicorn. He was their unquestioned king, whose might, battle prowess and resolve inspired utmost loyalty-and into following Shinjo's lead after he recognised the righteousness of her spirit. However, he would not accomplish his greatest feat until his death. The vengeful Lords of the Dead, enraged at him bringing them death of a sort by culling their worshippers and casting them down to the Realm of Slaughter, sought to claim his soul in the afterlife. Whereupon in an **absolutely unprecedented show of pure fighting prowess and raw, unrefined spiritual power from a mere mortal** Gaheris proceeded to **fight his way through undead armies and battle ten starving gods to a standstill** with nothing more than a few loyal kinsmen at his side to turn the tide. There is only one other in this world with this capability: You. You are already a great conqueror capable of battling both Rokugan's armies and foreign foes favourably, a wise chieftain capable of navigating fundamental societal upheavals to your people's ultimate victory, and so great a warrior you could slay an Oni while old and weakened by disease.

However, **the sheer power of your soul, even without a speck of enlightenment** lets you smash through adversity and bring harm to the immortal. The Lords of Death were, all things considered, relatively *petty* gods.

If you were there to stand with Gaheris, there is no question they would have all died a second time.

Mantis Clan

Kitsune's Harmony (200 CP): It must be said the Kitsune family want little to do with most of the Mantis' ambitions, but their affinity for the wild keeps them in high esteem to them nonetheless. You share this affinity, whether you also share blood or not. Hunting and stealthy movement in wilderness is as easy for you as buying food at a market is for the average peasant. You also have a gift for forging relationships and understanding animal spirits of other sorts, and all your magic related to nature of illusions is slightly strengthened. Less in might and more how efficient and refined it is, as if there is a part of you for which it is as intrinsic as breathing.

Tsuruchi's Aim (200 CP): Unquestionably, the Tsuruchi are the greatest archers in Rokugan. Period. If you are not one of them, it is extremely rare for anyone to rival their masters at archery as you do. With bow in hand, you are ready to draw at a moment's notice-aiming accurately with such effortless speed it is as if you are simply showing the arrow the way. You can infuse your spiritual power into your arrows to fly through most mundane obstacles and hit an opponent if it is at all possible to bypass armour, or perform a single shot of overwhelming power with great concentration.

Soul of the Storm (400 CP): For no clear reason, generations of Yoritomo shugenja have a powerful link to the spirits of the sea, and to a lesser extent those of wind and storms. Whether you are one of them or not, you share that bond. All your magic over the sea is greatly strengthened and refined, enough that power to conjure a wave capable of knocking over a man could instead conjure one powerful enough to capsize a wooden frigate. Your power over the weather as a whole is similarly empowered, and for the same effort the shugenja of this world cast a single spell you can shift the weather over several miles on the level of filling clear skies with stormy rain.

Serpentine Allies (400 CP): Through strange happenstance, at some point you encountered some Orochi serpents in an awkward situation during which (like certain enterprising Mantis samurai) you forged a unique sort of spirit pact. You are now able to summon the Orochi from the hellish (to their minds) Realm of Mirth to serve you as naval combatants few in this world can match (there is very little Rokugan naval technology can favourably compete in against a certain vast and strong enough to wreck a ship, and swifter than many birds in flight while swimming). A single samurai could summon a single Orochi, but the unique terms of your pact will let you summon more in proportion to your overall spirit power with no incantations. Typically such summons last for a single battle, but if you can convince the Orochi of the merits of staying they may linger longer.

They are likely to *want* to linger longer in many situations, just to stay out of the Realm of Mirth.

Amaterasu's Blessing (600 CP): Moshi Azami (formerly Isawa) had never truly sought power. It sought her out instead. Shortly after your arrival, you will receive a transcendental vision from Amaterasu, Lady Sun herself. Like her, Lady Sun will bestow on you the honor of being her voice and will in the mortal world. This has accelerated your enlightenment and given you a touch of Tengoku's protection against all impure forces. When meditating, you recuperate your spiritual energy faster and more effectively than most. Your insight into devising spells aligned with all that the sun represents and embodies is beyond mortal capability, devising spells and intuiting arts like divination with only ascetic contemplation. All of this is, fundamentally, due to your spiritual closeness to Lady Sun. This gives you the potential to create rituals or modify other spells (even those not of this world) to petition and invoke her power more directly. The results are nothing short of *devastating* in glory and radiance, from leaving entire races of spirits forever scourged by the sun to dropping a *goddamn meteor* on someone you can convince Amaterasu to be truly worthy of her wrath. Even in future worlds (or after her death), when you meditate you can contact what seems to be her spirit. Whispering to you many secrets of solar energy and purity unknown to all those without a goddess of the sun's insight into such matters.

…unless you enter the jump after Amaterasu's death and replacement, in which case unfortunately you will be visited by either the belligerent Hida Yakamo or the Jade Dragon who is currently very contemptuous of mortalkind. You may still enjoy the other benefits of this perk, but quite frankly the divine guidance you may receive is…rather less supportive.

Fortune of Audacity (600 CP): There are unscrupulous men out there who say chaos is a ladder, but for you? It might as well be a rolled out red carpet. All the leaders of the Mantis have had something in common that is seldom a bloodline: An uncanny ability to seize opportunities and have big risks pay off the more chaos is currently wracking the world. You too benefit from this now. The more war, natural disasters, and general sheer *chaos* is afflicting the local environment near you-the more opportunities for seizing power in all its forms show up. Disenfranchised spirits are eager to strike pacts, thrones lie empty, political concessions are just plain easier to extract. It was striking while the iron was hot that raised the Mantis from a Minor Clan to a Major Clan. Just don't push your luck, since the price paid for *that* was the decapitation of the Mantis head bold enough to hold a knife to the Emperor's throat to make a point.

The Imperial Families:

Devotion of the Faithful (200 CP): Though their backgrounds and motives vary, fundamentally all the Imperial families exist because their founders professed to believe in Hantei's vision of a humanity unified under the Celestial Order of Tengoku. In service of that, you are a peacebringer like few others in Rokugan, able to calm commanders engaged in a feud between clans with your tranquil yet resolute bearing, piercing insight into the costs of conflict, and an unshakeable resolve your presence shares over time with those you command. So long as you comport yourself with dignity and do not draw your weapon, harm inflicted you breaks the hearts of anyone with more mercy than a goblin. This is only effective on those with any respect at all for the values of civilisation, though.

The Emperor's Charity (200 CP): There are few groups as trusted as the Miya, who are sworn to be the Emperor's eyes and voice. Some of their founder's spirit has carried over to you, because whenever you declare the right to act in good faith as an impartial arbiter for a legitimate authority you are currently in service to somehow, all parties with a human-like mindset will respect it. Your judgement must be fair to maintain the respect for your delegated authority, but at least no one will think to disagree with your right to assess all those involved. Perhaps through further guidance from your ancestor, when you intend to provide charity, first aid or similar beneficence in good faith, all bureaucratic obstacles are miraculously swept aside so that you can legally feed a small starving child a sandwich that to the best of your knowledge is not poisoned.

The Emperor's Attendants (400 CP): For all the Otomo's superior ambition, the Seppun have always been the closest to the throne for one simple reason: Sincere and total devotion to the throne. In one specific area of combat, you are a virtuoso: Defence. Drilling shield walls and patrols to scout out assassins? Second nature. Intercepting an assassin? Done without hesitation or panic. This isn't quite the right kind of mentality to excel in duelling, but your rigorous discipline to protect those around you translates well to reinforcing an army at war. By the blessing of Tengoku, you have one more gift: The power to intercept magical attacks aimed for your charge with the strength of your own spirit, redirecting them as if you were a lightning rod. It seems even in future worlds, rulers of all kinds instinctively notice this is part of your very kharma-because you find it supernaturally easy to be sought after as an attendant of some kind by those who consider them an authority of some sort of other.

Look, Someone Has To Do It (400 CP): Did you know that running an empire isn't actually just waving a sword around gloriously? It's true! *Someone* has to set up the ministries, record the histories, count the taxes, allocate funds for the royal treasury, and do all the humdrum bureaucratic tasks that actually make an empire function. *Someone* has to bribe, blackmail and force people to thank them for the privilege so that the Seppun don't have to intercept every threat to the throne personally. Someone has to be the unctuous, disgusting little toady so that someone else can be the glorious Son of Heaven (and cover for the Scorpion when they aren't constantly stinging themselves). This is what the Otomo do every day. And you are very, very good at it.

As if Tengoku is covertly rewarding those who deliver such service to its distant sons and daughters, you also have astonishingly good fortune with engaging in corruption, kickbacks and other abuses of your position in a way that does NOT impair the smooth running of government. How convenient there was a spare bushel of those fine silks you "confiscated"!

Divine Sibling (600 CP): There has been either a great calamity or miracle in the heavens. Somehow, you have been endowed with the semi-divine nature and spiritual power of the original Kami siblings. Though not truly divine with this alone, you are supernaturally resilient against all mundane damage and do not age past the radiant bloom of adulthood that emulates your celestial shape. You can sense the flow of elements in a way no mortal can, map out campaigns with a glance at territory, sense the movement in the air before a swordsman strikes and otherwise perceive the world like a god on high. You move with unearthly, hypnotic grace capable of *casually* covering 30 feet in an instant while having flesh as dense as stone, vitality capable of stitching together shattered bones or ruptured organs within a day of rest, and the strength to casually lift more than half a ton or leap 10 feet in any direction. All of that before you *really try.* Your innate connection to Tengoku lets you recover spiritual energy faster than any mortal, and your connection to the Celestial Order grants you an eloquence unlike anything the Crane could hope to match. In every measure men can measure, you have boundless potential. Do note that the traits above are the baseline for the relatively well-rounded and modest Shiba, and should you be more martially inclined like Akodo or Hida, a mystic like Togami or a particularly refined god like Doji, you may be stronger in certain areas in exchange for relative shortcomings in others-though always superhuman, and impressive even to most spirits.

What, then, do you lack? *Skill* of any kind applicable to the mortal realm. You are a recently alighted god-made-mortal, not even having developed your own interests in the way that the gentle Shiba mastered medicine, divination, investigation, the courtly arts and etiquette. Your insight into spiritual matters is immense, but unrefined. For all the potential you hold, never forget that at the height of his power Shiba only managed a mutual kill while defending the last Thunder and Shinsei from the First Oni. At least your death is not a simple matter-merely releasing your soul back to its divine glory in Tengoku (or the nearest divine realm, in future worlds). Or that Fu Leng, who far surpasses the power of this alone due to Jigoku being far more charitable to him than Ningen-do was to your ilk, still fell to 7 mortals.

And yes, if taken with the highest level Spirit purchase, you are indeed 3/2s divine. Much as if you had used the Tao of Fu Leng to absorb another deity's divinity (and apparently, some measure of mortal nature.

Sacred Right of the Emperor (600 CP): There is, however, one privilege reserved exclusively to the Emerald Throne itself. That you have this sign implies you are either extraordinarily favoured by Tengoku in a highly specific way…or that Rokugan is about to undergo *another* schism. You see, you have a right normally possessed only by whoever the Emperor of Rokugan is: The divine authority to simply declare someone posthumously as a Fortune. It really is that simple. Announce it publicly or have it written down and bam-they are effectively fast tracked through reincarnation into a god. Such ascended divinities will instinctively know who was responsible for their ascension…and in this world, admittedly probably quite confused along with grateful. This power can be. Unpredictable. When applied to nonhuman beings. It's anyone guess if a Nezumi would simply become a Transcendent, or an utterly unprecedented Fortune. Fanwank something.

In future worlds, you retain the right to deify the deceased. This reliably turns humans into Fortunes, continues to have leeway for fanwank with nonhuman entities, and may also have *interesting* results in settings with preexisting forms of posthuman divinity.

…

It is *completely unknown* if this can be done to more than one human at once in a short amount of time. For better AND worse, no Emperor of Rokugan has ever been mad or benign enough to declare the entire human race Fortunes. Which in light of recent events, would have probably provoked a harsh response from Tengoku anyway.

The Minor Clans:

Sparrow's Folly (200 CP): There is something about you that makes any token effort, however foolish, to win over the peasantry or similarly lowly social castes to your cause excessively affective. That loyalty will follow you through famine and pestilence, and if treated well even brave the fields of war. It seems that your bearing and mannerisms give the impression of living for something higher than yourself-something that shows you *care* for your fellow man! To a lesser extent, this makes *actual* politically savvy factions more hesitant to utterly quash whatever foolish places your ambitions lead, and makes it easier to convince others you do in fact know what you're doing. Believe it or not, but the entire basis for the Sparrow Clan started over one such happy misunderstanding.

Boar's Tenacity (200 CP): Sometimes, the most dangerous thing about an undesired piece of land is *something living nearby that is trying to kill you constantly.* Like the Boar and Falcon Clan heads, you're not just hardy and resilient enough to survive comfortably in the mountains or the borders of the Shadowlands-no, you're adept at studying both mundane and supernatural foes to design a fighting style calibrated to exploiting their weaknesses, then passing on your survival skills, techniques and sheer *grit* to others who follow where you lead. Over a few generations, you can whip those suited to the resources of other clans into holding territory haunted by hungry ghosts-and make the hunters prey by adapting to their tactics and discovering fighting techniques effective against them.

Kitsune's Legacy (400 CP): How fortuitous! There must be some spirit blood in your veins, because you've an uncommon knack for magic that not even more well-trained shugenja can reliably replicate. It could be something like the affinity for the wilderness and animals that the Kitsune Clan have-but depending on your spirit ancestors' origin, it could be something else. Some particularly fined use of the elements from Tengoku perhaps, or violent spellcasting from the Realm of Slaughter. In any case, the blood is stronger in you than the dregs that sometimes pop up in more distant generations-ensuring you've talent enough to build a whole new school of sorcery around it.

Tortoise's Complete And Utter Lack of Class (400 CP): Another round for your grimy friend from the high seas! There is something about you that is quick to pick up all the worst, most devious tricks of the trade used buy career criminals *and* win the trust of the scum of the earth. Even if you're noble-born, somehow they can just tell you're "one of the good ones" and can be trusted not to rat on their next big score. Whether that's true or not, this combination helps you quickly build connections to criminal cartels, and ironically establish a semblance of order and network of connections among the black markets favourable to yourself. In short, you have all the talents that the Tortoise Clan cherish in order to earn their keep as the Emperor's distasteful but vigilant check against foreign incursions.

Oriole's Prowess (600 CP): There is a trade that you practice, as exotic and exceptional as the Tsi family founder's smithing skills which earned him the regard of an Emperor. You know the worth of everything you make with this skill, it seems blessed by the Fortunes themselves (or perhaps, one attentive Fortune), and you have dedicated your life to reaching perfection and comprehensive understanding in it. It could be basket weaving, cooking, fishing or something otherwise mundane. Whatever it is, when you pour your heart and soul into it, you can replicate the Tsi family's feat of rendering what you make utterly sacrosanct in some way or another. Perhaps instead of being indestructible and finely balanced, sacred food would grant others supernatural gifts while cleansing them of poison, disease and wounds. With nothing but dedication enough to channel the Void in a more subtle and careful way than magic, you can etch your name into legend. Forging **nemuranai** is far easier for you than most.

Monkey's Honor (600 CP): Toku built a clan purely on his idealistic, some might say childish view of Bushido walked earnestly to what he thought would be a fatal end. Instead, the Monkey Clan has continuously prospered under the auspices of rigid virtue-a blessing you now share. Fate and chance favour you greatly as long as your actions are in accord with Bushido-whichever principles of it that you prioritise. Fatal attacks miss you uncannily, allies rally to your call, and political power finds one reason or another to support you. Even the gods themselves would shower you with blessings should you be consistent in your virtues, and any fighting techniques which channel or otherwise embody Bushido are greatly enhanced both in how you learn and innovate them-as well as the devastating power of their techniques in battle. Once in a while, against all logic and reason you can strike blows that do grievous harm against your foes. Whether by unerringly sliding through a chink in their armour, or casting back a mighty horror with great force.

The Brotherhood of Shinsei:

Mind of Steel (200 CP): There is a horrid affliction that wracks those who chase enlightenment only to stumble on the last step. A warping of mind and body into a monstrosity as dire as any in Jigoku, and far harder to contemplate the motivations of. You are blessedly not one of those wretches. Instead, your mind is incredibly resilient and focused, making such a fate nigh-impossible for you-and reinforcing you against both mundane and supernatural effects that shake your sanity. This also makes you better at focusing on meditation, study and other means of pursuing higher truths or otherwise learning things.

Monastic Mentor (200 CP): The purpose of all monastic orders is to pass down the most important truths of reality, whatever those may actually be. You are an excellent mentor and teacher, able to read people in a way to tailor make lessons suitable for them or devise writings that can prove both popular and informative. Guiding, shaping, and at turns challenging and encouraging young minds is useful whether to ensure an acolyte is well-suited to your order or encouraging a nobleman to put into practice your sect's teachings. Or simply passing on your tactical acumen to a peasant movement you've deigned to advise.

Someisa's Secret (400 CP): A long time ago, a village woman asked Shinsei if *he* had any questions for her. He told her that question, and said to never share it with anyone. It made her unageing, and eventually share shared it with the trees in her garden-which bloomed like none of their kind ever had. She shared it with her village's river, which became pure and bubbled with joy. And whatever became of her, at some point the water and the leaves told *you* the question. It is a simple, one-time miracle. But it costs nothing other than your willingness to ask a question. There is now a sacred sutra that, when you tell it to other things, make them purer, more hale-less like the fallible things of mortality and more like the Celestial Order of Tengoku. You could render meadows proof against the Taint, bring vitality back to the old and ease aging into something graceful. If Fu Leng and the Lying Darkness' wisdom can work dark miracles, why can't the first monk's wisdom bring some more light into this world?

Fist Over Mind (400 CP): The monks of Kaimetsu-Uo practice a martial art named Kaze-do, through which they believe that enlightenment can be reached through physical training. This is certainly true for you. The healthier you are, the better physically trained and the more martially skilled, the more enlightened and gifted with controlling spiritual forces you are. There is no longer any ambiguity about whether all those katas are wasting time for you or not. You are ready to reach Heaven through violence (and cardio).

Nurturing Greatness (600 CP): Within every mortal soul lies the potential for greatness, waiting to be set free. Whether or not you have found yours, those who follow their teachings and come to epiphanies or breakthroughs because of them certainly seem to attain it. They will always obtain great spiritual power as well as the benefits of adherence to Bushido in this world, though beyond that it's not always clear what great destiny may lie in store for them. A studious acolyte might become an influential politician, a grieving widower become a paragon of martial might, a scientist innovate the means to cast spells in a land without them. Whatever greatness they attain, it will be a transformation as great as the glory attained by Rokugan's legends compared to ordinary footsoldiers. Should you be of a more…heretical persuasion, you may also enlighten others with shourido instead of Bushido.

Competitive Theology (600 CP): The Brotherhood of Shinsei exists to solve a simple problem-in a land with as many competing faiths as Rokugan, how does one identify the true path? The solution: Incorporate the disparate orders, sects and philosophical viewpoints under a single monastic caste due the same respect within reasonable adherence to Shinsei's own teachings. Like the founders of what became the Brotherhood, you are adept at reconciling religious differences and managing matters like what Emperor Hantei accomplished: Decreeing the worship of the Fortunes and elemental kami were in truth one faith. In future worlds, you can likewise combine spiritual systems in both thought and fact-by spreading a unified faith practicing both after making a good faith effort to reconcile one with the other. Thus allowing you to receive the blessings of the gods *and* your revered ancestors.

Nezumi

Remembered Adaptations (200 CP): In a single generation, a Nezumi litter can grow up harder, better, faster, *more adapted* than its parents. This gift of spirit and flesh can now be passed onto all your descendants with a short ritual. Rather than growing up to be more rat-like, they will share in the generational adaptability of the Nezumi in response to environmental stimuli-gaining several feet in height and swelling with muscle should life, growing webbing and greater lung capacity in response to a life at sea, and so on. Such mutations are generally within what most mortals consider the natural scope of the animal kingdom, but vastly accelerated. And their children will share in the adaptations as well.

SHINE-SHINEY (200 CP): To humans, Nezumi are hyperactive little creatures that bound all over the place and can't sit still. To Nezumi, humans are sluggish beings with an unfathomable lack of fear for potential danger. You have extraordinarily sharp senses and reflexes even for a Nezumi, making you able to detect and evade the soft footfalls of shadow warriors accustomed to sneaking up to indolent nobles or navigating around a horrid Shadowlands beast-then strike it down before it can so much as bare a fang.

Utmost Resilience (400 CP): The Nezumi cannot become Tainted or diseased, allowing them to eat and drink almost anything without danger of infection. There is no "almost" for you anymore, and the reason is just as inexplicable for you as for the Crab who sought to learn their secrets. You could stand at the edge of the Festering Pit of Fu Leng, take a big sniff, and come away merely perturbed by the fall rather than reduced to a hollow vessel for the Realm of Evil's will. Even the *very rare* diseases that can slay the Nezumi can no longer harm you, and certainly no mere passive miasma of corruptive spiritual force can do more than annoy you into washing your fur. Or hair. Or whatever.

Brave-Bold-Fearless (400 CP): It is a common misconception among samurai that Nezumi are total cowards. The truth is more nuanced: Survival trumps any amount of glory, so they do not hesitate to flee a losing battle. But the tribe as a whole trumps mere survival, and given the circumstances Nezumi will fight with ferocity even the Hida's own berserkers can respect. Your body and spirit have been bolstered by this relentless fury. When you or those you care about are threatened with no recourse for escape, you undertake a drastic transformation-becoming many times stronger as a mighty Chitatchikkan towers over ordinary Nezumi, striking far faster, fighting on through the worst of wounds. An absolute monster replacing the meek mouse you may have seemed, until the threat has fled or died.

Always Yesterday (600 CP): A Name is a Nezumi's entire sense of personhood-his strength of character, virtues and vices, his great deeds, his aspirations and mistakes, his destiny. And your name is strong-destined, worthy, drawing great spiritual insight and power from this transient sense of remembered selfhood much as a powerful samurai or shugenja might from their Void. The might of your name also grants you great refinement and power over all magic involving names, ten times most shamans. By learning all there is that matters about a person-their deeds, their history, their legacy if applicable-you could twist their name to kill them as easily as breathing. Strengthen them to legendary heights. Or worst of all, take it away. Making it either so that being never existed at all…or else, cause *all reality* to act as if they never did. By the reckoning of the Nezumi, it is hard to say which is truly the worse fate.

This grants you a Name, as all Nezumi do, if you didn't have one already.

Not Today (600 CP): One dark day, Tomorrow came. Not the everyday progress of time that all humans know to be safe and ordinary, no-an actual malevolent, vaguely draconic, amorphous *mass* that threatened to utterly consume the Realm of Dreams. In response to that, the Nezumi peoples made the ultimate sacrifice-forsaking the future for all but a handful of their isolated communities, so that the bulk of them could reinforce their Transcendents against this horror. The spirit of this, the eternal Nezumi spirit to defy the future to their dying breath, lives on with you. Whenever there is a disaster great enough to raze at least a civilisation and potentially a world, destiny will contrive to provide a way for you to end it. It will still rely on your skill, wit and might. And acquire things as valuable as the most mysterious artifacts of this world, or perhaps the assistance of champions from other nations. But with luck and pluck, you can cancel the apocalypse *without* stranding yourself far from the world you cherish.

Naga

Metamorphic Genetics (200 CP): Though the Naga think and act on a far longer timespan than the Nezumi, this is in part because their mutagenic prowess far surpasses that of their former food sources (and for most of Rokugan's history, current allies). Even by the standards of the Naga, your biology is particularly prone to mutation and adaptability. Within weeks to months, your body and spirit rise to whatever challenges you face. You could develop fins and gills after dwelling in the ocean, an unusually strong connection with the Akasha after engaging in social challenges as great as the Imperial Court, and a deadly spit or being able to see in darkness as well as daylight after going to war for that period of time. And while this ability is partially spiritual in nature (therefore not being transmissible, with this alone), it also greatly mitigates any negative mutations you may ever acquire by other means-while ensuring all your beneficial ones never get in which others' way, forming a cohesive union much like the Naga race itself looks after all those united by Akasha.

Shedding the Foul (200 CP): Naga growing to adulthood molt their skins like snakes, an important life stage where a magical ritual is performed that renders them *forever* immune to the Taint of the Shadowlands. You not only have knowledge of that ritual, but have attained an insight into improving it. As long as you can study any sort of unwellness-a disease, a dark god's curse, a different sort of corruptive force-you can develop a similar molting ritual that can make you immune to it forever as well. Provided others have mystical or spiritual capabilities of their own, you can even share the ritual for them to benefit from.

What does a human moulting look like, you ask? *Only one way to find out!*

Iyotisha (400 CP): The Naga gave this term, reverence of the stars, to their greatest city dedicated to astrological studies. They have a fundamentally different view of astrology from the rest of Rokugan, viewing the stars as distant cousins tracking their progress towards Atman: The ultimate spiritual attainment. You happen to be as much of an expert on Naga astrology as the Malekish, one of their prominent astrologers. By constructing star maps, pincer-like measuring devices and carving lenses from pearls, you can study the movements of celestial bodies to obtain broad but actionable information on great events thousands of years ahead in history based on things like the affection of the sun and shadows on the moon-and with careful refinement, even minute details in your lives. It was through astrology that the Naga predicted the exact timeline of the Great Sleep, preparing them with dormancy to face the vile forces that had once threatened their world.

Embrace of Akasha (400 CP): By a miraculous rebirth or some other strange conflux of events, you have obtained a powerful connection to Akasha even by the standards of the Naga. The spiritual strength you draw from it allows you to shrug off serious injuries, accomplish acts of great skill or empower fighting techniques much as samurai, courtiers and shugenja alike channel the Void. More importantly, you can communicate telepathically with any member of your own race across vast distances, while remaining psychologically grounded by your connection to them through Akasha. This also by definition grants you not just a perfect memory, but access to all the information shared by your race. In future worlds, while you will not be intrinsically connected to other beings, you will seamlessly contain

within yourself the foundation of a new Akasha which can be expanded and filled with both mystical knowledge and spiritual power by having descendants. It may also be possible to directly incarnate (or perhaps, reincarnate) beings who embody Akasha with great feats of magic…

Plot Device Pearl (600 CP): Oh, speaking of *that.* Much like shugenja, elementalism is really just the shallow end of the pool of knowledge that the Naga draw on. Despite being unable to directly wield the Void, the spiritual power of Akasha may itself represent a foundational connection to existence's innermost mysteries that is just as profound in its own way. As a result of some piercing insight into exactly how some of the more *outlandish* Naga pearls were created, you are now capable of producing any magical or spiritual effect possible within the overall scope of your ability to wield a certain system of mysticism or spirituality through diligent meditation-eventually resulting in yet another of the fancy plot-advancing pearls that the Naga have created every now and then. You won't be able to drop meteors with a mortal's mastery of shugenja magic, but you could say-use said mastery to create a pearl that levitates superheated great boulders, even you had not actually studied earth magic. Because all is one in Akasha.

Dark Naga (600 CP): Oh dear. Once, long ago, you were designated as everything wicked and awful about your race. *It was not wholly unjustified.* You awaken now with a powerful telepathic bond over it, fuelled as much by the will to power as whatever spiritual connection you have to it. Those identical to you in species will almost certainly fall without powerful mystical defences or great extremes of will. Even beings that are merely *similar* to your race, like the ningyo are to the Naga, can be subjugated to a lesser degree. You can even dominate foreign races as long as they have in some way been touched by your own species' magic, a telepathic sort of dominance with spirit and magic as vectors instead of the pure thought the connects you with your own kind. Still, while your command has great flexibility and range, be aware of forces that can disrupt it-like the rampages of angry gods.

Spirits:

Extraplanar Passport (200 CP): Many shapeshifters, tricksters and other spiritual beings (tragically, *never* ones like Gaki or Tsuno that simply arrive to kill any nothing else) are forced to abide by certain taboos about interacting with mortals lest they be banished back to their native spirit realm. Even if you are not a Kami (thus also largely above such trivialities), you have a unique gift: You are *never* limited by such things, and as long as it is possible to access another realm of existence, you can just come and go as you please. This also makes you significantly resistant to mystical attempts to bind or banish you, allowing you to brace with your own spiritual pressure against methods more esoteric than just a length of sturdy chain.

The Jumper Rises (200 CP): Death is one more turn of the kharmic wheel for most. Even Lord Onnotangu, Lady Amaterasu and their children can be reborn amongst mortals if they are slain in Tengoku without specific countermeasures being met. There is one exception: The fuschicho (called the phoenix by some gaijin), a bird of flame that reforms into an egg which cracks after 24 hours and rebirths the fuschicho fully healed. If and only if it is slain in Tengoku. Choose a realm of existence in this world. If you are slain there, you will similarly be resurrected-though not necessarily from an egg, feel free to fluff the aesthetics of your particular rebirth.

In subsequent jumps, your immortality will be applicable to the realm of existence most similar to your chosen one here. In the case of more mundane worlds, this may simply result in being reborn if slain in the most mirthful or sinful of places.

Chosen Champion (400 CP): From the spirit that the Boar Clan took their name after to even great horrors like Fu Leng or the Lying Darkness themselves, many spiritual entities enjoy designating a certain individual as their champion. This allows them to bestow you with a lesser measure of your own supernatural gifts-comparable to the greatest of shadowspawn, or the Tainted power Daigotsu wields as a sign of favour from his master. If they are mortal, the champion's nature also allows them to bypass wards and sacraments specifically denying entry to spirits. Last but not least, such beings can greatly amplify your power with religious fervour. Not only is their faith greatly nourishing to your vitality and mystical as well as spiritual reservoirs of power, but any faith directed at *them* also automatically contributes to you. Your affinity for avatars also lets you create a smaller scale counterpart independent of a consecrated separate entity, much like the lesser entity that Lord Onnatangu created to assault the samurai directly as a literal embodiment of his contemptuous hatred while Hitomi duelled him in Tengoku.

Light of Wherever (400 CP): Normal samurai enlisted in protection of Yomi, the Blessed Guard have developed a technique which lets them stun those with lesser honor than themselves. You too, are empowered by a realm of existence with a similar method of smiting those who would threaten it, or oppose its will. How this might manifest may vary depending on the realm: Jigoku would likely suffuse them with Taint, while Gaki-do might wrack them with hunger. Sakkaku would, in all likelihood, manifest some sort of reality-bending prank to knock them prone. All that matters is that this blatantly supernatural ability costs *nothing* to

use other than a vague cooldown period as your sponsoring realm resupplies its energy. And that through training and meditation, you can develop an arsenal of such abilities reflecting the realm's nature-in time, perhaps even shortening the cooldown until it becomes as reflexive as breathing.

Celestial Bushi (600 CP): For all her stupendous courage and ferocity, Hitomi never actually fought Lord Moon in the fullness of his power. Only one divine being claimed that honour: Hantei himself, through a mysterious discipline taught to him by the Elemental Dragons. He never shared it with his siblings, though *had things gone differently, and Togashi deigned to participate in his siblings' tournament, allowing him to prevail with his foresight*, it *might* have been possible for a certain Owl Clan to have had this fighting style passed down to it. And now, whether through some strange trick of kharma or the Dragons deigning to train another, you too have mastered the peerless talent that made even the most warlike of his siblings realise they never stood a chance against him. It does one thing, and one thing alone: Embody the majesty of Tengoku to strike down all opposition.

Hantei's style is intrinsically blessed, drawing down the favour of the heavens upon every blow. Its strikes land heavily, like Earth, punching through all resistance with supernatural impact. It teaches Bushi to strike with speed beyond thought, counter all other forces from techniques to spells to special abilities or adaptations (save truly intrinsic resistance to damage). With an *intense* investment of spiritual pressure, it can strike a divine blow against which there is no defence. Enough to strike off Lord Moon's hand, and split wide his stomach.

The advanced techniques of this style, presumed held by Hantei alone, are not known. But doubtless, whatever they are make you one of the deadliest combatants in Tengoku even if all the above was insufficient. Furthermore, the style suffuses you with Tengoku's favour, allowing you to suffuse mundane and mystical disciplines you hone for yourself or even teach others with celestial power that enhances virtually *any* endeavour not antithetical to it. Perhaps someday, you can guide others to invoking the authority of the Celestial Heavens to win debates with an aura of spiritual righteousness. Or bless the spells you make and the weapons you forge, empowering both to smite otherworldly forces (and whatever you designate as anathema to what order you see fit to enforce) as if they were purest crystal.

The Destroyer (600 CP): There is a certain concept to which you are intrinsically bound on a level rivalling Lord Moon and Lady Sun's own absolute domains. Preservation, Rebirth, Growth…*Entropy*. Whatever domain you claim, it empowers you and embodies your will to extraordinary levels above and beyond the norm. A gaijin goddess aligned with destruction could fight and win against *an entire pantheon*, sever the divinity from even a mighty Champion of Jigoku to cast low a god to mortality, and exert unmatched control over the souls of sacrificed worshippers to twist them into a biometallic army of inexorable destroyers. Even her shed blood could reduce land to blighted desolation, and infuse mortals with divine rage and strength. All the better to sustain the constant bloodlust and slaughter that continuously empowers her. And while the effects would surely be less drastic for beings of lesser stature, they would still permit feats *far* beyond mortal reach merely with a flex of will.

The Five Ancient Races

Pitiful Mermaid (200 CP): You are beyond pathetic. Beyond pitiable. Unlike the scorn and superstition directed at graverobbers, people just…find you vaguely sympathetic for some reason, like seeing a noble samurai walk away from his office to maintain his honour. Even supernatural beings who aren't spiritually aligned with evil and bloodshed hesitate to go out of their way to harm you, and the heavens themselves seem reluctant to punish you more than you already are by being…you. However justified, it seems fate itself has ordained you to receive pity. Something many ningyo secretly wish they had, instead of being hunted for their immortal flesh.

Friend of the Elements (200 CP): There is a certain element out there in the world (Fire, Earth, Water or Air), that loves you much as the Kami of Earth love the Zokujin. Enough that you can pass through it freely as fish swim through water, sustain yourself of a diet made purely of it indefinitely, and find being engulfed by it spiritually and mystically restorative. You can sculpt it with your bare hands into constructs, tools, even clothing at a stretch, no matter how normally fluid and dynamic it is. It doesn't automatically come with great mystical proficiency over the element, but if you had any separate from this perk your affinity for the element itself would surely make your spellcraft fluid and efficient unlike most others. In the meantime, anything you could build with mundane technology, you could build with this element. As a bonus, because it is specifically *the element* and not the Kami within it that feels such adoration, this ability is not limited to just working within Rokugan's borders like the magic of the shugenja is. Sometimes.

Void Communion (400 CP): Some humans spend all their lives studying the Void. For the Kitsu, attunement to it comes as naturally as breathing-though for whatever reason, the Kitsu are either incapable or unwilling of plumbing the implicit power this brings. Nonetheless, if you didn't already, you now have a connection to the Void as intrinsic as the Kitsu's own. In particular, you are exceptional among the Kitsu at one of their most prized magics: Communion with spirits of all kinds, primarily contact with the spirits of the dead, but any magic that involves communion with spirits is greatly strengthened. If this doesn't sound like much, know that it is the gateway to requesting information or even intervention from the mighty Elemental Dragon of Void…and a fundamental improvement in both might and refinement to almost all Rokugan magic.

<u>This perk allows you to cast Void spells, if you could not already.</u>

Look Upon My Works (400 CP): So much of the Ancient Races' works has been lost to entropy and erosion. Not so yours. The things you forge, the structures you participate in constructing, the borders on maps drawn under your commands are supernaturally resilient to the passage of time and all natural disasters. Unless a sorcerer or mighty beast goes out of his way to see your great works melted down, they will simply endure as if you had just left them behind yesterday. Delicate works of glass and crystal remaining unshattered, enchantments maintaining themselves, and even the stately gates of your city seemingly removing what dust might accumulate on them by themselves. To see such grandeur outlast the works of lesser races is surely cause to rejoice, that your legacy will never truly be forgotten.

All Your Magic Combined (600 CP): The legend behind the City of Night may never be truly confirmed or denied, but there is a strange rite you are capable which suggests there *might* be some truth to it. You see, you are capable of performing a ritual of amplification unique in its versatility. It requires at least two participants, but more can join, and all it does is combine their magical talents to produce an effect greater than the sum of their parts. A shugenja specialising in Air magic could work with a Maho practitioner and a Nezumi shaman seamlessly, the inherent harmony of the rite preventing undesired Taint exposure. Multi-elemental magic is but a hint of the great workings that could be created from such synergy, and naturally the more magical power and expertise involved, the greater the end result. With forces as great as the Five Races in their heyday cooperating, perhaps together really could build a realm of life from untamed chaos even if that capability was lacking in you and your collaborators on their own.

Immortal's Prowess (600 CP): The Kenku are immortal, extremely focused, and supernaturally swift and strong. This coupled with their natural affinity for swordsmanship makes them some of the deadliest opponents in this world, even among spirits. There is now some other skill you have millennia of prowess *and* supernatural insight into, enough to be respected among the Ancient Races-and while you could certainly be as fearsome a warrior as the Kenku Sword Saints with some other tool of war, it need not be to do with war at all. You could be a courtier so transcendentally eloquent you can charismatically convince the heavens to favour you and the kami to deflect the spells they are entreated to cast away from you, a doctor who can fundamentally improve flesh, skin and bone with some thread and knives, and so on. The sheer depth of your dedication is a miracle unto itself-though due to being studied in times long before mankind's creation, the practical uses for it might just be *a little* out of date unless it's as universal as a sword.

Shadowlands Survivors

Malevolent Guise (200 CP): Nothing is ever truly what it seems, in the Shadowlands. You've internalised this lesson, being able to disguise yourself as a human being magically somehow if you couldn't already; this optionally comes with sizeshifting if necessary. However, your deception is a little more elaborate than most. You can sculpt your own disguise with your spiritual energy, becoming an impossibly ugly and deformed malevolent leper-or an exquisitely beautiful bride or groom. You can even learn to take the form of other beings by study and observation. All the better to sneak up on them and…get to know them better, my dear.

Caustic Bile (200 CP): Here is another lesson of the Shadowlands-if you cannot defeat your foe's strengths, you can always infect their weaknesses. There is now a uniquely powerful venom you can have the means to deliver-from your sweat, from glands, from a prehensile stinger and so on. Not only does the venom contain Taint, but you can empower its lethality with your own spiritual powerful, even perhaps manipulate it in disgusting fighting techniques. Strange things may happens if you empower it with both Taint *and* some other spiritual force, though.

Mountain Jumper (400 CP): Did you know that the mountain goblin isn't actually a goblin? Only the Kuni really care about the distinction, but it's actually a separate species of Shadowlands monstrosity that just happens to be equally filthy and ugly, but far less aggressive. Oh, who are we kidding? The important thing is that mountain goblins can regenerate fast enough to simply stick a severed limb back in place and have it reattached and fully functional moments later. Whether or not YOU are also a slightly different but not meaningfully differentiated member of your race, or blessed by Jigoku, or just…built different, you can regenerate just as quickly! Even faster in fact, for you can accelerate your regeneration with your spiritual energy.

Entangling Grasp (400 CP): Beasts and men shamble about in the Shadowlands, circling each other warily. You have a more…efficient option. You can project tendrils, webbing, perhaps even some sort of gnawing symbiote from yourself, that amounts to a ranged attack that can restrain, harry or otherwise immobilise your foes without putting yourself in harm's way. So saturated in Taint in this trait that you can improve it as a smith might a sword over time- lengthening tendrils, giving your symbiotes adaptations or letting you siphon the vitality from your foes as you tussle. It takes weeks of relentless hunting or, ick, *training* to gain some adaptations. But once they're acquire, the unholy power of Jigoku ensures your extensions mutate just enough to support them all.

Perverse Growth (600 CP): There is no longer a natural limit to your size and mass. Eat more, and you will simply keep growing as if the days of youth never ceased. Loom larger, and your sinew will strengthen to sustain your great form. As you grow larger and larger, you may learn to shift your biomass into useful but always monstrous forms, with increasing flexibility. Eventually resembling less a coherent creature, and more a slovenly blob writhing with all the perversions that the Shadowlands ever mutated into existence. Just remember that physical power isn't always a match for spiritual power. In fact, the King of Kumo has often been sealed by magical spells that bound him more surely than any length of chain could.

Festering Hunger (600 CP): Suffering. *Delicious.* Whenever someone is hurt, bleeds, vents their anguish and spite to the world, you feed. Just a little. Barely anything noticeable from a lone man, enough to keep you fed and watered. But get the better part of a Great Clan going, and you could empower yourself physically and magically, exercise more force through your body than it's designed for without it breaking on you, and cause natural disasters or famine merely by rampaging. Your soul sups on tears and blood like finest wine. Keep in mind that by default, this merely turns all the suffering into raw power. It's up to you to find something to convert it into spells, fighting techniques, or whatnot. In the meantime, try not to face a sorcerer with this alone.

Oni

A Name of Honor (200 CP): Was it the last name you took off a defeated foolish samurai? The beauty you saw in the camaraderie of his fellows? There is something in you that the heavens see…promise, in. Should you seek redemption earnestly, divine forces will be strangely lenient, and to a lesser extent even mortals will come to recognise you as more than just another monster. Great acts of selflessness will see any Taint or other metaphysical stains purged from you, though the fastest by far is one that risks your own life. Once redeemed, you and your powers will be purified into benignly sacred form-no longer shunned by holy forces or wards specifically against the unholy. It's strange to think, but Tengoku is willing to accept that even Oni can be more than what they are born as.

Eater of Souls (200 CP): There are many demons who grew truly mighty by corrupting or parasitising what they do not inherently have themselves. You take a more proactive approach, though. When you slay a foe, you can absorb their soul to obtain their most cherished power. You have no direct control over what's gained, but it is always something as iconic to the unfortunate soul as a samurai's honour and blade is to him. Once thus consumed, that soul is simply torn from the cycle of reincarnation-even their iconic power corrupted in the image of your nature. Apart from letting you slay many normally immortal or resurrecting foes, this is a good way to *utterly blaspheme against the Celestial Order.*

Recurring Calamity (400 CP): Death in the mortal realm to the Oni is more akin to banishment, but sometimes great force or traumatic carnage can prevent them from returning for many an age. Not so you. Whenever you're defeated, you may curse the place you lost-causing your shed blood to form a burning lake, releasing toxic vapours or unleashing a plague of hatred. It's real purpose is to set in motion a means for you to be revived, re-embodied or potentially resurrected from the bodiless spirit you can be reduced to (even if you are not an Oni). This condition involves satiating some vice or other, such as that burning lake inspiring nightmares that drive an artist to create a horrific shrine in your honour. And once it is met, you can simply use it as a bridge back to embodiment-and the continuance of your vile deeds.

Crimson Purveyor (400 CP): It is a curious thing, but as natives of Jigoku, a surprising number of demons seemingly *cannot* use the dread power of blood sorcery-relying on their venom, their claws, their fiery breath. Well, be assured you are *not* one of those piteous fools. You are a great master of blood magic in all its Tainted, foul glory-indeed, you do not have to shed blood to cast its spells at all, merely exerting spiritual energy to accomplish whatever you want. More uniquely, you have the gift of sharing Maho with others-even those with no talent for magic whatsoever. A miasma of kansen have formed a sort of symbiotic relationship with you, eagerly servicing your supplicants and handing you a percentage of all transactions in exchange for being sustained by your corruption. Quite the twisted bargain you trade in. But hey, who cares if more *blood sorcerers* end up being given more rope to hang themselves by?

Encroaching Evil (600 CP): Jigoku follows in your footsteps, literally. You have an immense quantity of Taint infused into you, one comparable to an entire province of the Shadowlands. Naturally, this greatly empowers any fighting arts or sorceries that channel such things. More importantly, you can release this foul well into the world around you-gradually spreading the mutagenic, corrosive and potentially even reality-warping Shadowlands far and wide. An ordinary samurai could fully desecrate a farm and its fields within a day, but both the rate and reach of your foulness will increase with your own power. As a result of holding dominion over your own desolation, you have great passive influence in these lands, which will tend to be advantageous to you. Mutated creatures will bow before you, the kansen will whisper secrets to you and sometimes offer their services as mere tribute. Even the fog of the Shadowlands will hide your approach while exposing opponents, and the churning of space and time be to your advantage.

Rotten Deific Shard (600 CP): The theological and metaphysical implications of this are *extremely concerning* but somehow, you are not just a demon. You *are* a heavily Tainted **shard of a gaijin god**. Not the whole of it, but a significant enough chunk to amplify an already calamitous presence like Kali-ma into a force Rokugan would have been **helpless** before. Enough to be mistaken for an Oni Lord, even if you should have no other power. Whether that god ruled over wine, spring, judgement or DESTRUCTION, as a shard of divine power your powers vastly exceed most others of your kind-allowing any spell or deed you undertake within its purview to be supernaturally potent, as if honed with the diabolical perfection of an Oni Lord's prowess. Especially those aligned with the nature of your broken divinity-always bolstered and corrupted by the scourging power of Taint, that corrodes all efforts to oppose and seal you. Only the greatest of artifacts and the most cunning of shugenja could hope to seal you away-and they would be wise to, lest some other unscrupulous deity get ideas about how you could bolster their cause.

Spider "Clan"

Better Living Through Evil (200 CP): You take to the principles of Shourido like a fish to water. The way you live your life, solve problems, take advantage of your fellow man or hone your strengths while remaining blissfully indifferent to their weaknesses-it all just *clicks* in a way relieving you of the tumult lesser samurai struggle with while adopting such a contradictory philosophy. However, the truly strange part of your talent is that when you propagate Shourido, or propagate similarly selfish tenets for living, everyone in alignment with it just…gets along better, and forms a productive society. This even works on normally mindless beings like Lost samurai. Savage goblins start industriously building tea houses and fortresses, while howling Gaki wraiths maintain order and inexplicably restrain themselves enough to ape humanity. With enough people subscribing to the philosophy of selfishness, you could form a society resembling a cruder, more devious version of Rokugan. Even though they are nominally supposed to be worshipping…themselves. *What is going on?!*

Son of Jigoku (200 CP): In your past, a forgotten blood magic ritual was used to bind a nameless Oni to your soul. Despite some less successful experiments, it succeeded in making your blood magic violently potent-letting you infuse your Taint into strikes to make them supernaturally deadly, or apply a sort of spiritual pressure against others. Even if you should be human, there is a mystique of paradoxical danger and attraction about you. A temptation akin to the impulse to jump off a cliff, even as your demonic compatriot sculpts you into an outward paragon of elegance and eloquence. Stranger still, this ritual has somehow given you the power to *possess* other Oni, and made any magic you have for binding demonic entities extraordinarily potent. For most, summoning Oni is a foolish and absurdly dangerous endeavour that results in nothing but the desecration of the summoner's soul, and the destruction of everything they ever cared about. But for Daigotsu, it was Tuesday.

Faithful Traitor (400 CP): Speak not of corruption and conspiracy. To have the talent to rise high in the ranks of the Spider, it is only a given that you have the deviousness to twist virtue into vice, manage networks of scheming conspirators across Rokugan while maintaining a spotless public image, and talk a rival blood sorcerer into slitting his own wrist with the slightest hint of mutual opportunity. You have all this as a matter of course. No, what really makes you excel in the Spider is *your capacity to foster and reciprocate loyalty.* It may sound strange, but fortune favours you in circumstances where you find yourself serving too masters-be they rival monarchs, or an ideology alongside a man. In striving to appease both, you find unexpected opportunities to benefit each in ways hitherto inaccessible, all the while upselling your value to both. Should you remain determined, you really can remain loyal to both *in truth* even under scrutiny-because your treachery is so immaculate, you can betray *yourself* into sincerely doing your duty to both. The righteous will acknowledge your duty and pay back your services what they are due, while the wicked will admire your commitment and lavish you with all manner of rewards. It may be a strange, winding road to get there but…in the end, you really are good at making friends and bringing communities together. In a very, very, very strange way.

Brother of Darkness (400 CP): Fu Leng is the literal apotheosis of wickedness, forged in the torments of Jigoku into its dread champion. He cares nothing for the men he crushes underfoot simply to make his siblings feel the pain he felt from their abandonment. And yet…when you earnestly devote yourself to the service and worship of dark beings like him, something strange happens. The normally heartless Oni feel an alien emotion, and a god utterly devoted to his own self-absorbed hatred finds himself obliged to reciprocate your diligence. Thus, you are showered not merely with blessings, favour, insight, orders from on high for their minions to obey you as if you were the deity you represented but…a genuine truth and ideological unity, formed between you and a being that should be fundamentally incapable of such feelings. Even if such masters normally destroy their disciples as a matter of course, they will somehow make up a reason why you should not only be spared-but rewarded with a place of privilege amidst the devastation they unleash. It's quite strange. But for some reason, demon lords and world-conquering horrors just don't act like themselves around you. Perhaps, with this…you could even teach one how to truly cherish the bonds between comrades in arms.

A Necessary Evil (600 CP): There are many organisations in Rokugan that thrive off vice, iniquity and forbidden magic. Those run by *you* which engage in such practices seem to prosper so well, *against all plausibility*, that's it's like a whole pantheon of dark gods is blessing their every move. Illegal businesses become so productive and produce such excellent goods and services that it quickly becomes more profitable to run them aboveboard. Political investigation results in authorities being surprisingly willing to negotiate with theoretically unforgivable heretics, resulting in legitimacy and even Imperial privileges. A horrifying temple of blood is also a surprisingly good place to raise troubled war orphans into productive members of society. If you haven't noticed the trend by now, the natural evolution for your theoretically-malevolent organisations is to end up being just as beneficial to society as any of the Great Clans. Just…make some *token effort* to *act* evil, okay? In fact, that seems to be the key to your success! The larger and more successful such organisations grow, the more there is a surprising tendency for whatever atrocities you SUPPOSEDLY EVIL organisation commits to actually result in net positive to not just society, but *existence* in the long run. All those unsolved murders? Turns out you undercut a *different* secret society with much more destructive plans for Rokugan, hooray!

Friend of Fu Leng (600 CP): Jigoku's essence is depravity itself. Fu Leng teaches any atrocity is permissible for humanity. But as Shinsei said long ago, fortune favours the mortal man. And it seems that the all-encompassing change mortals bring to Tengoku extends equally to Jigoku, because you see, you've discovered that the true essence of evil is…***friendship?!*** When you build trust and reward loyalty with those who commit atrocities alongside you, especially under your orders, some anomaly of kharma results in outlandish improvements in life and extraordinary success in your mutual goals. As if you are the shounen protagonist of a particularly deranged anime, your theoretically-treacherous blood mage consort would quickly gain power beyond her wildest dreams *and* a fulfilling, happy marriage as your lawfully wedded wife. While your spiritual aberration of a blood brother would not only create grand abominations against the natural order, but also learn that he deserves to be loved and to take pride in his skill and craft. Every kindness you go out of your way to bestow is returned sevenfold, and even if other villains should compromise them they would remain just as loyal to you even if it means killing themselves for your revival. Why? Why did it turn out like this, with you atop the world amongst a bunch of fire-forged chums? Perhaps a foreign ninja truly understood Jigoku's true nature, the true goal of Fu Leng's rebellion against the Celestial Order, and why friendship might be the secret principle underlying all of Shourido: *If you don't like your destiny,* ***don't accept it****. Instead,* ***have the courage to change it the way you want it to be****. When you have* ***friends*** *who* ***believe*** *in you,* ***<u>you find the real strength to keep going.</u>***

Items

All backgrounds enjoy a discount of 50% for two picks from each price tier of items. Discounting 50 CP items become free. Perks that mention they can be repurchased count can have both tiered discounts spent on said repurchase, once.

Sacred Tortoise (50 CP): Look at the gleam of that creature's shell. Like gold made leathery plate! Even its scales seem like living jade, or crystal. Its extraordinary stature, the way it sedately struts out to greet visitors, and comports itself with as much obedient dignity as any attendant of the Emperor. And oh, the wisdom in this noble creature's gaze! There is no doubt about it. *Surely* this must be the reincarnation of someone who attained a fragment of enlightenment, and transformed themselves into this noble beast to watch over you! At least, so superstition goes. In the meantime, you have an extraordinarily wise and glamorous tortoise that is very impressive to just about everyone with even a passing interest in culture. Or cool animals.

The Three Sacred Substances (50 CP): Contained within a great crate shaped like a golden tear, another great crate shaped like an emerald tear, and a final great crate shaped like a crimson full moon are a repository of the three sacred substances. Within each is a great wealth of the sacred, spiritually powerful substances imbued with the essence of Lady Sun and Lord Moon spilling from Tengoku: Jade, crystal and obsidian. Each crate contains your choice of proportions of them powdered or in solid form. While their individual properties may vary and will be described below, broadly speaking all such substances are effective as weapons against supernatural forces due to the power of their progenitors-allowing weapons to strike true against the substance of spirits and pierce unnatural resilience.

Jade is the most commonplace, and well-known for harming those afflicted with Shadowlands Taint as well as spiritual beings, being derived from Lady Sun's tears spilling upon the earth. Although it takes great skill to make it into weapons, it is also commonly carried as powder in cannisters to preserve food and health when embarking on travel into the Shadowlands. Unless forged properly, jade loses its efficacy against Jigoku's power due to siphoning the Taint it purifies, eventually crumbling into a black ooze. The typical cannisters of powdered jade used by the Crab to survive war in the Shadowlands typically last for about a week.

Crystal is both less common than jade, as well as far more resilient and pure, as the portion of Lady Sun's tears that crystalised mid-air. Awakening the extraordinarily pure spirits within crystal will cause it to glow bright like the sun, burning and repelling creatures of darkness or those Tainted. But both doing so and properly forging crystal is extraordinarily hard, even for master weaponsmiths of Rokugan.

Finally, obsidian is Lord Moon's Blood, and consequently as dangerous as it is potent. It is even better at harming creatures resistant to mundane attack than either jade or crystal, but Lord Moon's madness dwells within it-often driving bearers to madness and violence. Even worse, obsidian has an affinity to the Taint of the Shadowlands, allowing it to be forged into

dark artifacts of terrible power. Wielder beware: It is a *controversial* substance in Rokugan society, to say the least.

Can be repurchased, giving you a new crate of them each time. It should go without saying the crates themselves are exquisite works of Rokugan artisanship, to be worthy vessels for vestiges of divine power.

Gear of War (50 CP): No samurai is complete without both the tools and garb that protect him in the heat of war! Quivers full of arrows, available in armor piercing, flesh cutting, humming bulb (for signalling), rope cutting and willow leaf form. A suitable bow, be it for the powerful dai-kyu that can be fired from horseback or the small han-kyu for magistrates and scouts that rely on speed and stealth. The enormous metal club known as the tetsubo, or the small and swift-striking sickle-like kama. The curved naginata, the nunchaku, and of course the sacred katana. Or even if you should be so dishonourable, the *reprehensible tools of a coward* such as the blowgun, the shuriken and the tsubute (disc-shaped throwing stones).

Such weapons are, of course, nearly useless without suitable armour; even the *base and vile shadow warriors derisively called "ninja"* require an honourable pretence unless they are juniors of the Scorpion clan sent on a merciless gauntlet in which they must charge foes while wearing black pyjama-like outfits…as a distraction. In short, choose all suitable gear for a specific fighting style. You now have some of professional but otherwise mundane make suited for whatever you are. Anything used up will be resupplied every week.

This item can be repurchased for the good but unremarkable gear of a different sort of warrior, should you wish to be armed to fight as a seafaring Mantis instead of a sturdy Crab bushi someday.

Gifts of the Road (50 CP): Outside the vaunted halls of power, men oft require things that noble samurai take for granted thanks to their retainers and their lord's patronage. A bowyer's kit, for maintaining bow and arrows. A bucket, a brazier, a candle, a set of chopsticks. A silk bolt of cloth, for both mending objects and wrapping wounds. A backpack, a smith's hammer, and dice in a cup for passing the time. Purchase this, and you'll have a couple saddlebags' worth of commonplace but useful items for living off the land. This item can be repurchased for more such fear.

Weapons of the Court (50 CP): In the Imperial court, gifts are given to show sincerity and acknowledgement through significance. A gift that costs much but has no emotional value is nothing compared to a gift of great historical import to the recipient. This beautifully carved chest is full of many such tokens that could potentially be excellent gifts to buy political clout, curry favour, and otherwise maneuver amidst the nobility of Rokugan: Silk scarves depicting important scenes from history, relics from military heroes, a meticulously preserved cherry blossom that fell into a famous poet's lap, a simple set of chopsticks accompanied by proof they belonged to an honourable lord. It's up to you to use them well. Many such things may have practical uses or luxurious quality, such as an exquisite blade or a rare delicacy. But that is not their true value compared to their social significance. Can be repurchased for

additional caches of gifts. And yes, the chest too is potentially a great gift for the right samurai or noble in the right place.

Notably, sake (rice wine, popular with samurai), sochu (a much stronger distilled beverage) and other beverages can be purchased here or from Gifts of the Road. Just expect your alcohol to be more refined if bought from Weapons of the Court, and stronger if bought with Gifts of the Road. Perhaps having a certain earthy deliciousness for those who disdain the refined palates of the Imperial court.

Gentry (Varies): In the manner of *most* samurai (Deathseekers and heretics of the Spider are obviously excluded from property ownership), you have been given a duty to oversee that which ultimately belongs to the emperor-but in practice, is substantially larger and/or more valuable than the average fortress. The nature and extent of your holding will be determined by the price you pay here (which will also determine which price tier it counts as for the purpose of discounts), and in future worlds by the grace of Tengoku your property will seamlessly show up somewhere near the world similar to its location here, as if it had always been there. Can be repurchased.

For 50 CP, you oversee a typical village. For 100 CP, you oversee a rather larger and likely thus more prosperous village. For 200 CP your holding may be both significant and productive to the Emperor for reasons other than tax collection or levying soldiers: A sake works, a mine, a centre for falconry, a stable full of the Utaku's mighty horses or the Matsu's lions, or so on. For 400 CP you preside over a town, likely with its own traditions, local specialties and a substantially larger division of magistrates ultimately reporting to you than the other options. For 600 CP you oversee an entire city. It may have been ambiguous before, but you are now unquestionably of the daimyo caste: A samurai with other samurai sworn to you; it is *highly recommended* they be from the same clan, though this is not a strict requirement. Finally, <u>you can combine two city purchases into taking ownership of an entire province</u>. The sheer amount of economic, military and political power this grants means that you are by definition a major player in one of the clans-or else on the cusp of forming one yourself.

Gaijin Gear (50/100 CP): Far away in the mysterious kingdoms of bold Merenae and treacherous Thrane (at least, by the Rokugani reckoning of representatives from both) there seem to exist contraptions far beyond the *traditions* of conventional artisanship. Mysterious tubes that allow the naked eye to see distantly things like a hawk. Curved lenses of glass that allow a man to count the hairs on an ant's leg. Conjoined blades. Needles of iron that point unerringly north, captured in the glass and iron these aberrant foreigners seem to revere. You are fortunate enough to own one such contraption, or a foreign weapon such as the "cutlass" which appears to be a very deformed katana for 50 CP. For 100 CP, you instead have a gaijin treasure chest full of such items.

This item can be repurchased.

Steed (50/100 CP): There are two types of horses widely recognised in Rokugan. The first are the small, shaggy animals native to this land, which are typically cowardly and fretful (relative to the average Rokugani samurai, who has been taught all his life to look forward to a glorious death in service to his lord). The second are the foreign horses brought back from the Burning Sands by the Unicorn: Stronger, faster, larger and much fiercer than the timid ponies. For 50 CP you have one of the former, which has been trained for war to the extent it is even possible to make these dishonourable creatures fight properly. For 100 CP, you instead have a magnificent warrior's bond with a mighty Unicorn steed that is as steadfast as any samurai on the battlefield. Ironically the ponies are slightly tougher, but not in any way that matters in the heat of war.

Can be repurchased for additional mounts of either type.

Ancestral Weapon (100 CP): Throughout the ages, a number of blades-typically katanas-have been passed down through the clans with reverence. As much due to being carried by the divine ancestors as their sacrosanct nature. Such blades are often touched by the divine, either imbued with jade to smite those with Taint in their veins, and unerringly homing in on foes when swung-or weighing heavily on those outside the rightful succession of a given clan. They often come with unique powers befitting the values of the clan they're associated with: The Scorpion's subtly distorts the location of its bearer, while the Crab's renders the sword's bearer immune to Taint and glows in the presence of Shadowlands creatures. You have one such nemuranai blade, which whatever its advantages is somehow justified by your bloodline. Feel free to base its' traits on any of the canon ancestral swords for inspiration, though.

The Anvil of Despair (100 CP): Forged from ore tainted by the First Oni and quenched in the Boar Clan's blood, this accursed slab was used to forge the Bloodswords and the Shameswords: Cursed blades imbued with the tormented souls of heroes, which somehow moved around on their own to be found by those with the need to make use of their strength and prowess. While also being left open to corruption by their darkest vices. Of course, who is to say that is their only use? Doubtless a tool like this will prove useful for forging all manner of cursed artifacts.

Black Pearl (100 CP): This opaque orb is one of the great treasures of the Naga. It has a simple, yet incredibly powerful ability: Resurrection, via rebirth. Gesture, will it, and the dead may live again-whole and hale. Normally a further miracle is enacted-they return as one of the Naga, potentially one of great importance in their society. But due to your investment here, you may choose for this pearl to *somehow* resurrect them as another race, or as their original one. Pearls used up are replenished once every month from a mysterious oyster showing up near you at some point.

This perk may be repurchased for additional pearls, with different preset effects if you like.

Eye of the Emperor (100 CP): These sky-blue gems are created by shugenja and blessed by the Emperor of Rokugan to empower magistrates in their duties. They shine with a pale blue light that doesn't just illuminate surroundings, but also the mind and soul with inner peace. It shows glimpses of the future, and protects the mind from lies, illusions and subversions.

Quite a handy tool, isn't it? Still, do keep in mind it is merely something common shugenja can make, and thus far from absolute or utterly reliable. If it were, the criminal underbelly of Rokugan would be a lot smaller and more fearful.

Egg of P'an Ku (200 CP): This metal egg can create a shadowy doppelganger of any mortal being that, while tainted by madness, is utterly loyal to the caster; its effectiveness remains untested on the supernatural, though if Fu Leng could have made an obedient doppelganger of himself he would have probably ordered it done to literally double his full strength. That is all it does. And each time, clever use of it has been enough to devastate the empire of Rokugan. Clever shugenja may find ways to unravel the doppelganger's essence and banish it back into the egg, so while terrifyingly reliably, it is not a completely infallible tool.

Heavenly Kobune of Suitengu (200 CP): Small enough to fit in the palm of a man's hand, this model ship has a jade hull, a golden ramp, and fine silk for its sails. When taken to sea, any boat with its bearer reaches its destination safely without supernatural or significant mundane interference, and none abroad suffer sea-sickness or other ailments. By your command, it can cause boats to sail at their full speed with no expenditure of fuel. Should you be skilled in as a shugenja, you can also command it to expand into a full-sized jade ship. In this state it can sail to all the spirit realms, including Tengoku, and protects both itself as well as any passengers abroad from the Taint (or similar demonic corruptions.

Divine Grasp (200 CP): Dare you take upon yourself the dread power of the moon? This obsidian hand can become a fully functional replacement for a missing one upon contact (your choice of left or right; the legends are unclear). Doing so renders the bearer immune to the Taint of the Shadowlands (and similar demonic energies) but *not* the corruption of the Lying Darkness (and therefore, one must assume, forces of nonexistence or primordial darkness rather than "merely" Hell). Slowly, over six months, it changes one's body into living obsidian with all that entails. Apart from all the above, it is a measure of a god's power-and could grant tremendous mystical power over that god's domain if harnessed correctly, or combative power against fighting any equal or lesser divine being.

Acquiring this item does not replace the existing Obsidian Hand or further cripple Lord Onnotangu, nor does it bestow the temptations of the Lying Darkness

Optionally, this can be a crystal hand of Lady Sun instead. Can be repurchased once for the other hand; if you wear both, it's up to you how much of yourself is crystal and how much obsidian. Why? Because *it is not Lord Onnotangu's hand.* You see, it actually belongs to a completely different moon god, that acts a lot like Lord Onnotangu, but is a separate being with no interest in Rokugan whatsoever! Surprised? *It's more common than you'd think.*

Black Scroll (200 CP): Long ago, the Kami siblings were faced with a conundrum. Even if Fu Leng were to be slain, might he simply return to Tengoku reborn and vengeful even if somehow purified like the other divine siblings? Assuming Jigoku did not choose to simply resurrect its champion, much like its' own Oni? The solution was found in the then-pure practice of blood magic by Isawa's tribe. What you have here is a scroll equal to any of the twelve used to sheer apart Fu Leng's essence upon his death-sealing him away from the world. Here and in future worlds, it continues to perform its niche yet powerful duty: To seal away the essence of an undying god that has been brought as close to death as possible, risking the god's rebirth but preventing it from simply returning to the natural cycle. While the scroll's primary purpose is to be a seal, by its nature it can also be a powerful magical amplifier for phenomena related to the god's essence. Unrestricted, the Black Scrolls sealing Fu Leng could release torrents of Taint, visions of doom, wasting diseases or undead abominations as more of his life force was unleashed. Wielded more adroitly, the Scrolls could instead be used a blood sorcerer of Iuchiban's skill to unleash the soul-corrupting Rain of Blood across all of Rokugan. Wielded by a god, it might even be used to steal the divinity of another god-rendering them mortal.

This item can be repurchased. Do remember it took *mortals* 12 scrolls to seal away Fu Leng upon his first defeat.

The Tao of Jumper (200 CP): But perhaps you would like something more *flexible?* Well, potentially. Certainly the principle example of writings equal to this ornate book is the infamous Tao of Fu Leng, which possessed even greater power than the Black Scrolls to weaken gods, steal their divinity and bestow it on the wielder's target. But that need not be its great miracle. It is, principally, a god's wisdom bestowed upon the mortal realm. In Fu Leng's case it takes the form of a sinister philosophy justifying the worst actions and thoughts a mortal could commit-and of course, a guide on how to fulfil the Dark Kami's goals. But it might instead be Amaterasu's meditations on solar purity, or the Void Dragon's hidden writings on the oneness of all things. Whatever the case, it will be capable of a miracle of similar potency to what is doubtless a representation of Fu Leng's avarice for the power he felt only he deserved.

Can be repurchased for the books of different deities.

Oblivion's Gate (400 CP): One of the lost wonders of the trolls, this structure resembles a building-sized broken circle with some sort of green crackling energy pervading within it. It allows access to other realms, which due to the metaphysics of this world allow **the dead to be returned to life** simply by escorting spirits through the gate. More speculatively, this could potentially allow for literal dreams to be made true, the wonders of Tengoku brought to the mortal realm, shapeshifters to bypass the normal taboos governing their sanctioned transit between spirit realms and more. The knowledge of the trolls is long lost, but perhaps you'll find more uses for this in future worlds. For emphasis, this gate does not merely grant access to places likes the Warp or Hades-it seemingly enforces *embodiment* for anything brought through, bending the metaphysics of reality to ensure whatever seized there can in fact be brought back.

The Porcelain Mask of Jumper (400 CP): Carved into a sinister leer and dabbed with red paint, this mask is the equal of the one that Fu Leng wore on the day of thunder. Save you, the wearer, when placed upon a face it seals itself permanently on a target and cannot be removed without your death or consent. Through its eyeholes one may perceive truths and horrors invisible to mortals-such as the malice inherent in society, the spread of Taint, the agony of otherwise invisible spirits or other things known only to the mind of Fu Leng-and the dark energy coursing through it will utterly crush any too weak to bear it. How powerful is said energy? *Emma-O, the divine judge of the dead* was forced to summon the then-dead Fu Leng to liberate himself from it. This mask is both one of the most sinister weapons of assassinations in this world, and a rather arrogant show of your right to see that which man was not meant to know.

The Spear of Death (400 CP): …well then, let us cast aside all pretences that you are here to do anything but turn men into ghosts. This dull grey spear is an exact replica of Emma-O's weapon. It is neither sacred nor profane, it does not shoot thunderbolts or call forth waves. No, you see *it simply kills.* Men. Gods, from hapless Fortunes of Housekeeping to the Kami siblings themselves to even the Three Gods Whose Names Cannot Be Spoken that are said to have participated in creating the world by some ineffable process. It matters not. No armour in Tengoku can halt the bite of this spear forever, and no divine flesh can tolerate its bite-which condemns souls to Meido (or in future worlds, an eternity of grey nothingness vaguely resembling Meido from which only powerful or mystically learned souls can escape without your consent). Truly a terrible weapon to bring to bear. Just remember: Death itself is simply one more turn in the cycle of the celestial order.

The Book of the Dead (400 CP): It is named the *Reu Nu Pert Em Hru* by a strange gaijin empire named Senpet. Some say the sun goddess Shilah (of *ambiguous* relation to Lady Amaterasu) scribed it in her madness. Others, that the brotherhood of jinn descended from the moon god Kaleel (of *ambiguous* relation to Lord Onnotangu) made it to contain the power of the Ten Thousand Gods of those gaijin. Whatever its true nature, the power it confers is all too real. It enhances the magical powers of the reader over time, not indefinitely but enough to reign over nations among which practices like the form of blood magic feared in Rokugan are well known. Furthermore, the wisdom of a lost god, dead jinn or *something* wise beyond human measure resides within its pages-conversing with the reader and devising spells suited to their ambitions.

One of the most infamous of these was the Ceremony of the Hidden Heart: A practice in which a sorcerer a sorcerer extracted and preserved their heart magically, gaining even greater magical power over time as well as immortality. The sorcerer learned to project their soul as a free-roaming spirit to acquire a new body, to reshape taken bodies into their likeness, and to cheerfully pay the price of certain magics that exerted a toll on the body. Their immortal soul quickly restoring most prices paid by certain magic, and the body recovering from any trauma short of decapitation, dismemberment and disembowelment-which would merely free the sorcerer's soul to possess another body anyway. Ironically, before Iuchiban literally took his fate into his hands with this foul art, the Senpet used such practices to create immortal slaves leashed to their will by taking their hearts hostage.

Normally this book comes at a terrible cost: A growing madness, a sickening obsession, a corruption of the very soul from merely reading this book. By purchasing this item instead of digging it up from Senpet, while you are not automatically protected from the corruption inherent from performing certain rites it may suggest, you will at least never be corrupted by merely *reading and owning* the book itself. Perhaps it has been ritually purified in the name of Tengoku. Perhaps the divine vestiges bound within like you, and helpfully warn you against doing something you might regret.

Tomorrow's Hourglass (400 CP): Two glass bulbs framed in black wood surround an endless flow of sand. A simple tool, perhaps. Yet not all is as it seems. This instrument counts down to the next extinction level event-one great enough to *at least* wipe out an entire civilisation. Within a day of one being about to occur, the sand will simply run out-and will have visibly diminished for months up to then rather than remaining unchangingly level. It is also holds, potentially, the power to give one a fighting chance against such fates. The sands comprise great magic sifted from the Burning Sands, said to be left over from the goddess Shilah scouring those who used magic for selfish purposes. This artifact was great enough to let almost the entire Nezumi race enter the Realm of Dreams in order to battle and destroy the draconic apocalypse known as Tomorrow. Here and in future worlds it will similarly amplify magic related to smokeless fire, saltless water, windless air, weightless earth, formless form, and dreams to near-divine levels for a single caster. And for a multitude, potentially power great enough to overcome the gods or save them from something beyond even their might.

Jumper's Last Wish (600 CP): Formed from hundreds of kami of all four elements, with its substance spun out of the Void, in a collaboration between multiple Phoenix Clan shugenja of great prowess that started as a dream of harmony and ended as a nightmare of bitter conflict, the magical matrix known as Isawa's Last Wish remained forever incomplete-a thousand strands of potential greatness waiting for someone to support, guide, enlighten. It resembled nothing so much as a simple orb of light in a shrine-like container, but allowed shugenja to communicate directly with the ambient Kami of the world. Effectively rewriting reality on a level just short of truly godlike. Such power could wipe cities from the map, smite entire mountains, and empire relative notices to overpower some of the greatest shugenja in the world during a magical duel. At its maximum, perhaps it could be used to destroy the Mortal Realm-but such would require dangerous unstable use of its power compared to, say, slaying every single Tsuno invading a city. However, such power is channelled, not inherent. And being fundamentally comprised of Kami, those same skilled shugenja could potentially unravel the ties that form its consciousness, trick it into being effectively sealed with sufficient offerings, or even slay the construct should it be merged with a mortal host.

This construct is, mercifully, not just finished but stable and bonded to you like a loyal falcon to its falconer. It need not have the same origin and nature of power as Isawa's Last Wish. Perhaps a separate population of the Naga have preemptively manifested Akasha into a living sentience. Perhaps it is a relic of the Five Races' unique magical abilities combined into a crystalline power source, or a miracle of the gods given life by the dynamics of the spirit realm. Whatever it is, apart from having the overall scope of power described above this force has one more power: To take human form, much as the Naga's own Akasha may or already

has. While this will drastically decrease the raw power it can bring to bear, it will also nullify the vulnerability of being unravelled magically or killed while in an inferior host it formally shared-and allow the construct to learn, to grow, to improve as a living being. Perhaps even reaching enlightenment, godhood or similar states someday.

The Brotherhood of Jumper (600 CP): They say faith can move mountains, and it seems you've taken that quite to heart. A religious movement equal to any of movements included amongst the Brotherhood of Shinsei has declared you their messiah, enfleshed god, spiritual liege or whatever makes sense for their particular practices. Their numbers, composition and practices are largely up to you. If you wish, the movement may be closer to enlightenment in exchange for having fewer members overall (though always short of true, beyond-godlike enlightenment) or vice versa. It seems that whatever they believe in has some validity, because not only are members of the faith reborn as new individuals which keep whatever enlightenment they gain from the previous jump (effectively carrying over the truly devout from prior jumps as followers)-but those who follow the tenets of their faith (including yourself) can acquire the enlightenment of this world. Truly, Shinsei would be proud.

The Jumper Clan (600 CP): Aren't we ambitious? By august, Imperial decree, you are now the founder of a new Great Clan! One with enough manpower, spirituality and traditional skills to rival any of those currently dominating Rokugan-though by necessity to avoid conflict, your clan's territory will be situated relatively far away (like where the Unicorn used to roam) to avoid excessive conflict with the others over resources. Nonetheless, you'll certainly have at least the bare minimum of resources to support such a force. If you are not revered as the literal divine ancestor of the clan, you enjoy a similar level of obedience from all within it. The ebb and flow of power is great in Rokugan, and you need not limit this "Great Clan" to local Rokugani: It could be a foreign tribe of Ujik-hai or Moto nomads, a population of the Senpet, or even settlers from Merenae or Yodotai. It may even be comprised of only half-human beings or utterly inhuman beings of flesh from the Shadowlands, or members of Nezumi, Naga or older races! And it is of course up to you if its primary goal, the focus of its wealth of training and research, is martial prowess, mastery of magic, intrigue or something else. All that matters is they are beings of (mostly) flesh and bone, collectively they have roughly the military capacity of Great Clan, and they possess fighting disciplines and/or other military assets the other clans likely have not fully mastered as much, and with you as their glorious leader the future looks bright for them.

If you desire, you may purchase and repurchase natural resources, infrastructure or similar advantages based on the price tiers listed for the **Gentry** item to supplement your Great Clan (or "Great Clan") roughly on a scale comparable to sustaining the properties listed. A higher-tier purchase can contribute towards quality instead of quantity for one or more tiers down, such as paying 600 CP for enough extremely fertile land to create a healthy surplus of food for a town's worth of people.

Lord of the Spirit Realms (600 CP, variable): Humans are not the only beings to organise into clans and kingdoms. The kumo of the Shadowlands hold the Sea Spider as their king, just as the Orochi have one who rules over their people. Some conflux of birth and destiny has anointed *you* with divinely ordained rulership over a swathe of a spirit world roughly the size of a city (although geography in such places is often…vague) and every being there owes you fealty simply as a matter of celestial law. Much as foxes, badgers and monkeys certainly do not have full sway over the Animal Realm as a whole, your authority is far from supreme (especially if you are mortal) but by default other authorities (if they exist) will at least recognise you as a fellow authority. As with **The Jumper Clan,** the more powerful your subjects are, the fewer of them overall there will be-and this is nominally supposed to be a force comparable to any one spirit court rather than the full might of Tengoku. How this loyalty transpires will vary based on the realm: In Tengoku, honor is nearly always absolute to a level higher than even Rokugan's reverence to the Emperor. In Gaki-do, one would have unprecedented authority over the hordes of hungry ghosts capable of little more than listlessly awaiting the next order. Sakkaku recognises no true authority, having influence there simply means everyone likes you a lot.

In future worlds, the swathe of territory you reign over as well as your subjects will continue to follow you as a pocket afterlife, Heaven, animal realm or what have you. Your subjects can teach others certain religious practices that, if conducted faithfully and if the target is aligned with the realm's purpose, may result in their souls going to it after death or after a certain ritual is performed-and becoming like the spirits there. Less predictably, it's possible the realm may passively attract animal spirits, dead souls or similar beings to itself that are aligned with its nature. Regardless, any such entity reshaped by the realm enough to function like a spirit originating from it becomes a follower into future jumps with your approval.

Two exceptions exist to this: While it is assumed most realms are relatively static barring great rites involving their domain, Tengoku and Jigoku are both prone to striving to become preeminent over all other facets of reality. The former because it is in Tengoku's nature to strike to embody the pinnacle of harmonious unity (even if its actual success is…inconsistent), the latter because it is in the nature of Jigoku to corrupt and defile all things. As such, to be a lord of a portion of either the pinnacle or nadir of all creation requires two purchases of this perk, one or both of which may be discounted.

A Great Deal of Nothing (600 CP): There is now a door that doesn't look like anything, Nothing at all, and is mainly just an absence of space somewhere in either your Cosmic Warehouse or another property of your choice. There is Nothing inside. Nothing at all. There is in fact an overwhelming abundance of Nothing. If Nothing could be quantified, one might say there is somewhere between an ocean and a lake of Nothing, vaguely ebbing and flowing around nonexistent borders. But it can't be quantified like that. It's Nothing. It is limited insofar as it was once part of an immeasurably greater whole, and is now a subset of nonexistence confined by the fact that almost everything else is *something.*

This is, in an esoteric sense, immensely valuable because that means it could become potentially *anything*. Everything in this world from Jigoku to the gods themselves came about when Nothing feared, desired and regretted. This is a remnant of that vast emptiness, shorn apart from the Lying Darkness and confined to blissful solipsistic self-knowledge. Meditation here could offer profound insight on all aspects of reality in this world, the nature of enlightenment, and various applications of nonbeing.

But what would an enterprising shugenja or monk actually be able to *do* with all this Nothing? For those of you who aren't gods or primordial entities preceding them, the Black Teardrop may be a basic example: A pure black stone wept by the Nothing, capable of consuming the name, identity and a portion of the Akashic soul belonging to a certain Naga Vedic. Those with greater mastery of mystical forces might be able to create beings like Shoshuro: A being equal to any from this world, or most others, save for fluid form and potentially other powers themed after nothingness. One that can be preprogrammed with utmost loyalty to yourself. It may also be possible to distil miasmas from this remnant of Nothing that can corrupt beings as great as the Elemental Dragons into paragons of Nothing that preside over its emanation. Without a will to call its own, such beings would be very open to suggestion by you-much as some say the Lying Darkness itself viewed Onnotangu as its father.

In theory, any substance, being or phenomena from this world lesser than more than one spirit realm *could* be replenished from this reservoir of Nothing near-indefinitely. Even unprecedented things, like miracle cures for the Taint or a curse fit to rupture Tengoku's order. That is, of course, far more easily contemplated than done when the gods themselves have never accomplished such a thing in all the world's history.

Companions

Bonds of Blood (50/200 CP): Loyalty to clan, kith and kin defines much of life in Rokugan. You are fortunate indeed to have comrades to navigate its raging battles and political navigations with. For each purchase of this, you may create or import a companion with an origin in this jump. Each such companion gains 600 CP to spend on anything except other companions. You may also purchase 8 at once at a discount.

Bonds of Honor (Free/50 CP): Once in a while, love can bloom on the battlefield. While hopefully your personal life will be less eventful than a certain Crane, should anyone from this world accept your offer they may become a companion and follow you after this jump. For 50 CP, you are guaranteed to have one meeting with a canon character from this world so harmoniously organised for maximum social appeal that it's like *Lady Doji, the divine patron-progenitor of the Doji lineage herself,* desired the two of you to forge an unbreakable bond.

The Seven Thunders 3e (100 CP): The inscrutable weave of fate enjoys letting certain patterns repeat, such as the seven mortal champions rising up to smite Fu Leng together time and again. At some point in your journey, within a year at most, you will encounter seven other individuals from this world that you will forge a strong alliance with. They may not necessarily be people you know well. They may be canon characters, or OCs. They may not even be human. Nonetheless, you will find that you share a common purpose, all your compatriots have unique powers or latent potential that allows them to quickly ascend towards the peak of prowess in this world, and that together a grand destiny awaits you all in which you can accomplish something as extraordinary as defeating the Dark Kami together. Bonds forged in fires this fierce are hard to break, no matter how extraordinarily different those involved are.

Lone Horse and Colt (50 CP): The tales of Rokugan are sometimes stranger than fiction, and this is no exception. Some time ago, a daimyo was extremely impressed with an Utaku horse-maiden's reputation for warfare. To honour her prowess, he awarded her the greatest horse in all the lands. It was to the already mighty Utaku steeds what they were to normal horses, a steed of myth and legend with the heart of a clan champion, the speed of the wind, and the might of a thunderbolt.

And then because of literal great misfortune, on their first outing together a two-bit ronin outran them by jumping over a low wall.

There was only one way for the Utaku to spare her horse's life without either insulting the daimyo by slaughtering his gift, besmirching her own honor, or the unthinkable outcome of **horse seppuku:** Declare that her steed was so great it should be treated as a samurai, and thus sent out into the world as a ronin. That was this mighty animal's fate, and though embittered into brutal pragmatism by the cruelty of both man and destiny, he remains a paragon of Bushido: Righting wrongs and defending the prosperity of Rokugan's honor as a whole with a blade of wind forged for him by admiring air Kami held between his teeth with the skill of an animal-shaped sword saint.

He has also recently adopted a young horse born from the womb of a dead mare, who he is hoping to feed by serving you as his current employer. In all respects he is a model samurai, save two: He walks on four legs wearing only his horse armour (which the air Kami that will follow him even into future worlds helpfully put on and off and clean for him between battles), and prefers to be paid in hay and grass.

Somewhere out there is a bitter, unfulfilled Utaku battle-maiden. Feel free to use Bonds of Blood to justify reuniting her with her beloved steed.

SHOUTING MATSU (50 CP): Thie LOUD AND IMPOSING MAN is a tall, strapping paragon of the Matsu family in every way except for being male-which technically, in the female-dominated traditions of Matsu warfare, makes his accomplishments and reputation as a battlefield commander, soldier and mentor all the more impressive. His SHEER UNBRIDLED FEROCITY is tightly controlled by his disciplined training, and his INCREDIBLE VOCAL STAMINA pairs excellently with knowing the average battlefield like the back of his hand. He has one more gift almost unique among the Matsu: Common sense and a remarkable respect for capabilities outside his clan. Despite his BRASH MANNER, he is extremely intellectual and considerate, enjoying discussion of strategy and warfare. He will be VERY GLAD to train a novice, or else to talk shop with anyone not currently at war with his clan.

Little Wrinkly Old Bald Man (50 CP): They call him the Sweeper. He is, apparently, a monk of some renown although nobody can seem to recall which temple he belongs to. All respectable members of the Dragon Clan and the Brotherhood of Shinsei kowtow to him, and all evil members of both dread his coming. He wears a façade of gormless, smiling humility while being as cheerfully cynical as a peasant in truth-enjoying sweeping-based spiritual training that endears him to the Realm of Mirth, and preaching a strange creed rooted in what he calls “common sense” as well as the teachings of a mysterious gaijin woman who rents cheap rooms in a distant country. Rumours that he is also the most enlightened man to walk this world since Shinsei himself are surely exaggerated, as far rumours he can bend *time itself* with his mastery of the Void…

Fox Wife (50 CP): It’s a tale as old as time. A mysterious, beautiful woman from the Animal Realm fixates on a man (or woman) of means, and becomes his devoted wife. This bubbly, borderline licentious young lady certainly fits all that criteria, flashing her animal features at you like a private in-joke. Except…there’s more than meets the eye to this one. Out of the corner of your eye you glimpse *nine* tails. Her powers far exceed typical fox spirits: Enveloping entire armies in grand illusions, seamlessly transitioning between the spirit and mortal realms, and possessed of both deep elemental control over air as well as sagacious wisdom. You have already glimpsed her true, golden, glowing fox form-and mercifully there is little in Rokugan that can challenge her enough to unleash something her devastating magical prowess, extraordinary vitality and cutting wit can’t deal with.

~~Latina supermodel and Olympic fencer~~ ***Disgusting gaijin she-beast (50 CP)*****:** Oh no, what is this? What is this *obscene foreign creature* with *long mud-like hair* and *gemstone eyes shaped like olives* doing, strutting towards you with her grotesquely caramel-coloured gaijin bosom open in her…weird white shirt, and her so-called "trousers"? This aberrance to all womankind is friendly, bubbly, passionate and *utterly ignorant of Rokugani etiquette*, hoping you can help her navigate the strange customs of the empire. She is supposedly an "explorer" who is familiar with strange gaijin tricks like "sharpshooting" and "clockwork" and "the sextant" that *seem* to involve using complex mechanisms and observations of repeatable phenomena to create complex technology for interacting with the elements, *instead of trusting in the kami like a sensible person.* She also has a very thin katana with a hilt that has a small shield comically mounted on it that she is admittedly very, *very* good at sticking someone with before they can react. She wants to share a bottle of "sangria" with you and go to a "fiesta" together after telling her military superiors back home about the weird yet wonderful land of Rokugan. If you can stomach such unspeakable barbarism, well…maybe it's a chance to learn about the enemy?

Righteous Paragon of Femininity (50 CP): Every now and then, it seems that a powerfully built yet beautiful young woman with expectations of both herself and the world so high she would sooner shatter all in her path than compromise on them shows up to rule the battlefield with near-unrivalled martial prowess. Sometimes, such figures are speculated to be the second coming of Lady Matsu herself. Other times, they are speculated to be distant descendants of Shinjo, or perhaps (Tengoku help us all) Mirumoto Hitomi checking in on the world. In a world where reincarnation is both real and a major factor in at least one Rokugan civil war, this can neither be discounted nor proven. Whatever the case, one such woman of powerful drive and ironclad zealotry has strode right up to you. Declared that her code of Bushido demands that you become sworn comrades in battle and politics. And won't take no for an answer. She is the kind of woman who wakes up at the crack of dawn to go for a 5 mile run in full armour, before smashing training dummies with her lovingly polished steel and a tetsubo almost as big as she is, then crack bamboo stalks between her thighs as a cooldown. Prepare for Courage.

The Bhabhi (50 CP): You came across this particularly humanoid female Naga with the most beautiful coating of shimmering scales you've ever seen shortly after she went looking for you. A great practitioner of pearl magic and celestial astronomy as well as the unique practitioner of an agile bipedal Naga martial art, she explained to you that the Akasha has clearly told her that the survival of the Naga rests on her achieving "intimate alignment" with you, and that her new role-name reflects this. She is confused about what "intimate alignment" is, and thinks it either involves some sort of profound cultural breakthrough or witnessing a particular celestial structure together. She knows of some ruins where secrets of the Naga people can be found, and hopes to take you stargazing so you can figure out how to "save her race" together as she shares the wealth of wisdom and mystical knowledge that she has accumulated over her life.

Optimistic Upstart (50 CP): Every now and then, a peasant of lowly birth but noble bearing is chosen for greatness by the inscrutable force of destiny, or perhaps kharma. Tall and muscular but lean, this boy or girl has boundless optimism, great latent potential at skills both mundane and spiritual, as well as such virtue it makes them tangibly stronger. They are not truly blind to the horrors and sorrows of the world, just resolute in their faith in a virtuous life. With a stalwart comrade like you at their side, they're certain there's no limit to what the two of you can accomplish. And the way the Fortunes smile on them (or fortune in general, even in other worlds), maybe they have a point. Maybe it could be fun, forgetting about the bigger picture and living in a shounen anime.

Death On Two Legs (50 CP): Speaking of those with such a powerful kharmic bond to you that the world itself might break before it does, look who just showed up! It's your loving sister, or doting brother! Your younger sibling is also a paragon of Bushido who (whatever your shared background) trains diligently, meditates deeply and loves you more than **anything** in the world. They seem set up to be a highly diligent but unambitious member of society. Yet, there is something…**terrible**, buried within them. Some incalculable affinity for spreading death, destruction and total war on a scale even the most crazed emperors of Rokugan would balk at. If anything or anyone ever harms you, or if you were to declare an enemy must fall-be they a goblin or a god-they will singleminded strive relentlessly, with the mechanical precision, and less than no hesitation, to destroy whatever wronged you. With a chillingly ascetic approach to training, strategy and seizing any useful asset, they will trample some principles of Bushido while bringing others to untold extremes. They will seize divine artifacts, train until they can butcher dark gods like pigs, and channel the Nothing to take control of entire nations if it must be done. And in all such endeavours destiny, luck and kharma swing in their favour. They may only be mortal, but they have the will and latent talent to make Tengoku's thrones tremble.

Jaded Pawn (50 CP): Amidst all the cloak and dagger, between all the games of court and infiltration, there are those who have to actually dirty their hands for the masterminds. Svelte, impossibly seductive and extremely deadly, some twist of fate has made you one of the few people this deadly operator trusts. From their childhood, they've been honed into a living weapon in one way or another. They're nothing so simple as a mere Scorpion operative-they're a Kolat triple agent, a young Doji prodigy of courtly manipulation engaging in an extremely *high level* fling aimed your way to get out of a matchmaking (or several proposals) they find utterly unacceptable, even an aspect of the Lying Darkness somehow broken free from its grip. Whether mundane or magical, they can and have killed with maximum efficiency and minimum remorse. In most matters, they feel nothing but steely resolution to complete their objection-and a cold, sadistic contempt for those foolish to be in their way. But though minimum, that remorse is there. After a long day of skulking in the shadows or the ballroom, you are their preferred shoulder to cry on. They would be overwhelmed by the thought of being taken away from their life of malevolent treachery if the notion was even imaginable to them at this point.

Honorless Princess (50 CP): Not so long ago, less than a decade before you showed up, there was a smug princess of the illustrious Hantei bloodline (however diluted) who believed her royal heritage, phenomenal prowess with the element of fire, and martial athleticism would be all she needed to take the throne. *Bad call.* The Imperial court being what it is, her more honourable brother inherited her father's title before being beset by suitors. Her treacherous father ended up executed after dishonourably using magic during a duel. And she was imprisoned after tormenting the servants one too many times *in the presence of visitors, where it was insulting to the guests*. Refusing to give up, she escaped with a book of blood sorcery, picked up a strange blood sorcery that lets her agitate fire into lightening-like bolts, and Jigoku's dark humour decided to gift her with no physical deformities other than yellowing eyes from Taint exposure-just mental ones. In fact, some cruel trick by the Realm of Evil makes her more voluptuous and fertile the worse her mental state is. You were "fortunate" to meet her in a moment of horrified lucidity, and she is now convinced you are her only remaining ally. Thinks she's a people person winning you over with promises to conquer the world together. Really, really isn't.

Waifu no Oni (100 CP): Violet-skinned, snake-tailed, with alarming green nails, a crown of horns, and crimson serpentine eyes, once this towering Oni was given a name that transformed her forever. But unlike Okura no Oni, she did not awake to justice. No, she awoke to *alcoholism* after a cunning Fortune sold her name and soul to halt the beast's rampage. While she has claimed divine power, being influenced by the goddess' fixation on modern fashion has given her a frivolous, whimsical side. Now she can be found disguising herself as a flighty geisha or sometimes, an unidentifiable sort of gaijin waif as she tries to enthusiastically (and chaotically) interact with human society. After drinking a sake bar owner into a happy early retirement, the Oni has come to the conclusion that human society is worth keeping around not because Bushido has inherent merit or out of respect for the sanctity of life, but because being a carefree girl in the bloom of youth is a lot more fun than being the stately yet obsessive monster of Jigoku she used to be. For some reason, she finds you fascinating-spending long stretches of time just staring at you, like a snake faced with a mouse. Strangely, she seems keen on *not* raking you with her claws full of intense Taint, and withholds the full brunt of her calamitous powers over storms and flood around you-but still tries to use her cutesy affectations to tempt you towards her. As if she's trying to understand what makes Ningen-do the fulcrum of change, and not Jigoku.

Void Dragon Hatchling (100 CP): The Elemental Dragons are old beyond mortal reckoning and largely concerned with the orderly exercise of Tengoku's will amongst the lesser facets of reality, but even they are not wholly beyond surprise. Upon your arrival, the memory of *that* seems to have agitated the Egg of the Void: A gift by the Elemental Dragons to the kami spirits. It proceeded to hatch into a breathtakingly beautiful woman whose appearance cannot be remembered except in dreams (much like her most direct creator), though her inhuman elegance and commanding majesty are hauntingly certain. Initially commanding and aloof, born to reign over the harmonious transcendence of all elements like her forebearer with ferocity that could challenge any Fortune or Kami found wanting by Tengoku's exacting standards, her confidence will be shaken once she realises that none of the Elemental

Dragons (bar again, the Void Dragon) expected this and nobody is sure what to do with her. She hopes you will assist her as a guide in the strange realms beyond Tengoku, as she slowly comes to terms with the fact she is an anomaly in the very system she takes pride in. At least, never having formally left Tengoku, she can still take her equally mystifying draconic shape.

Expect her to have a lot of questions for her "aunt" the Thunder Dragon, if she's nearby when the Thunder Dragon takes mortal form.

Phantom Crow Queen (100 CP): She is called Alecto in Yodotai, and Macha or Victoria in Merenae. They call her Broeneia in Thrane. This dread gaijin goddess is gladder of war than any creature of the Shadowlands, wields blood magic in ways that even the Oni do not fathom, and uses such unholy gaijin martial arts that Fu Leng himself would prefer to be…cunning and indirect, should they come to blows. Typically taking the form of a corpse-pale gaijin warrior-giantess with *disgustingly, un-Rokugani* voluptuous proportions, clad only in the blood of her prey and a cowl of crow feathers with a hood resembling a living giant raven's, nothing brings her ecstasy like perpetuating her nature: Glorious, bloodthirsty warfare in which the weak lick the boots of the strong, corrupt cities are put to the sword…and heroes are forged from adversity. Or so she would prefer. Shortly after slaughtering her own pantheon for threatening to commit a terrible gaijin heresy called the "industrial revolution", part of her power was sundered into a crown of iron wings banished somewhere to Rokugan. Furious that she has been diminished from a living eschaton to *merely* a nation-trampling mass extinction event, she has crowned you her high priest and ordered you to retake her power by any means necessary. Although violent, easily bored, and extremely *excited* by the sight of blood, upon learning about the code of Bushido this goddess has had *nothing but respect* for it and has decided to train you into her idea of the ultimate samurai. It is **very moving** to see so many strong men sacrifice everything to war as the ultimate trade and game. She also mentioned something about friendly thighs.

If you can somehow bring her to Toshigoku, you will find that she will quickly become the leading candidate to become its champion-possibly even mistress. Strangely, even though she gleefully join in the slaughter, Toshigoku will actually start *redeeming* souls back into the kharmic wheel. Ironically, she ultimately presides over a particularly merciless principle of preservation and growth through relentless adversity, in contrast to how one of her peers would ultimately usher in renewal through total destruction.

Drawbacks

Across the Kharmic Wheel (+ 0 CP): The formal timeline of Rokugan spans 1200 years, with humanity existing for approximately 100 years before the Imperial Calendar was properly codified. In that time there have been both wonders and horrors: The Great Bear's betrayal of all humanity but particularly the Crab to whom he owed fealty only to form a misbegotten alliance with the Shadowlands. The Gozoku alliance of Crane, Scorpion and Phoenix that kidnapped an Imperial heir and installed a pliable regent. And both the ascent of Mirumoto Hitomi as the new Lady Sun following Amaterasu's grief-stricken suicide, as well as her own sacrifice. And yet, the elder races of this world recall empires that lasted far, far before humanity's creation.

You may choose to begin at any point of time between the unimaginably distant past when the Five Races came together to create the Mortal Realm through their combined magic (or whatever you assumed happened instead) which took place *long* before the heyday of the Naga and Nezumi, let alone the creation of humanity. And the end of Legends of the Five Rings 4e, right as Iweko the 2nd ascended the throne in the year 1200, and the clans of Rokugan had finally begun to look towards colonising beyond their borders.

Break the Wheel (+ 0 CP, cannot be taken with Across The Kharmic Wheel): This is just conjecture, but have you ever wondered how history would have proceeded if something had gone against fate's inscrutable design? What if Togashi had used his foresight to prevail in battle against Hantei, reigning over an empire of mystery and mystique? What if Fu Leng had actually won, ushering a thousand years of darkness? What if the Toturi Dynasty hadn't collapsed, Rokugan had undergone the mysterious "industrial revolution", Iuchiban had returned at the height of his power or ideological differences tore Rokugan apart? Choose this, and you may start during the alternative circumstances proposed by one such divergent continuity.

Seal of AEG, Binding of FFG (+ 0 CP): So uh, remember the time that the **literally religiously polite, suave Crane Clan** ended up descending into bloody infighting? Um, uh, uhhhhh shapeshifting ninjas possessed by the Lying Darkness. *Yeah.* The Crane Clan is understandably embarrassed by this absolute stain on their reputation, and deeply appreciates anyone from the other clans pretending it never happened. For that matter, isn't it strange that even the zealous Great Bear of the Crab Clan could even *fathom* **allying with the Shadowlands** against the rest of Rokugan? *It's almost like his actions were guided by minmaxing gamers aggressively fielding demons in a card game competition.* Or like how the Mantis Clan were ridiculously successful in absorbing minor clans and blackmailing the Imperial throne (at a time when FU LENG'S DARK FORCES were about to destroy all of Rokugan) into giving them legitimacy, *as if David Williams coming in among the top 8 players of the 1998 LotFR World Championships required ridiculous leaps in storytelling to justify?* Or how devastating Kali-Ma's rampage across Rokugan was despite no prior involvement in the region. Coincidentally, right when an unaligned deck overran a tournament bracket. Or the Spider Clan. Everything about the Spider Clan and the way the deeply honourable Emerald Empire was suddenly just forced to ignore the fact that some of

their peers were visibly decaying undead monsters covered in blood boils. **But especially Daigotsu, who doesn't have to**.

That's not even getting into how much of this world's history is left open to interpretation as folklore, historical record, allegory, inter-edition retcons or something in between. *The point is*, feel free to interpret any such ambiguities in the setting one way or another. And to mitigate, reinterpret or flat out deny the more *absurd* events in this world influenced by out-of-universe factors into something else-as long as it is more sensible and logically constructed than the original outcome.

What Lies Beyond (+ 0 CP): 10 years can be the greater part of a fighting man's career, but less than an eyeblink to an immortal spirit. Why not take the slow path to enlightenment? You may extend your stay in this world up to ten thousand years, more than enough time to see the rise and fall of ancient civilisations as well as humanity's journey past recorded history.

Antisocial (+ 50/100 CP): The presence of others you are not already close to makes you uncomfortable, like a crude stone falling into a still and tranquil pond. For 50 CP, your preference for solitude merely makes you somewhat brusque and rude. For 100 CP, you risk lashing out, gravely worsening your social life here.

Ascetic (+ 50 CP): Material things bore you, from fashion to lands, and this minimalist attitude will shape your life here. On the one hand, it's a fine start for a monk seeking enlightenment. On the other hand, expect to struggle to keep up with the very-much-material troubles of politics and warfare.

Ill Omen (+ 50 CP): There is something that marks you as an ill omen. A discoloured eye, a birthmark, something that makes many believe your presence invites evil spirits. A gaijin name, like Jaghatai or Vasquez or, gasp, *McSweeney*. Or something along those lines. Not all of Rokugan is equally suspicious, and similar prejudices can and have been overcome in the past. Still, not a great first impression to make.

Vice-Ridden (+ 50 CP): Hah? Greedy?! When has that ever stopped the Mantis Clan? Lechery? Why, you've never heard of an off-duty samurai held to account for that ALONE! Let's party like Hantei the First still lives! You like your drink. You like your dice. You like your women. Or you like all three. While far from career-ending, it isn't great for your reputation, and all that frivolity can't be good for you in a place like this.

Dark Secret (+ 50 CP): There is something horrible in your past that could bring ruin to you from all corners if revealed, and demand seppuku or even execution if revealed by public society. You are a member of a profane conspiracy. Your venerated ancestor was actually 3 goblins in a kimono. You own a Fu Leng dakimura (this will likely disgust Fu Leng, who appreciates true faith over craven grovelling, most of all). The good news is for now, only you know this secret. The bad news is, Rokugan is full of those who make it their business to learn all they can about people.

Unknown Enemy (+ 100 CP): Shortly after arriving, you receive the following haiku by carrier pigeon: “Against dishonour/A blade swings, with clear intent/Towards your bare neck”. Someone in a Great Clan (never your own) hates you enough to declare a blood vendetta of sorts. You have no way of knowing if it is a treacherous Scorpion, a conniving Crane or an eccentric Dragon-although if it is a Matsu, you can probably tell by the way an angry woman runs at you screaming with a sword in hand. Whoever they are, they are in good standing with their clan, well-trained, and inhumanly determined. Not quite a daimyo or even commander, but certainly someone with a promising future they would happily throw away to see you dead. Perhaps you should find out *what* you did to be so hated?

Secret Love (+ 100 CP): At least your anonymous rival was polite enough to announce the beginning of your feud. Someone, somewhere is madly in love with you-enough to try sabotaging any romantic interests you have. This can have obvious disastrous results for any kind of political career. Your stalker is quite possessive and disturbingly capable too, disrupting your other plans and moving onto platonic connections if you don’t pay enough attention to them. The simplest solution is to just marry whoever they are, but first you have to find out *who* to declare your love to. If things work out, feel free to take your new spouse with you as a companion in the next jump.

Black Sheep (+ 100 CP): It is not uncommon for even the legends of Rokugan to fall out of favour with whatever in-group they nominally call their own. You have not *quite* been cast out by whoever would normally be considered your faction, but you are no longer welcome in your own household and maintaining proper relations with them or accessing their resources will be much harder. If taken as a Drop-In, you have recently done something extremely controversial in public on the level of calling the Emperor a baboon in human’s clothing, and news of that has rapidly spread to nearby provinces.

Ronin (+ 200 CP): You are a wave-man, a masterless samurai, or some hick with a sword pretending at that level of prestige-and this fact is somehow known far and wide, in Rokugan. This is a fate worse than death to many samurai both because of the dishonour both leading up to such status and the dishonour required to survive on the road, but sometimes a warrior has just enough to live for that eking out a living is better than meeting one’s ancestors without any accomplishment at all to their name. Life on the road is fraught with danger, humiliation aimed at those existing outside the Celestial Order without even the nominal protection accorded to the unclean *eta* by their ruling Daimyo, and competition from your fellow ronin. To some, however, the freedom to choose one’s path in life is worth it.

Even if you are not a human samurai, you have achieved a similar reputation for disrepute, dishevelment and danger amongst your species. Even if you are not an Abomination among the Naga, they will hesitate to interact with a caste designated as expressing the race’s violence and opportunism, for example. There is one exception: The Oni are already spirits of remorseless vice and gleeful destruction. **If you chose the Oni background, you are ostracised due to a rumour of awakening to justice, and bearing compassion for the peoples of Ningen-do.** The only unforgiveable mindset for a race for whom transgression is like breathing.

Yogo Curse (+ 100 CP): How tragic. A bitter curse has been laid upon you, fating you to betray the one you love the most as the first Yogo was cursed by Fu Leng himself. You are fated to clash with none other, but no matter how you struggle you *will* find a way to lay low everything they hold dear in this world and slay them-whether by accident, or even by supernatural forces subverting your agency somehow. You can of course evade this curse by simply choosing not to love anyone…which is its own curse.

Brash (+ 100 CP): Your honor? Infringed?! Duel! NOW! You have a notoriously short temper even by Rokugan's often-militant high society, and are quick to answer anything perceived as a threat with steel. When those more qualified than you take a role you deem more deserving for yourself, you would physically pummel them out of the way. You would reject *a god* if they gave you terms you did not agree with. In short, Matsu would be very proud if you were her descendant.

Cursed by the Realm (+ 100 CP): Somehow, you have angered an actual spirit realm. It is naturally difficult for a thing so vast and cosmologically fixed in place to actually get revenge on you for this, but nonetheless all that pervades from that spirit realm is now tilted against you. Your sleep is haunted by nightmares that make rest difficult. The gaki and hungry dead or trickster spirits pursue you ahead of any other available target. Destiny invokes slight misfortune whenever you oppose a spirit of any kind. The Celestial Heavens, deeming you unclean, greatly blunt all your efforts while within their temples. And so on, and so forth. Certainly this spite has little effect outside the realm's domain, but do you really want to spend all your time avoiding a particular aspect of reality?

Wrath of the Elements (+ 100/200 CP): There is element you are opposed to. Either because something about the balance of your soul is anathema to Air, or Water, and thus the physical traits associated with that element are weakened in you slightly. Or because you have gravely offended the Kami of that element somehow, ensuring all spells of fire by you are more difficult to raise-and perhaps, those wielded by others strike you harder and more unerringly. For 100 CP, choose one of these effects. For 200 CP, you suffer them both.

Compulsion (+ 100/200/300 CP): There is a compulsion in you, a habit, a psychological inevitability as inescapable as the sun rising or men deciding to blink. For 100 CP it is something on the level of being psychologically incapable of telling a lie, and having to fight down the urge to correct any lies you're aware of in your presence. For 200 CP it is something both broader and more defining for your behaviour. The belief that raw physical power is the only authority you respect. A lack of respect for the opinions or desires of others. Insatiable appetite for knowledge and understanding of all things, no matter the cost. A sense of perfectionism so stringent, you would feel deep discomfort for failing to eat rice optimally.

*What a curious coincidence that **all** the latter examples are textbook tenets of the Way of Victory, which exists to seduce samurai away from bushido.*

Alternatively, such a compulsion may take the form of consistently failing one of bushido's tenets. Being a reflexive coward, struggling to muster compassion or falling in battle quicker from an intrinsic lack of faith in one's duty.

Finally, for 300 CP your compulsion defies all logic and impedes your success ways that baffle imagination. The only fitting comparison to your behaviour is the fact that Fu Leng has been thwarted by mortals from conquering Ningen-do and later Tengoku 3 times, due to a combination of overconfidence and failing to understand the full measure of his opposition. That he continues to try, and eventually somehow ends up in a position so bad *he ends up sacrificing his life for another,* is a testament to the fundamental overconfidence that led to him embracing his title as the Dark Kami in the first place.

Moto Curse (+ 200 CP): How bleak. A spiritual weakness has been laid upon you, making you extremely susceptible to the Shadowlands Taint. It's not guaranteed to make you succumb with the first brush, but you are far more vulnerable to its progression than you would otherwise be. Normally, this curse would be limited to the Unicorn clan-but unfortunately Jigoku seems interested in you as well.

Crippled (+ 200 CP): An eye, gone. An arm, chopped. You've lost a body part in war, as part of a curse, by feeding it to a horrific monster, or so on. And the flow of kharma has ensured that *any* attempt to replace it will bring further complications. It may even be successful! Just expect that magical prosthetic to start corrupting you due to some elemental force, or your eye to only be regained through the sacrificed of a loved one, or so on.

Lingering Misfortune (+ 200 CP): The Wheel of Kharma spins against you. You know not when. You know not how. But at *one point* in that jump, you will fail while trying to accomplish something important in *extremely* disastrous fashion. This is only one catastrophe, and not necessarily lethal. But it's the kind of calamity that ends as a cautionary tale among the Great Clans while discussing their less fortunate ancestors.

Bad Health (+ 200 CP): Alas! Was it too much time in the Shadowlands? A rare and incurable disease? The disfavour of a fortune? The rare and poorly condition known as "epilepsy"? Whatever the case, you suffer from a vague medical condition that renders you weak and susceptible to illness and injury. It doesn't risk your life *actively* or will never kill you *directly*, but you're much more vulnerable to physical harm than you would otherwise be. Expect curing it to require rare herbs, less common magic than most of the Great Clans are familiar with, or similarly difficult to access things.

Blackmailed (+ 200 CP): Ah yes, you appear to have received what can be called the Scorpion Handshake. Someone has found a dark secret of yours, if not some deep emotional tie in this world than something that would be politically disastrous is revealed. Periodically you will be contacted and required to fulfil certain tasks. Whoever they are is at least a professional in the game of politics, and while costly or challenging the deeds you will be called to do will never be unreasonably or utterly degrading. Still, does a feeling of a boot on your neck feel nice, *honourable one*? Needless to say, your blackmailer will feel considerably more leeway to be demanding if this is taken with Dark Secret. Better find out how to silence them and whoever they may be supported by soon.

Lord Moon's Curse (+ 300 CP): You are scorned, or perhaps *excessively favoured*, by Onnotangu. So much so that even if Lord Moon were to be dead at your point of entry, his vanquished spirit somehow continues to influence you from beyond the grave. Whenever the full moon rises, without great willpower you lose total control of yourself, and act as if…well, as if directed by an obsessive moon god with bitter jealously for anything that could steal his wife's attention and utter contempt for the rest of creation. You will at least not die, but when you wits return the next morning you will never know what horrors you might have committed. This curse cannot be removed unless you either murder the moon; if Onnotangu is currently dead, this gives you the unenviable curse of tracking down his reincarnation. On the plus side, the insight of a god's touch into the universe's workings is bonafide! You gain greater spiritual strength on a full moon. *Perfect* for trashing the world even more with…

Idealistic (+ 300 CP): You have possibly the worst disadvantage in a world like this, far surpassing the madness above-an utter and sincere adherence to the code of Bushido, and a hopelessly naïve view of the world and how things work. You have impossible standards that only the likes of Hantei himself could live up to, and you beat yourself up over not being able to honour your lord *and* save all those peasants he explicitly told you to kill. Every loss of honor is like a knife to the gut for you, and given the choice you would even spare Fu Leng himself if he was denied an honourable death in combat.

This may obviously not be taken with any interpretation of Compulsion that compromises your belief in Bushido.

Curse of the Seven Fortunes (+ 300 CP): One of the seven gods who presides over mortal affairs has found your behaviour unacceptable, and consequently laid a dire malediction upon you. The Fortune of Romantic Love has utterly forsaken you, and others find your company unpleasant. The Fortune of Strength finds you offensive, and thus denied you much of your might. Or perhaps, the Fortune of Happiness just doesn't like you-and thus in all your endeavours, you are *fundamentally dissatisfied.* The subtle yet profound effects of this curse aside, others can dimly sense the malice of a god upon you. All sentients being you meet are more reluctant to get close and risk sharing it, and it's harder to use the magic of this world when the Kami themselves are more disdainful of you. If you want to lift this curse, prepare to either fight your way through Tengoku and murder a Fortune or perform a miraculous feat within their domain to impress them into regret.

Dark Fate (+ 300 CP): There is a destiny of grave darkness in store for you in this world, one that will be spoken of in hushed dread. It will compound suffering upon you in a way that will make you lament that you were ever born before the end. Perhaps you will give your name away to a sadistic Oni, or perhaps you will be banished and imprisoned in a spirit realm you find abhorrent. Perhaps you will be instrumental in allowing the foreign Yodotai empire much greater success in conquering Rokugan than they would otherwise experience, willingly or unwillingly-and more importantly, others will definitely learn of your participation. Perhaps you will face a ludicrously fortunate foe, one who repeatedly cheats death and seems to have whatever he needs come into his life-romance with powerful and deadly women, powerful artifacts from lost civilisations, the favour of the gods and the

chance to surpass them himself. Destiny itself wills that you face this dire calamity, whether you survive it or expire facing it. Once in a while, lethal events conspire to leave you on the brink of life instead…solely to make sure *your suffering will be even more exquisite.*

Touch of the Void (+ 300 CP): In an instant, you became one with everything…and being one with everything, you may as well have been nothing. The universe itself accepts the offering of all that makes you meaningfully discrete in exchange for propagating new possibilities. Now you have no supernatural powers whatsoever, save those bought in this jump. The universe is fair but firm in there being a cost for all boons; should this be the *first* jump in which you've gained supernatural power, all mystical and spiritual powers will cost much more to use. Everything from conventional spells, to using Bushido to your advantage in combat, even attaining enlightenment at all. As if your soul is farther away from the rest of your being, paying back a loan.

"May you live in interesting times" (+ 600 CP): This curse of the Lion Clan has fallen upon you, and it is the direst of them all in this world. For through it, destiny will ensure you will play a pivotal role in *all* the major events this world will see, all of which operate *vastly* above the level of a typical L5R game, enter the realm of clashes from Rokugani myth, *and potentially escalate beyond them.* Those you befriend will be sought out by the Lying Darkness as pawns in its scheme to destroy all of existence by turning Rokugan against itself, or else Iuchiban will seek to use them as his host. The Nezumi will learn of a prophecy that only with you fighting next to them in the Realm of Dreams can Tomorrow be defeated. Your political career will see the Lion and Crane demanding you pick a side in their power struggles, or leave you on the front lines when the gaijin invade. Shinsei himself will manifest to declare Fu Leng's invasion of Tengoku can only be halted by your direct intervention, then leave with no further explanation. And so on, and so forth, until escaping your destiny will be just as challenging as fulfilling it. Don't think starting after the conclusion of the L5R storyline by the end of 4e will help you evade this, by the way. This drawback ensures comparable upheaval will exist as long as you're here.

Scenarios

All scenarios can start and be completed at any time during your stay, although in-character there is no telling when one begins. **Enlightenment** and **Master of Evil** can be taken with either of the other scenarios.

Enlightenment (No prerequisites)

One random moment at any point in your day, you came across some sort of omen that got you thinking. A butterfly darting at its reflection in a pond, a disgruntled magistrate leaving a Dragon fortress. Maybe even the figurative frog helping a scorpion to cross a river, with predictable and tragic results. And it got you thinking: "What *is* enlightenment, really?"

Your quest, should you choose to accept it, is to find out. Once again, the threat of death as a failstate is waived for you **until** you have reached your goal or the jump ends. Reincarnate as often as it takes, until it is done. Or be forever burdened by your failure.

If becoming a god is open-ended, enlightenment is a true mystery. There are countless sects that each claim to know the true way among mortals, and yet the Brotherhood of Shinsei cannot even decide if enlightenment is an outward-facing attainment gained from knowing the world like the back of your hand. Or an inward-facing one gained from disengagement and silent contemplation.

Shinsei taught that the greatest obstacle for enlightenment was attachment. He also said it was open to all mortals. Perhaps in that case, seeing a binary between the approaches is itself an obstacle.

So follow one of those faiths. Or follow none. Or ask a random kenku on the road. If all truly is one in the Void, then it's all the same in the end.

The first stage of enlightenment is said to be a gradual insight, often related to the inherent emptiness and falsehood in all ephemeral experiences. The second is compared to *opening one's nature,* striving for a better understanding of reality in its fullness. The third, called *daigo,* is final. Absolute.

Your reward for attaining true enlightenment is

…

Oh, you expected something *definite?* Alas. Enlightenment is not something so neat and tidy as to be pigeonholed into one concrete thing. There are many different interpretations by both the faiths of the Brotherhood, and by other scholars. **Feel free to discover any of them are correct, or make up something comparable.**

Here is what is known about the *sennin*, those on the cusp of true enlightenment yet remaining to guide others. Having mastered the wheel of kharma, they can manually choose to be reborn while retaining the memories and spiritual progress of their past lives. It is also definitely known enlightened souls are utterly immune to both Taint and the damaging effects of the magical materials. **You are capable of all the above.**

One possible interpretation of attaining *daigo* is **noshin.** A state where liberated from the cycle of life and death, one ceases to have a physical form and vanishes from reality-becoming one with the Void. **Consider this interpretation to be an option to end your chain here, attaining your Spark in a moment of transcendental oneness with reality-in harmony with yet set aside from all things.**

But if that doesn't turn out to be the case, hey-enjoy finding out your faith was right after all! And at least the profound **peace of mind** this state brings should make the next jump more pleasant.

Fortunate Son/Daughter (Requires a background where you are human)

One radiant morning during your stay in this world, you wake up early to find the sun's rays peeking over the horizon. For a moment, you catch a glimpse of it: *Tengoku.* The summit of the kharmic cycle, the pinnacle of all that gives existence meaning and purpose. You understand the *what, when* and *how* of it all, for a split second. You see, just briefly, why the self-denial and virtuous agonism of Bushido is *worth it in the end.*

And *you want that*. Perhaps exposed to so much virtue, you can't do anything other than aspire to be worthy of it. Perhaps you think Heaven is, at last, a worthy mirror to see the reflection of your own greatness in. Or perhaps you just saw a lovely maiden (or a handsome bishounen) of divine lineage, and fell quite hopelessly in love.

Regardless, for the duration of this self-imposed quest, the failstate of death is waived for you **until** you reach your goal or the jump ends. The scenario is simple yet profound: Become a Fortune, a man-made-god. Take as many reincarnations as you needs; even if all else fades, you will remember your goal. Or do it in one lifetime, if you really think you can.

Much like enlightenment, there are many roads to godhood. None are specified for you; walk the path you must, to reach Tengoku.

Those who live virtuous lives, do right by the code of Bushido, and serve their Emperor, lord and nation with distinction receive the favour of the Kami. Such men earn the regard of the Kami, and possibly of Fortunes already ascended. And thus the Celestial Dragon, guardian of the path of immortality, lowers his tail for them after a life well-lived (preferably having died honourable in battle). Otaku Kamoko, who some say was escorted by Shinjo personally, and Yoritomo, were two very different individuals. In their own separate ways, they lived gloriously and honourably enough for the gods to welcome them among their ranks. Those touched by divinity in life, such as the Oracles who represent the Elemental Dragons, often ascend from exposure to Tengoku's way of being.

Those who sit upon the Emerald Throne can also elevate others, simply by Imperial decree, to Fortunehood after their deaths. Those who deeds resonated enough to gain the Son of Heaven's approval are recused from the usual flow of reincarnation, and sent soaring to Tengoku.

There are stranger methods. It is said by some that Emma-O was once a monk determined to achieve enlightenment through 108 years of continuous meditation. A roving band of bandits disrupted his focus on the last year, enraging him, then severing his head. Such was his strength of spirit that he reanimated his corpse, hauled their spirits into Meido, and became the Fortune of Death through sheer outrage. Perhaps the gods cannot help but recognise one who has embodied a facet of reality so thoroughly.

There is one more method, absurd in its audacity: To simply challenge a god to a formal duel, as practiced by Hantei and his brethren, and prevail. This is far easier said than done. As in any duel, the challenged has an absolute right to refuse-and what does a god care if a mortal tries to shame him? It is not impossible, but requires greater schemes than sheer boldness. Lord Moon, for example, accepted a duel with Hitomi in part to reclaim the traces of his being she had gathered from the mortal world.

Your reward for this scenario is of course **godhood as a Fortune**, your spirit immortalised and rarified by Tengoku's spiritual splendour. The level of power you gain will be unpredictable and dependent on how you claimed it; the Fortune of Housewives is *generally* considered to be less powerful than Lord Moon, for example. Still, a god is a god. More importantly, to honour your journey away from this world, Tengoku itself will manifest for you **a Rokugan province-sized section of itself populated with a standing army of Kami and Fortunes matching any of the Great Clans in number, suited in nature and capability to serve you.** You may only have ***one*** **Elemental Dragon-level being** in your entourage though, who will be manifested as a sort of divine steward to oversee what order you see fit to impose for the rest of existence. For that is Tengoku's nature: To not just embody the pinnacle of all creation, but radiate it for all else to aspire towards. As the acting authority of the heavens in other worlds, you may dictate other conditions for worthy souls to ascend as gods. Slowly, subtly, as more souls embrace its principles, join it as gods, and *by definition* it must expand to be a place worth of their majesty, **this place may grow in scope and majesty**.

Try not to give the poor dragon too much stress about an increasingly arbitrary celestial order ~~unlike the divine authorities of this world~~

Celestial Traffic Jam (Requires a background where you are NOT human)

As the sun sets, the shadows lengthen, and the liminal exchange of power between sun to moon begins, *a great rift opens up through reality.* Out pour thousands of mostly confused, sometimes furious, and often violent spirits. As you peer through that gap into one of this world's spirit realms, you gain a flash of insight into what has happened: Something fundamental has shattered in the cycle of kharma, the machinery of the cosmos has shuddered, and as a result spirits are pouring into the mortal realm where they should not, *must not*, go.

It is *not* the War of Spirits, in which a prior conflict near a relic of the ancient races resulted in violent ancestral spirits trying to retake their place in history. The culprits are *not* a tyrannical deceased emperor and his cronies. But the conflict is of *at least* comparable scope, and has the potential to be far more dire depending on which realm's spirits are involved.

Your quest, should you choose to accept it, is to end this conflict on *your terms*. Investigate the circumstances of the rupture; it may have been a rogue god or a cunning feat of blood magic that ruptured the realms, rather than an artifact. You may be facing a loose plague of tricksters, or a rampaging horde of destructive wraiths, rather than any Hantei's deceased armies.

Two things are certain: Humans, the catalyst for change among all the spirit realms, are *heavily* involved one way or another. And this time, it is *not* Jigoku's fault. For Jigoku invading another realm, however distasteful, would simply be the natural order of things.

Inevitably, the conflict will result in the formation of a new realm. Much as Maigo no Musha, the Realm of Thwarted Destiny, arose naturally to shelter those slain by ancestral spirits and therefore did not die their natural deaths. These lawless killings will skew fate some other way. A new plane of existence will arise, one roughly the size of a province-but capable of growing through bloodshed, reverence or simple population. Much as Maigo no Musha could have either become a realm of endless despair or boundless hope, you must enforce the vision you desire through strategy, ideology, and of course military supremacy.

It bears repeating: He who defeats all comers, plants his flag in a place, and dictates matters for the survivors is righteous, in the eyes of Tengoku. The gods themselves settled such matters with duels, after all.

Your reward for victory is **being assigned lordship of the new realm by celestial decree.** Mortals, having instigated this whole matter (whether by the misguided actions of some very unwise but capable lovers, the schemes of the Kolat or Gozoku, or even a particularly power-mad Emperor, or some stranger organisation), are naturally excluded from consideration-but your own prowess was sufficient to honourably accord you the spoils. The place may start a bit more barren than a slice of Tengoku, **but over time it will naturally generate spirits befitting the realm's nature and purpose.** And more importantly, **it's a place defined by what ideals you sought to bring it** rather than the strictures of Tengoku, **and may innovate different phenomena, artifacts, entities and principles than what is encompassed by Tengoku's existing order**. Should Sakkaku have clashed against Ningen-do, your reforms

and remonstrations can determine whether a Realm of Criticism arises to harshly correct the trickster spirits. Or a Realm of Mourning exists to teach them the consequences of their more violent pranks. Regardless of what happens, you can certainly **determine the conditions under which new souls can join the realm** and their participation in it will **gradually expand its scope and majesty.**

It is neither the pinnacle nor the nadir of creation. But perhaps it means more to you than that: Your own finger on the cosmic scales.

Master of Evil

The pit looms up at you. The howling of countless Oni from its depths resounds, like the eruption of steam in a kitchen. Noxious fumes that taste like the incineration of hope drift up in your face. Beyond their billowing there is nothing but formless chaos. A maelstrom of pain and suffering, where corrupt spirits are tormented endlessly for their sins in life. It is not enough. It will never, ever be enough. The ceaseless hunger, the incessant urge to dominate, the churning of the Taint-the very will of Jigoku to reach out and corrupt all other things like Shadowlands laps at you, like flames towards raw flesh. And you hear the very will of the realm itself speaking to you:

ALL THIS COULD BE YOURS.

YOU NEED ONLY TAKE IT.

You wake up in the dead of night from this nightmare, with two abject certainties: "Jigoku" is just a word, the reality is much. MUCH. Worse. And anyone could become its champion.

They just have to prove worthier of Jigoku's regard than Fu Leng. That's your mission, should you choose to accept it.

The most obvious strategy is to kill Fu Leng and take what's his. That's easier said than done. The Dark Kami commands legions of Shadowlands creatures, and the bulk of the Oni. Some of the latter have fought and slain the Kami siblings in lone duels. The Dark Kami himself is quite the opponent too. When he unleashed himself into Tengoku armed with Emma-O's weapon, he slaughtered gods far older than him as well as multitudes of lesser deities as a master warrior cuts down peasants. Only the timely arrival of those who defeated him in life as well as his own foolish underestimation of his own champion thwarted him-diminishing the faith empowering him just enough for the defenders of Tengoku to beat him into a retreat. Nonetheless, he remains formidable. The combined wisdom, might and mystical power of the Kami siblings proved unable to overcome Fu Leng and his armies until Shinsei's timely arrival, just as all hope seemed lost when Fu Leng possessed the Emperor…until Togashi revealed himself willing to die so that his spirit could be bound to the mortal.

Perhaps that is Fu Leng's only true weakness ~~other than being ganged up on by seven designated human protagonists~~: He understands Jigoku and its principles all too well, but little of the reasons why mortals and gods like might choose to lay their lives on the line for something greater than themselves.

The reward for that would be being anointed as Champion of Jigoku. Henceforth, in other worlds, you may draw upon a great reservoir of Taint. Enough to preserve the powers of a god fallen from Tengoku-and uplift you to that level were you lesser than that. With this literally godlike power over the very spiritual essence of evil you could create vile new races, break heroes into vessels for your will, create artifacts capable of sundering the gods themselves or spreading your dark miracles to other mortals, and other feats limited only to your imagination. Though be warned: Jigoku is a fickle master, and being meaningfully defeated by another malevolent entity will strip you of this status. Forever.

There is, however, a more ambitious goal.

You would need the means to wrest control over the power of more than a god. All of Fu Leng's divinity, *plus* enough to defeat him in single combat. Such a feat beggars imagination, but those curious and heretical enough to explore the gaijin nations will find many have *no shortage* of sealed or otherwise weakened divinities. And that Rokugan has several artifacts that can cleave divinity, steal it, and otherwise manipulate it. Here in Rokugan, some say, the gods trained men to slay them.

And there is an even more audacious possibility that would require eons of patience and devotion. Fu Leng is many things. Prideful, consumed by wrath, a consummate sadist who brooks no disrespect, intolerant of mortalkind. But though he would NEVER admit to such weakness, Fu Leng…craves the bond of camaraderie that he feels he was denied when his own siblings abandoned him to Jigoku, despite the sacrifice he made to deny the Lying Darkness his beloved sister Shinjo's name. Misguided thought it may be, seared by Jigoku's bottomless malice though his divine soul is, and despite the fact he is the literal proponent of selfishness as a philosophy, in his heart of hearts Fu Leng truly desires not just a worthy instrument of his will-but one who can reciprocate his trust. Not as a lackey, but as the brother or sister he never had.

Perhaps the greatest hurdle here is that Fu Leng, of course, cannot even imagine such a thing. Not without *at least* years of diligent service from a remarkably capable mortal.

It would be wise(?) to start this before Daigotsu's birth, but it *is* possible. Do the Dark Kami's bidding, embody his code without turning against him, be faithful to him without being incompetent or asinine, and he will feel something for you he likely never even felt was possible from himself: Love, pure in its own way as the radiance of Tengoku he yearns to embrace again someday.

For one he can truly call brother and son, or sister and daughter, in the right circumstances Fu Leng would hand over his own divinity without hesitation. To see them enthroned in a way even he cannot attain.

But whether you do this by force or the strangest of bonds, your reward is not merely being champion but ***MASTER* of Jigoku.** The Realm of Evil itself will bend utterly to your will and the divinity you hold-allowing you to change things about it so fundamentally, you can shamelessly appoint your friends and family as Dark Fortunes: Deities defined by Jigoku's wickedness rather than Tengoku's virtues, though not necessarily any less loyal to you,

personally. **By definition, you now wield power surpassing the gods themselves**, having gained the divinity of a being who fought Tengoku's forces and nearly won, as well as the essence of one who could overcome him. **Further bolstered by the support of Jigoku's spiritual energy**, there is nothing in this world that can stand against you. Of course, **Jigoku itself will follow you on your journey,** tearing itself free from its place in the Celestial Order. Jigoku is not Tengoku. It does not purify or exist in harmony with others, it neither creates nor innovates. All it does is sprout monsters and corrupt things, having formerly left the matter of innovation up to its champions lest its foes grow wise enough to seal it away forever. Even as Jigoku's lord, you cannot simply declare the whole place *good.* But with your great authority over *how* and *when* it expresses its evil, you could withhold the Taint from entire worlds or even reduce it to an actually stable energy source for all manner of things…all the while still condemning the wicked to its embrace, of course.

Perhaps this too, is an expression of Shinsei's wisdom. Jigoku itself certainly shows no resistance to being dominated. And why *should* it contradict the exemplar of its own profane principles? Why *should* Jigoku complain about being violated and dictated terms to, when much as being given a name and soul completes an Oni, having evil inflicted upon it provides a reference point for its own corruption?

As an aside, Jigoku and Tengoku are meant to exist in cosmic equilibrium. If one conquers the other, a replacement is meant to spontaneously come to be. Tengoku's authorities know this; to the best of anyone's understanding, no being of Jigoku does.

The consequences of Jigoku itself tearing free of the Celestial Order are unknown, but probably catastrophic. This too, is likely one more reason why Jigoku is happy to go along with it.

Ending Options

Kenshō (Go home): The inherent emptiness of things. The falseness of the Self. You have looked upon the ephemeral, meaningless desires that have driven so much conflict in this world. And have found it wanting, whether in disdain or sorrow. You will go home, with all that you have collected. You will find greater purpose in being bound to none, than some do living and dying for honor.

Bushido (Stay): The code by which all things abide by, or else define themselves in opposition against. But much like a shadow cannot be cast without light, nor light have meaning without the darkness, so too are Jigoku and Tengoku held in such balance that even if one were to utterly defeat the other. Another Hell or Heaven would arise. You will embrace this cycle, for good and ill. If you imposed your will on this world to a degree comparable to the Emperor of Rokugan-whether as an enlightened sage, an inhuman conqueror or simply a successful contender for the throne-gain 1000 CP to do with what you will.

Satori (Move on): The opening of one's nature. The true beginning of wisdom. You are not satisfied with the initial insights into enlightenment this world alone can provide. In the blazing radiance for which this world's doomed gods are merely shadows, in greater celestial orders, you will glean a truth more profound than any inescapable bound to corruption from this one. If *daigo*, final enlightenment, exists. Then surely it cannot be found in a world where history is written by ~~card tournaments~~ the inane wars of mortal men. The next jump awaits.

Notes

This is a world of ordinary people swinging sharp rocks until they can achieve extraordinary things. Assume that any perk which mentions it confers great skill, might, spirituality, talent etc stacks linearly if it overlaps with any other.

Some schools are listed as belonging to multiple categories in the game, like Artisan/Bushi. You only have to buy one category's worth of purchases to access those, as long as the school was categorised amongst either of them. To the extent it matters, in your backstory which category you chose reflected the *approach* and *purpose* of your training; while you retain all mechanical advantages, holistically your discipline may have skewed more towards combat application, sheer technical mastery of the craft, mysticism, or social impact.

Yes, you can choose to be simultaneously deficient yet proficient in the same aspect of Bushido or Shourido. This concept was in fact floated in the corebook, and while caution was advised it was ultimately presented as an option. For similar reasons, you can choose to be equally blessed and cursed by a certain realm. In Jigoku's case, this may less indicate that Jigoku is *conflicted* about you and more that it is *really eager* to make you one of its creatures.

By and large, the magic of this world is comparable in scope if not process to the elementalism of the shugenja. While certain effects exceed loosely-defined manipulation of elements greatly, the same could be send of unique and miraculous effects that generally require more time and resources than is the norm for extremely proficient shugenja. Except for, again, the fact that with *very few* exceptions Void spells are the domain of humanity. There are, however, a few exceptions summarised below:

- Nezumi Name Magic is founded on the importance of history and premonition to the Nezumi peoples. The foundational technique, predating the more freeform manipulation of names, is the creation of a Memory Stick: A length of wood decorated with feathers or shiny things that functions as a literal conduit of the race's past. Novice Nezumi Rememberers can make sticks that confer the skills of simple Nezumi like clever builders or brave fathers, or obviate hunger for a week by holding the stick an hour a day to remember the bounty of a time of great abundance. In terms of spells, they can bend or bless a name to either confuse a foe or empower an ally in all endeavours, invoke the strength of their own Name to smite another, or completely heal themselves of all wounds, poison, illnesses and even hostile spell effects with a ritual dance. Adepts in this magic can make sticks that heal even great wounds with sticks preserving tales of resilience, sticks that can strike supernatural beings as if they were made of crystal or jade, and sticks that commemorate extraordinary shamans which enhance magical power in general. They can also summon the spirits of Sakkaku, cause two beings within 100 feet to switch places as long as the Nezumi knows both their names, and bless physically/mentally or curse socially/spiritually someone using their name. Finally, the greatest among the Nezumi magic users can make sticks that provide great protection against all Tainted creatures, sticks that confer the holder's own skills to others through the memory of a great chieftain, and

sticks pointing towards great treasure. It is at this level of proficiency that a Nezumi Shaman can also remove someone's Name, erasing all memory of them from others and slightly rewriting fate to attribute their deeds to strangers. Other feats include conjuring storms with a short dance, or extracting a nightmare beast (one roughly on the scale of an ogre of this world) to attack all foes indiscriminately. The ultimate Nezumi spell is simply to become one of the Transcendent.

- The Tsuno (a sort of corrupt spirit, formerly numbered among the kitsu) Soultwisters steal the power of spirits to accomplish their desires, which typically results in powers that twist the souls of enemies and allies alike to match the realms that they hail from. A novice Soultwister can wrack someone with hunger, imbue them with Toshigoku's bloodlust or enhance their skills with Tengoku's self-assurance. The greatest spellcasters among them can trap foes in their dreams, inflict bad luck or imbue themselves or another with the strengths of savage animal spirits.
- Void magic, as has been said before, is rare and limited to certain unique circumstances. Basic spells drawing on the Void itself can provide insight into the fundamental interactions of other elements, strengthen or banish reality itself to enhance or downgrade spellcasting, and manipulate items telekinetically. More advanced Void spells can directly strengthen others' spiritual energy, banish spirits, and catastrophically rend apart the underlying fundamental pattern of others. The most advanced Void spells can resurrect any slain within 8 hours, petition the Void Dragon (which knows all that can be known, in this world) for answers, and erase both living beings and contiguous objects form existence.
- Finally, while it can be purchased by any race, with the notable exception of a niche form known only to some of the Unicorn's foreign allies as mentioned earlier *maho* or blood sorcery is a sinister form of magic that can be cast by anyone who learns the incantations and spills blood to appease the corrupt kansen spirits who sponsor it. Keep in mind that it doesn't have to be your own, and unlike the other schools you literally just need to know the incantations rather than the well-rounded discipline and spiritualism that magic generally demands. This means that, in theory, a complete beginner could cast some of the deadliest blood sorcery spells in existence. Simple spells of this school can supernaturally worsen existing bleeding, cut off one's connection to the Void (or presumably, other supernatural forms) by mobbing them with kansen, or curse someone with dreams of committing sinful acts. More advanced spells grant a target (including the caster) invisible supernatural armour made of kansen, apply a touch that for 24 hours allows the dead to be resurrected as long as their corpse is mostly intact (though it inevitably inflicts Taint due to working by having kansen bring back the soul), and summon the dread Oni. The greatest known maho spells allow the caster to force their soul into another living being, and simply kill with a touch as if scoured by immense amounts of Taint at once.

If it hasn't been made clear by now, Daigotsu and every option related to that Sephiroth-looking motherfucker (so, the Spider "Clan" perks and the entire Master of Jigoku scenario) is ***not how things in this setting normally work***. Imagine if there was a Jedi who could use the Dark Side with zero side effects, a warlock in D&D that demons line up to beg for the privilege of making contracts with, or a guy in a normal setting who doesn't age or for whom the laws of gravity are optional. *That* is how much this absurd little man upends every nomic assumption about this setting to his own advantage and advancement that no other character, not even *the god he worships*, gets to. **Daigotsu is far from all-powerful and has in fact been deposed, weakened and gravely injured over the course of L5R's storyline**. Which somehow makes what he's capable of even more stupid than if he *was* some kind of Reverse Buddha or secretly a god. What I'm trying to say is to please, *please* don't assume the setting works like it does for Daigotsu because frankly it lets him live life on easy mode with only the flimsiest of excuses (how convenient the experiment to fuse a human with an Oni never seems to have been tried ever again…) even accounting for his unique advantages to degree that not even OTHER L5R characters whose lives are dictated entirely by the absurd results of out of universe player actions can match because *replacing the fucking sun and moon* is somehow less absurd than what he ended up accomplishing. If Gojo Satoru existed in L5R's history with his canon powerset, throughout Tengoku and Ningen-do he alone would be the Privileged One…with the sole exception of Hantei Daigotsu, of course.