

Legend of the Five Rings (b20) :: Standard Races

Race	STR	DEX	CON	INT	WIS	CHA	Languages	Racial Characteristics
Human							Either: Rokugani or High Rokugani If of noble birth	Additional starting feat +1 Skill points each level (and +4 starting skills)
Half-people (Heimin)								NOTE: Hinin stats show a lack of education and proper food This flaw may be removed if a baby is raised differently
Low-caste (Hinin)	-1		-1	-1	-1			They are also given the worst jobs, as such many are diseased
Ratkin (Nezumi)			+2			-2	Nezumi	Medium Size
Grasping Paw Tribe		+2				-2	Rokugani	Runs on All-fours (base speed 40')
Tattered Ear Tribe					-2	+2		Low-light vision (At night can see 2x human range) Keen Ears (+2 Listen) Scent (see DMG p81, sense 15'-60' when blind, track, etc) Pheromone (simple message; danger/oni/food/mine/etc) Claws (+2 Climb, d4 bashing damage) +2 Hide & Move Silently +2 Saves versus Poison & Disease Immunity:Shadowlands Taint (can not cast Maho Bloodmagic) May learn the feat; Improved Pheromones (12 word msg) May never learn the feat; Void Use
Third Whisker Tribe	-2			+2			Nezumi Rokugani	Small (¾ carry capacity, +1 AC) Runs on All-fours (base speed 30') Low-light vision (At night can see 2x human range) Keen Ears (+2 Listen) Scent (see DMG p81, sense 15'-60' when blind, track, etc) Pheromone (simple message; danger/oni/food/mine/etc) Claws (+2 Climb, d4 bashing damage) +2 Hide & Move Silently +2 Saves versus Poison & Disease Immunity:Shadowlands Taint (can not cast Maho Bloodmagic) May learn the feat; Improved Pheromones (12 word msg) May never learn the feat; Void Use
Crippled Bone Tribe	+2		+2	-2	-2		Nezumi Rokugani	Medium Size Runs on All-fours (base speed 40') Low-light vision (At night can see 2x human range) Keen Ears (+2 Listen) Scent (see DMG p81, sense 15'-60' when blind, track, etc) Pheromone (simple message; danger/oni/food/mine/etc) Big Claws (+2 Climb, d4 damage, count as armed attacks) Natural Armour (+1 AC) +2 Hide & Move Silently +4 Saves versus Poison & Disease +5 Bonus to resist Cold and Fire effects Immunity:Shadowlands Taint (can not cast Maho Bloodmagic) Immunity:Fear (incl. Magical fear and fear like effects) May learn the feat; Improved Pheromones (12 word msg) May never learn the feat; Void Use Levelling Out: This race selection counts as a level, eg. at level 1 a Crippled Bone Bushi would have to take the traits for a level 0 bushi, at level 2 the character would gain the benefits of level 1 bushi, etc
Asp Naga	+1		+2		+2	-2	Naga Rokugani	Large (Base move 40', 1¼ carry capacity, -1 AC, -1 to hit) Immunity:Shadowlands Taint (can not cast Maho Bloodmagic)
Chameleon Naga			+2		+2	-2		Hive Mind(Akasha): +2 Any Charisma based roll with Naga +2 Survival
Cobra Naga	-2	-2	+2	+2	+2	-2		-4 Animal Empathy, Handle Animal & Ride
Constrictor Naga	+2		+2		+2	-2		Levelling Out: Asp Naga Only: This race selection counts as a level, eg. at level 1 an Asp Bushi would have to take the traits for a level 0 bushi, at level 2 the character would gain the benefits of level 1 bushi, etc
Greensnake Naga			+2		+2	-1		Levelling Out: Constrictor Naga Only: This race selection counts as 2 levels, eg. at level 2 a Constrictor Bushi would have to take the traits for a level 0 bushi, at level 3 the character would gain the benefits of level 1 bushi, etc

Legend of the Five Rings (520) :: Clans (in the year 1158 ic)

House	Favoured Class	Starting Honour	Additional Class Skill	Starting Outfit (unwanted gear may be traded at 50% cost)	Notes / Daimyo (Lord)
Crab	 Hida	Bushi	2	Knowledge:Shadowlands	5 Jade Fingers & Ma.Tetsubo/Ma.Ono/Great Armour <i>3rd largest house in Rokugan / Hida Kuroda (bus 10)</i>
	 Hiruma	Scout	2	Knowledge:Shadowlands	5 Jade Fingers & Ashigaru Armour & Potion of Healing or .. 5 Jade Fingers & 20 x Ma.Arrows & Potion of Sneaking <i>all follow the Bushido Code / Hiruma Masagaro (sco 5/sam 2/rog 2/shadowlands veteran 6)</i>
	 Kaiu	Samurai	2	Knowledge:Arch & Eng	5 Jade Fingers & Ma.Partial Armour & 2 x Ma.Artisans Tools or .. 5 Jade Fingers & Ma.Partial Armour & Ma.Thieves Tools or .. May purchase a Light Catapult for 100 koku (crew 2, dmg 3d6, min rng 100', rng inc 150') <i>Kuni Tansho (f) (shu 10)</i>
	 Kuni	Shugenja	1	Knowledge:Shadowlands	5 Jade Fingers & 2 x L2 (Earth/Fire/Water) magic scrolls or .. 5 Jade Fingers & 1 x L2 & 6 x L1 (Earth/Fire/Water) magic scrolls or .. 5 Jade Fingers & 2 x L1 (Earth/Fire/Water) magic scrolls & Healer's Kit & Ma.Scalpel <i>ma.scalpel(+2 craft(autopsy)) / Kaiu Umasu (sam 5/siege-master 10)</i>
	 Toritaka	Bushi	1	Knowledge:Spirit Rm()	5 Jade Fingers & Ma.Katana or .. 5 Jade Fingers & Ma.Partial Armour & Ma.Dastana <i>aka the Falcon clan, famous spirit hunters who show no fear (they confront a ghost as a rite of passage) / Toritaka Tatsune (bus 4/sam 2/sco 1/shadowlands veteran 7)</i>
	 Yasuki	Rogue	1	Bluff	5 Jade Fingers & Ma.Whip/300 Koku <i>Members of the crane clan, noted merchants, reputed to be swindlers, famous for their dislike of the crane / Yasuki Kamoru was recently killed, rule has reverted to Yasuki Hachi a Crane</i>
The Crab consider subtle talk as rude, but are noted for their humour. Crab primarily respect strength be it physical, magical even simple self confidence The Crab are currently at war with the Crane over the Stewardship of House Yasuki. The Crab have long been allies of House Daidoji (Crane), the Mantis and the Unicorn. The Crab are on good terms with the Dragon, Lion and Phoenix clans					
Crane	 Doji	Courtier	3	Knowledge:Etiquette	350 Koku or Ma.Lamellar Armour & 50 Koku or .. 150 Koku & Royal Outfit (worth 200 Koku) <i>The wealthiest house in Rokugan / Doji Kurohito (sam 6/iaijutsu master 5)</i>
	 Asahina	Shugenja	3	Knowledge:Shintao	5 Jade Fingers & 2 x L2 Magical Talismans or .. 5 Jade Fingers & 1 x L2 & 6 x L1 Magical Talismans or .. Ma.Ashigaru Armour, 20 Ma.Arrows, Longbow <i>most are extreme pacifists, famous for creating magical trinkets, infamously Asahina Yajinden created the bloodswords / Asahina Kimita (f) (shu 12)</i>
	 Daidoji	Bushi	2	Hide	350 Koku or .. 50 Koku & Ma.Yari/Great Armour <i>descended from Doji Hayaku who retrieved the Doji clansword after the thunders died entombing Fu-leng, many crane honour him by dying their hair white / Daidoji Reikai (f) (sam 10/bus 10)</i>
	 Kakita	Samurai/ Courtier	3	Iaijutsu Focus/ Perform	350 Koku or .. 150 Koku & Royal Outfit (worth 200 Koku) <i>Famous Iaijutsu Duelists, and passionate artists / Kakita Kaiten (sam 15)</i>
	 Yasuki	Bushi	2	Battle	350 Koku or .. 50 Koku & Ma.Yari/Great Armour <i>Only a handful of Yasuki call themselves Crane, some are actually Daidoji who have joined the house to bring it stability / Yasuki Hachi (sam 5/bus 4), by Imperial Appointment</i>
	The Crane are the second largest clan, but the Unicorn and Crab have larger armies. Crane set themselves very high standards, and respect those who meet them The Crane are currently at war with the Crab over the Stewardship of House Yasuki, and have recently found an uneasy peace with the Lion The Crane are vicious political rivals of the Scorpion clan, and strive to be allies of all other clans with varying success				
Dragon	 Togashi	Inkyo	2	Concentration	Potion of Cure Light Wounds & Ma.Bo/Ma.Vajra or .. Ma.Ashigaru Armour & Bo & Climbers Kit & Monks Outfit <i>House Togashi and the Ise Zumi Order of Monks are synonymous with one another / Togashi Hoshi (half-dragon) (sam 5/swordmaster 10/ink 5), son of Togashi</i>
	 Hitomi	Monk	1	Knowledge:Emlt Kami	Potion of Cure Light Wounds & Ma.Tonfa or .. 5 Jade Fingers & Ma.Partial Armour <i>The Hitomi split from House Togashi two generations ago while Togashi Hitomi was Dragon Clan Daimyo, they have been at odds ever since / Hitomi Kagetora (sam 9/monk 10)</i>
	 Kitsuki	Samurai	3	Search/ Sense Motive	Ma.Lamellar Armour & membership as servants of the Emerald Magistrate's Office or .. Antidote Kit <i>descended from Agasha Kitsuki, the famed investigator who believed in justice and evidence, as opposed to trial by testimony / Kitsuki Mizuochi (sam 13)</i>
	 Mirumoto	Samurai	2	Knowledge:Emlt Kami	50 Koku & Ma.Partial Armour or .. 50 Koku & Ma.Katana <i>famous for using the two-sword style (Niten) which uses both Katana and Wakizashi at once, and for shaving their heads to show their piety / Mirumoto Uso (sam 9/swordmaster 10)</i>
	 Tamori	Shugenja	2	Spellcraft	2 x L2 (Earth/Fire/Water) magic scrolls or .. 1 x L2 & 6 x L1 (Earth/Fire/Water) magic scrolls <i>descended from Agasha Tamori who did not defect to the phoenix when the rest of her house did / Tamori Shaitong (f) (shu 16), daughter of Agasha Tamori</i>
	The Dragon were charged by Hantei with the task of watching the Emerald Empire from outside it and advising as judges in time of conflict Most of the Kitsuki family reside in the Imperial City and serve the Emerald Magistrates as investigators and policemen The Dragon are currently at war with the Phoenix over a land dispute, the Lion have sided with the Phoenix The war is also to be blamed on the defection of House Agasha to the Phoenix and the eruption of Sleeping Thunder mountain forcing many refugees to migrate into Lion lands. And let us not forget the mutual and open hostility between Tamori Shaitong and Isawa Taeruko				

Legend of the Five Rings (b20) :: Clans (in the year 1158 ic)

House	Favoured Class	Starting Honour	Additional Class Skill	Starting Outfit (unwanted gear may be traded at 50% cost)	Notes / Daimyo (Lord)
Lion	The first Matsu leader of the clan has ruled since the Akodo were disbanded in 1123, Nimuro considers himself Lion first and Matsu second / Clan Daimyo: Matsu Nimuro (sam 15)				
	Matsu	Berserker	2	Battle	Ma.No-dachi or .. 50 Koku & Great Armour
	the matsu are passionate warriors, some would say hot-tempered to a fault. Both the most numerous clan and the clan with the largest army / Matsu Ketsui (sam 7/lion's pride 8)				
	Akodo	Samurai	3	Battle	50 Koku & Great Armour or .. 50 Koku & Ma.Katana
	the descendants of the lion's kami Akodo were reformed in 1133, but are still of relatively low population (see the scorpion coup of 1123) / Akodo Cinawa (sam 15/bus 3)				
Ikoma	Courtier	3	Knowledge:History	150 Koku & Royal Outfit (worth 200 Koku) or .. 50 Koku & Ma.Tessen	
Kitsu	Shugenja	2	Knowledge:Ancestors	2 x L2 (Earth/Fire/Air) magic scrolls or .. 1 x L2 & 6 x L1 (Earth/Fire/Air) magic scrolls	Ikome Sume once said "To the Matsu the kill, to the Akodo the victory and to the Ikoma the tale" / Ikoma Sume (cou 7/sam 9)
				At the dawn of the Empire it was believed the Kitsu were monsters. In their last stand they defeated Akodo. It was when they spared his life that Akodo realised his mistake / Kitsu Juri (shu 16)	
Akodo was the greatest military strategist in history. Following that tradition the Lion clan have the greatest standing army in Rokugan					
Over the centuries the Lion have been at war with every major clan in Rokugan, though they reserve particular contempt for the Scorpion and Crane clans					
The Lion have neutral relations with the Crab and Unicorn clans, they have often been allies of the Hare clan, but dislike the Wasp and the Dragonfly clans					
The Lion are currently at war with the Dragon clan, in honour of a treaty they signed with the Phoenix (intended to rid the Empire of Shadowlands threats)					
Clan Daimyo: Yoritomo Kitao (f)					
Mantis	Yoritomo	Bushi	2	Profession(sailor)	Ashigaru Armour/Ma.Sai/Ma.Jitte/Ma.Tonfa/Ma.Kama or .. May purchase a Keelboat (Kobune) for 1000 koku (crew 15, cargo 40 ton, 1knot, 60')
	the 2 nd Mantis Clan daimyo since the founding in 1117 was never Yoritomo's choice, his selected heir Aramasu was mysteriously murdered / Yoritomo Kitao (f) (bus 6/rog 8)				
	Moshi	Shugenja	3	Spellcraft	2 x L2 (Fire/Air) magic scrolls or .. 1 x L2 & 6 x L1 (Fire/Air) magic scrolls
aka the Centipede clan. The ancient Moshi Juiko was daimyo when the Mantis were formed, the death of her daughter Moshi Wakiza has brought her out of retirement / Moshi Juiko (f) (shu 17)					
Tsuruchi	Bushi	2	Craft(fletching)	Ma.Longbow or .. Ashigaru Armour, 10 Ma.Arrows, Longbow	aka the Wasp clan. The Wasp clan do not follow the Code of Bushido, they prefer a persons word of honour / Tsuruchi Ichiro (bus 6/wasp bounty hunter 5)
Founded by Kaimetsu-uo (crab) when he led explorers into the islands, they were only recently granted great clan status after the battle of Oblivion's Gate					
The Mantis and the Scorpion are on the brink of war, popular opinion blames the Scorpion for the death of Yoritomo Aramasu which nearly destroyed the clan					
Mantis Samurai do not share the tradition of bearing a Daisho, instead they carry weapons most Samurai would consider peasant tools					
Clan Daimyo: Shiba Tsukune (f) & the Council of Elemental Masters					
Phoenix	Shiba	Samurai	3	Any One Knowledge	Ashigaru Armour & Wakisashi or .. 25 Koku & Ma.Ashigaru Armour
	the Shiba believe that patience brings victory, so tend to be less aggressive than most warriors. They are also masters of defensive combat / Shiba Tsukune (f) (sam 17)				
	Agasha	Shugenja	3	Craft(alchemy)	1 x L2 & 6 x L1 (Earth/Fire/Air) magic scrolls or .. Potion of Fire-breath
	centuries of loyal service to Togashi and the Dragon clan ended after his death when the Mirumoto leader became clan daimyo / Agasha Hamanari (shu 10)				
	Asako	Inkyo	3	Concentration	1 x L2 & 6 x L1 (Earth/Fire/Air/Water/Void) magic scrolls or .. 50 Koku & Ma.Bo
Isawa	Shugenja	2	Spellcraft	2 x L2 & 6 x L1 (Earth/Fire/Air/Water/Void) magic scrolls or .. 1 x L3 & 2 x L2 (Earth/Fire/Air/Water/Void) magic scrolls	keepers of the secret voice of Shiba. It is said that if you walk with a Shiba good luck will be yours, but mention the secret and you will be cursed / Asako Toshi (ink 12)
				the power behind the throne of the Phoenix, the Isawa are the foremost masters of magic in Rokugan / the Council of Elemental Masters	
The primary tenets of the Phoenix are perfection of mind, perfection of spirit, perfection of body.					
Phoenix Samurai speak of moving without thought, and the Shugenja ever strive to gain a full understanding of the kami, what they call the "impossible goal"					
The Council of Elemental Masters are; Isawa Taeruko (f) (shu 19) (earth), Isawa Hochin (shu 7/elemental guardian 10) (fire), Isawa Nakamuro (shu 11) (air), Isawa Riake (f) (shu 10/ink 3) (water), Shiba Ningen (shu 7/void disciple 10) (void)					
A recent treaty with the Lion and the invasion of some land to the West by their old allies the Dragon has brought the usual neutral Phoenix into war					
The Phoenix have neutral relations with most of the Empire, however they resent the Mantis who once laid seige to them along the Eastern coast					

Legend of the Five Rings (520) :: Clans (in the year 1158 ic)

House	Favoured Class	Starting Honour	Additional Class Skill	Starting Outfit (unwanted gear may be traded at 50% cost)	Notes / Daimyo (Lord)
Scorpion	Bayushi	Rogue	1	Diplomacy	50 Koku & Ma.Katana or .. Ma.Yumi & 20 arrows <i>infamously cunning and dangerous opponents both in court and on the battlefield / Bayushi Yojiro (sam5/cou 5/emerald magistrate 9)</i>
	Shosuro	Ninja	1	Poison	Ma.Aiguchi & Ashigaru Armour or .. Disguise Kit & 1 dose of Cobra Toxin (DC16, initial:blindness, after 1min:d2wis) <i>ninja do not exist, shosuro dojo does not exist. Officially the Shosuro Ninja are all Courtiers or Scouts / Shosuro Yudoka (bus 6/min 12)</i>
	Soshi	Shugenja	1	Gather Information	2 x L1 (Fire/Air/Water) magic scrolls & Ma.Wakizashi or .. 1 x L2 & 1 x L1 (Fire/Air/Water) magic scrolls & 1 dose of Night Milk Poison <i>specialists in air magic, making them masters of misdirection. They once dabbled with Shadow Magic, but soon realised the dangers and the costs / Soshi Uidori (shu 8/min 4)</i>
	Yogo	Shugenja	0	Knowledge:Shadowlands	2 x L2 (Fire/Air/Water) magic scrolls or .. 6 x L1 (Fire/Air/Water) magic scrolls & 1 x L2 maho scroll <i>charged with the care of the black scrolls which seal the soul of Fu-leng, this dark and isolated priesthood are viewed as a disturbing but necessary order / Yogo Koji (shu 13)</i>
The Scorpion clan all wear masks in honour of their founder, they say the mask announces to the world that they can not be trusted, a conundrum in itself The Scorpion view it as their duty to stand in the shadows of the Empire and defend it and the Emperor from the darkness beyond, no matter the cost Contrary to what you may expect the majority of Scorpion are jovial and relaxed, after all if you need to show force or intimidate you obviously have nothing A Scorpion will be fanatically loyal to those whom they join as allies, a trait the clan masters ruthlessly ensure is never lost or threatened The Scorpion as a clan have only ever been allied with the Dragon clan, though individual Scorpion are widely travelled and have diverse allies The Scorpion have no quarrel with any clan, they view the matter with the Mantis closed, the dispute with Yoritomo Aramasu was concluded with his death The Scorpion have several concerns which they view as more important than petty clan squabbling, the Kolat, the Goju and the Ninube					
Unicorn	Moto	Berserker	1	Ride & Knowledge:Shadowlands	Light War-horse (30HP, +1 to hit in melee, -4 ranged) & Studded Leather Barding or .. 50 Koku & Light War-horse & Lamellar Armour or .. 50 Koku & Ma.No-dachi <i>Descended from the Ujik-hai, a race of nomads who once lived on the edge of the desert / Moto Gaheris Khan (sam 5/moto avenger 10)</i>
	Horiuchi	Shugenja	2	Spellcraft	2 x L2 & 2 x L1 (Earth/Air/Water) magic scrolls or .. 6 x L1 (Earth/Air/Water) magic scrolls & Light War-horse <i>a tiny house who protect the shinomen forest, the sleeping Naga and their overgrown lost cities / Horiuchi Shem-che (shu 8)</i>
	Ide	Courtier	2	Diplomacy	350 Koku or .. Royal Outfit (worth 200 Koku) & Light War-horse <i>"the house of the peaceful warriors", strict pacifists who frustrate the Moto, but are the essential face of the Unicorn clan / Ide Tadaji (cou 20)</i>
	Iuchi	Shugenja	2	Knowledge:Emlt Kami	2 x L2 & 2 x L1 (Earth/Air/Water) magic scrolls or .. 6 x L1 (Earth/Air/Water) magic scrolls & Light War-horse <i>the Keepers of Tradition, Unicorn tradition is a mix of Rokugani and Gaijin philosophy those outside the clan often find barbaric. Their magic focuses on Nature / Iuchi Yue (shu 14)</i>
	Shinjo	Scout	2	Ride & Handle Animal & Survival	Light War-horse & Studded Leather Barding or .. 50 Koku & Light War-horse & Lamellar Armour or .. 50 Koku & Ma.No-dachi <i>A generation ago the kami Shinjo returned and replaced this house with the Moto as leaders of the Unicorn clan, saving them from the Kolat / Shinjo Shono (sco 2/sam 3/shinjo explorer 8)</i>
	Utaku	Samurai	3	Ride	Heavy War-horse (30HP, +1 to hit in melee, -4 ranged) or .. 50 Koku & Ma.Naginata or .. <i>Once the Otaku, this matriarchal group raise heavy warhorses, riding one is a privilege reserved for women / Utaku Xiang Chi (f) (sam 7/battle maiden 8)</i>
The Unicorn were formed when the kami Shinjo explored the edges of the world with his clan, at the time called the Ki'rin clan The Unicorn are almost a separate culture, having spent their first 800 years as nomads far from the Empire. They returned in 815 The kami Shinjo returned in 1132, changed the leading house and saved house Shinjo from their Kolat influence and Shinjo Yokatsu one of the ten Kolat masters					
Imperial Houses	Toturi	Various	3	Battle	Royal Outfit (worth 200 Koku) & Ma.Daisho or .. Ma.Great Armour & Ma.Daisho Emperor of the Emerald Empire: Toturi I
	Miya	Courtier	2	Diplomacy & Knowledge:No & Roy	Royal Outfit (worth 200 Koku) & Light War-horse or .. Light War-horse & Ma.Lamellar Armour <i>the traditional Heralds of the Emerald Throne, they also serve as legal advisor's to the clans / Miya Yumi (f) (sam 5/cou 5/emerald magistrate 6)</i>
	Otomo	Courtier	3	Intimidate	350 Koku or .. 150 Koku & Royal Outfit (worth 200 Koku) <i>a house devoted to the administration of the Emerald Empire, they keep the delicate balance between the clans which maintains the Empire / Otomo Hoketuhime (f) (cou 8/mastermind 4)</i>
	Seppun	Samurai	3	Sense Motive	Ma.Lamellar Armour or .. 50 Koku & Ma.Wakazashi <i>The traditional bodyguards of the Emperor and his family, and the guardians of the four temples of Shinsei / Seppun Hotaitaka (sam 7/emerald magistrate 11)</i>
Emperor Toturi I, was once Akodo Toturi the Lion Clan Daimyo. He was cast out by Hantei XXXIX (the last Hantei Emperor) becoming the Ronin Toturi the Black When Hantei XXXIX and his family were consumed by Fu-leng, Toturi returned and led the clan thunders against the dark god. Toturi was crowned in 1129 ic Toturi I was captured by the Lying Darkness in 1130, rescued in 1132 but had fallen to madness and committed Seppuku a year later Toturi led an army of spirits against the Lying Darkness soon afterwards, then re-claimed the throne. The Imperial family are: Toturi Kaede the Oracle of Void(wife), Toturi Tsudao(f)(22yrs), Toturi Sezar(u)(21yrs), Toturi Nazeru(19yrs) and allegedly Akodo Kaneka In addition to the above the Imperial throne is served by the Emerald Magistrates, The Imperial Guard (mostly Lion and Seppun) and the Emerald Champion					

Legend of the Five Rings (520) :: Clans (in the year 1158 ic)

House	Favoured Class	Starting Honour	Additional Class Skill	Starting Outfit (unwanted gear may be traded at 50% cost)	Notes / Daimyo (Lord)
Badger	Bushi	1	Survival	Ma.Ono & Partial Armour	
Boar	Bushi	2	Craft(armour)	Ma.Armourers Tools & Great Armour	House Ichero are homeless after one of their own summoned an oni which destroyed their only castle in the far north (1126 ic) / Ichiro Kihongo (bus 9/sam 1)
Dragonfly	Shugenja	2	Spellcraft	2 x L2 & 2 x L1 (Earth/Air/Water) magic scrolls	House Heichi were once famous armourers and allies of the Crab clan, the clan was sacrificed to create the Anvil of Despair (501 ic) / none
Fox	Scout	2	Spellcraft	2 x L2 & 2 x L1 (Earth/Fire/Water) magic scrolls or .. Ma.Yari & Potion of Cure Light Wounds	House Tonbo's only holding is on the border between Lion and Dragon lands, their philosophy is "growth through change" / Tonbo Dayu (bus 5/sam 3)
Hare	Samurai	2		5 Jade Fingers & Ma.Yari/Ma.No-dachi	House Kitsune are those of House Ki-rin who stayed behind, and they have kept their independence now the Unicorn are back / Ryosei (shu 6/sco 8) The Kitsune specialise in magic stemming from animal kami (chikushuda). Many people believe the Kitsune are actually descended from one of these called Kitsune
Monkey	Samurai	2	Knowledge:Bushido	50 Koku & Ma.Lamellar Armour	House Usagi are famed for being both clever and lucky, they were destroyed by the Scorpion and have re-appeared / Usagi Ozaki (sam 1/rog 3) House Usani also appeared when the Usagi did, this group accept Usagi Ozaki as daimyo but consider themselves a separate house. They specialise in Archery, some are rumoured to be spies
Ox	Bushi	1	Bluff & Ride	Light War-horse (30HP, +1 to hit in melee, -4 ranged) & Studded Leather Barding	The Monkey clan as protector of Imperial law, form a sort of police force in Rokugan. Most consider them part of the Imperial House / Toku (commoner 3/sam 7) Most Monkey do not have a house name, although many have started to adopt Toturi in honour of the Emperor, House Fusake are part of the Monkey clan, they favour the Shugenja class
Sparrow	Courtier	3	Perform	20 Ma.Sling Bullets & Royal Outfit (worth 200 Koku)	Morito was granted clan status for valour in the War of Spirits (1138-1145), this uncouth clan have a holding in the Northern Mountains / Morito (sco 4/sam 5/shinjo explorer 4/other 2)
Tortoise	Rogue	1	Profession(sailor)	50 Koku & Ma.Nunchaku/Ma.Kama/Ma.Parangu	House Suzume live lives of honorable poverty on the Golden Sun Plain, which they maintain as natural and unfarmed as per Imperial Edict / Suzume Yugoki (cou 6/sam 2)
Hoshi	Inkyo	2	Knowledge:Shintao	Ma.Bo & Potion of Cure Light Wounds	House Kasuga have a small holding on the Peninsula of Dawn, a common sight in the Imperial city they often seem to be just merchants / Kasuga Taigen (bus 3/rog 3)
Kaeru	Rogue	1	Bluff	350 Koku or .. Ma.Machi-kanshisha pipe	The Hoshi are the Order of the Brotherhood of Shinsei, an independent group of monks who are free of the influence of any clan / Hoshi Wayan (ink 20)
Yotsu	Samurai	2	Intimidate	Ma.Jitte & Partial Armour or .. Ma.Lamellar Armour & No-dachi	not actually a house they are the group of merchants who own the city of the Rich Frog on the border between Unicorn and Dragon lands / Kaeru Tomaru (rog 16)
					The only holding this Ronin house has is the Yatoshin district of the Imperial City, they are dedicated to the eradication of Maho, Bloodspeakers and the Goju / Yotsu Sepu (nin 10/sam 7)

A note on the additional class skill

This is intended for those who do not take the favoured class, or those who multiclass and would otherwise lose out

DO NOT grant +2 to the skill if the skill is already known even if the additional class skill seems pointless or unfair

Snake Chuda Lost – now spider

Spider Daigotsu

Spider Goju

Spider Kokujin

Legend of the Five Rings (d20) :: Ratkin & Naga (in the year 1158 ic)

Tribe	Favoured Class	Additional Class Skill	Starting Outfit (unwanted gear may be traded at 50% cost)
Ratkin (Nezumii)	Crippled Bone Tribe	Berserker none	Ma.Hide Armour & Crude Blade (d8 dmg, crit 19+ x2, slashing, 4lb) or .. Ma.Hide Armour & Rough Spiked Club (d8 dmg, crit 20+ x2, bludgeon&pierce, 6lb)
	Grasping Paw Tribe	Rogue none	25 Koku of Random Items & Ma.Knife/Ma.Sling
	Tattered Ear Tribe	1 st Taken none	Ma.Short Sword or .. Shortbow & 20 Arrows
	Third Whisker Tribe	Shugenja none	Potion of Hiding & Potion of Sneaking
	Other Tribes	Rogue none	25 Koku of Random Items & Ma.Knife/Ma.Sling
Naga	Asp	Bushi none	50 Koku & Ma.Naga Armour or .. Ma.Naga Blade <i>Bloodline Ability: Spit Venom once per hour (rng 10', dmg 2d4)</i>
	Chameleon	Rogue none	Ma.Longbow or .. Longbow & 10 Ma.Arrows <i>the second most numerous bloodline, asps are aggressive and openly display contempt towards all non naga, unless they have been proven strong / the Shahadet (f) (bus 15)</i> <i>Bloodline Ability: +4 to all Hide and Move Silently checks</i>
	Cobra	Shugenja none	usually gregarious and friendly, they are also noted to be keen to meet and understand new races / the Qarash (rog 8) 2 x L2 (Druid) magic scrolls or .. 1 x L2 & 6 x L1 (Druid) magic scrolls <i>Bloodline Ability: Depths of the Akasha (feat)</i>
	Constrictor	Bushi/ Monk none	masters of Naga Pearl magic, Cobra are often born mutated very few survive from hatchlings into adulthood / the Shasbakar (shu 13) Ma.Naga Armour or .. Ma.Naga Blade <i>Bloodline Ability: Improved Grab (feat) & Improved Constrict (feat)</i>
	Greensnake	Courtier none	mystics and priests, they are all somber and conservative. They are also by far the largest naga / the Redakast (bus 8/mon 6) 150 Koku & Royal Outfit (worth 200 Koku) or .. Ma.Shortbow & 25 Arrows <i>Bloodline Ability: 4 additional skill points awarded at character creation only</i> <i>the most numerous, and the smallest naga these are the most likely to leave the forest and meet with humans/ the Dashmat (cou 16)</i>

Legend of the Five Rings (d20) :: NPC Classes

The Adept

Shaman Adepts gain bonus spells from Wisdom

Used For : Generic Shamans
For all shugenja use the shugenja class, this will not fit

Hit Dice : d6
Spell saves : 10 + Spell Level + Wisdom Bonus
Starting Gear : 2d4 x 10 GP
Proficiencies : All simple weapons, No armour

Skills per level : 2 + Intelligence bonus

Level	Base Attack	Saves			Special
		Fort	Ref	Will	
1	+0	+0	+0	+2	Animal Companion
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	

Adept Spells per Day					
Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
3	1	-	-	-	-
3	1	-	-	-	-
3	2	-	-	-	-
3	2	0	-	-	-
3	2	1	-	-	-
3	2	1	-	-	-
3	3	2	-	-	-
3	3	2	0	-	-
3	3	2	1	-	-
3	3	2	1	-	-
3	3	3	2	-	-
3	3	3	2	0	-
3	3	3	2	1	-
3	3	3	3	2	-
3	3	3	3	2	0
3	3	3	3	2	1
3	3	3	3	2	1
3	3	3	3	3	2
3	3	3	3	3	2

The Aristocrat

Used For : Nobles, courtiers and other wealthy and important people
Skills per level : 4 + Intelligence bonus
Hit Dice : d6
Starting Gear : 6d8 x 10 GP
Proficiencies : All simple and martial weapons, all armour and shields

The Commoner

Used For : Farmers, Barmen, Shopkeepers, Drivers
Skills per level : 2 + Intelligence bonus
Hit Dice : d4
Starting Gear : 5d4 GP
Proficiencies : A single simple weapon, No armour

Level	Base Attack	Saves			Special
		Fort	Ref	Will	
1	+0	+0	+0	+2	
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	

Level	Base Attack	Saves			Special
		Fort	Ref	Will	
1	+0	+0	+0	+0	
2	+1	+0	+0	+0	
3	+1	+1	+1	+1	
4	+2	+1	+1	+1	
5	+2	+1	+1	+1	
6	+3	+2	+2	+2	
7	+3	+2	+2	+2	
8	+4	+2	+2	+2	
9	+4	+3	+3	+3	
10	+5	+3	+3	+3	
11	+5	+3	+3	+3	
12	+6/+1	+4	+4	+4	
13	+6/+1	+4	+4	+4	
14	+7/+2	+4	+4	+4	
15	+7/+2	+5	+5	+5	
16	+8/+3	+5	+5	+5	
17	+8/+3	+5	+5	+5	
18	+9/+4	+6	+6	+6	
19	+9/+4	+6	+6	+6	
20	+10/+5	+6	+6	+6	

Legend of the Five Rings (d20) :: NPC Classes

The Expert

Used For : Craftsmen, Artisans, Professionals, etc
 Skills per level : 6 + Intelligence bonus
 Hit Dice : d6
 Starting Gear : 3d4 x 10 GP
 Proficiencies : All simple weapons, Light armour

Saves					
Level	Base Attack	Fort	Ref	Will	Special
1	+0	+0	+0	+2	
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	

The Warrior

Used For : Soldiers, Guards, Thugs, Orcs, Goblins, Gnolls, Kobolds, etc
 Skills per level : 2 + Intelligence bonus
 Hit Dice : d8
 Starting Gear : 3d4 x 10 GP
 Proficiencies : All simple and martial weapons, all armour and shields

Saves					
Level	Base Attack	Fort	Ref	Will	Special
1	+1	+2	+0	+0	
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	

Not in 3.5 Edition		Use Untrained ?	Armour Check		Adept	Aristocrat	Commoner	Expert	Warrior
	Balance	■	*	Dex					
	Battle	■		Wis					×
	Bluff	■		Cha		×			
	Climb	■	*	Str			×		×
	Concentration	■		Con	×				
	Craft	■		Int	×		×		
	Decipher Script			Int					
	Diplomacy	■		Cha		×			
	Disable Device			Int					
	Disguise	■		Cha		×			
	Escape Artist	■	*	Dex					
	Forgery	■		Int		×			
	Games	■		Var		×			
	Gather Information	■		Cha		×			
	Handle Animal			Cha	×	×	×		×
	Heal	■		Wis	×				
	Hide	■	*	Dex					
	Jaijutsu Focus	■		Cha					
	Intimidate	■		Cha		×			×
	Jump	■	*	Str			×		×
	Knowledge:Ancestors			Int	×	×			
	Knowledge:Architecture & Eng			Int	×	×			
	Knowledge:Etiquette			Int	×	×			
	Knowledge:The Fortunes			Int	×	×			
	Knowledge:History			Int	×	×			
	Knowledge:Law			Int	×	×			
	Knowledge:Local			Int	×	×			
	Knowledge:Nobility & Royalty			Int	×	×			
	Knowledge:Research			Int	×	×			
	Knowledge:Shintao			Int	×	×			
	Knowledge:War			Int	×	×			
	Knowledge:Spirit Realm()			Int	×	×			
	Listen	■		Wis		×	×		
	Mimic			Cha	×				
	Move Silently	■	*	Dex					
	Open Lock			Dex					
	Perform			Cha		×			
	Poison			Int					
	Profession			Wis	×		×		
	Ride	■		Dex		×	×		×
	Search	■		Int					
	Sense Motive	■		Wis		×			
	Sleight of Hand		*	Dex					
	Spellcraft			Int	×				
	Spot	■		Wis		×	×		
	Survival	■		Wis	×	×			
	Swim	■	*2	Str		×	×		×
	Tea Ceremony			Wis		×			
	Tumble		*	Dex					
	Use rope	■		Dex			×		
×	Alchemy			Int	×				
×	Innuendo	■		Cha		×			
×	Read Lips			Wis		×			
×	Scry (Ex.)			Int	×				

----- Any 10 -----

Legend of the Five Rings (d20) :: Standard Classes

Levelling up

Level	Experience	Max Skills	Cross Class	Special
1	0	4	2	Feat, Skill Points x4, Max Hits
2	1,000	5	2 1/2	
3	3,000	6	3	Feat
4	6,000	7	3 1/2	+1 to any ability (stat)
5	10,000	8	4	
6	15,000	9	4 1/2	Feat
7	21,000	10	5	
8	28,000	11	5 1/2	+1 to any ability
9	36,000	12	6	Feat
10	45,000	13	6 1/2	
11	55,000	14	7	
12	66,000	15	7 1/2	Feat, +1 to any ability
13	78,000	16	8	
14	91,000	17	8 1/2	
15	105,000	18	9	Feat
16	120,000	19	9 1/2	+1 to any ability
17	136,000	20	10	
18	153,000	21	10 1/2	Feat
19	171,000	22	11	
20	190,000	23	11 1/2	+1 to any ability

The Samurai d10 : Hit Dice
 4 + Intelligence bonus : Skills per level
 6d4 x 10 Koku (min 150) : Starting Gear
 Masterwork Daisho (Katana & Wakizashi)
 All Simple Weapons : Proficiencies
 All Martial Weapons
 All Armour

Samurai must be honourable and lawful (may not be dishonourable)

Weapon Bonus	XP Sacrifice	Incr	Days in Prayer	Minimum Level
+1	80	80	2	4 th
+2	370	290	9	7 th
+3	720	350	18	9 th
+4	1,280	560	32	11 th
+5	2,000	720	50	13 th
+6*	2,880	880	72	14 th
+7*	3,920	1,040	98	15 th
+8*	5,120	1,200	128	16 th
+9*	6,480	1,360	162	17 th
+10*	8,000	1,520	200	18 th

This can not be done if the XP required would drop the character a level

Level	Base Attack	Fort	Ref	Will	Cleric Special
0	+0	+1(1)	+0(0)	+1(1)	Bushido Code of Conduct
1	+1	+1(2)	+0(0)	+1(2)	Ancestral Daisho
2	+2	+1(3)	+0(0)	+1(3)	Any Combat Oriented Feat
3	+3	+0(3)	+1(1)	+0(3)	
4	+4	+1(4)	+0(1)	+1(4)	Any Combat Oriented Feat
5	+5	+0(4)	+0(1)	+0(4)	
6	+6/+1	+1(5)	+1(2)	+1(5)	
7	+7/+2	+0(5)	+0(2)	+0(5)	Any Combat Oriented Feat
8	+8/+3	+1(6)	+0(2)	+1(6)	
9	+9/+4	+0(6)	+1(3)	+0(6)	
10	+10/+5	+1(7)	+0(3)	+1(7)	Any Combat Oriented Feat
11	+11/+6/+1	+0(7)	+0(3)	+0(7)	
12	+12/+7/+2	+1(8)	+1(4)	+1(8)	
13	+13/+8/+3	+0(8)	+0(4)	+0(8)	Any Combat Oriented Feat
14	+14/+9/+4	+1(9)	+0(4)	+1(9)	
15	+15/+10/+5	+0(9)	+1(5)	+0(9)	
16	+16/+11/+6/+1	+1(10)	+0(5)	+1(10)	Any Combat Oriented Feat
17	+17/+12/+7/+2	+0(10)	+0(5)	+0(10)	
18	+18/+13/+8/+3	+1(11)	+1(6)	+1(11)	
19	+19/+14/+9/+4	+0(11)	+0(6)	+0(11)	Any Combat Oriented Feat
20	+20/+15/+10/+5	+1(12)	+0(6)	+1(12)	

The Berserker

Hit Dice : d12
 Skills per level : 4 + Intelligence bonus
 Starting Gear : 4d4 x 10 Koku (min 100)
 Proficiencies : All Simple Weapons
 All Martial Weapons
 Light & Medium Armour
 Buckler, Light and Heavy Shield

Illiterate: It costs 2 skill points to become Literate (free for the Shinjo and Hida houses). May wear a Daisho, if so they may duel Samurai

May not be Lawful !

Level	Base Attack	Fort	Ref	Will	Berserker Special
0	+0	+1(1)	+0(0)	+0(0)	Fast Movement, Illiteracy, Rage 1/day
1	+1	+1(2)	+0(0)	+0(0)	
2	+2	+1(3)	+0(0)	+0(0)	Uncanny Dodge
3	+3	+0(3)	+1(1)	+1(1)	Trap Sense +1
4	+4	+1(4)	+0(1)	+0(1)	Rage 2/day
5	+5	+0(4)	+0(1)	+0(1)	Improved Uncanny Dodge
6	+6/+1	+1(5)	+1(2)	+1(2)	Trap Sense +2
7	+7/+2	+0(5)	+0(2)	+0(2)	Damage Reduction 1/-
8	+8/+3	+1(6)	+0(2)	+0(2)	Rage 3/day
9	+9/+4	+0(6)	+1(3)	+1(3)	Trap Sense +3
10	+10/+5	+1(7)	+0(3)	+0(3)	Damage Reduction 2/-
11	+11/+6/+1	+0(7)	+0(3)	+0(3)	Greater Rage
12	+12/+7/+2	+1(8)	+1(4)	+1(4)	Rage 4/day, Trap Sense +4
13	+13/+8/+3	+0(8)	+0(4)	+0(4)	Damage Reduction 3/-
14	+14/+9/+4	+1(9)	+0(4)	+0(4)	Indomitable Will
15	+15/+10/+5	+0(9)	+1(5)	+1(5)	Trap Sense +5
16	+16/+11/+6	+1(10)	+0(5)	+0(5)	Damage Reduction 4/-, Rage 5/day
17	+17/+12/+7	+0(10)	+0(5)	+0(5)	Tireless Rage
18	+18/+13/+8	+1(11)	+1(6)	+1(6)	Trap Sense +6
19	+19/+14/+9	+0(11)	+0(6)	+0(6)	Damage Reduction 5/-
20	+20/+15/+10	+1(12)	+0(6)	+0(6)	Mighty Rage, Rage 6/day

Hit Dice : d10 **The Bushi**
 Skills per level : 2 + Intelligence bonus
 Starting Gear : 6d4 x 10 Koku (min 150)
 Proficiencies : All Simple Weapons
 All Martial Weapons
 All Armour
 All Shields

This class is mainly for Minor Samurai, Wasp Samurai Archers, and Ashigaru or Budoka Hero's, though could be followed by anyone
 Minor Samurai may wear a Daisho, if so they may duel Samurai

Level	Base Attack	Fort	Ref	Will	Bushi Special
0	+0	+1(1)	+0(0)	+0(0)	Bushido Code of Conduct
1	+1	+1(2)	+0(0)	+0(0)	Any Combat Oriented Feat
2	+2	+1(3)	+0(0)	+0(0)	Any Combat Oriented Feat
3	+3	+0(3)	+1(1)	+1(1)	
4	+4	+1(4)	+0(1)	+0(1)	Any Combat Oriented Feat
5	+5	+0(4)	+0(1)	+0(1)	
6	+6/+1	+1(5)	+1(2)	+1(2)	Any Combat Oriented Feat
7	+7/+2	+0(5)	+0(2)	+0(2)	
8	+8/+3	+1(6)	+0(2)	+0(2)	Any Combat Oriented Feat
9	+9/+4	+0(6)	+1(3)	+1(3)	
10	+10/+5	+1(7)	+0(3)	+0(3)	Any Combat Oriented Feat
11	+11/+6/+1	+0(7)	+0(3)	+0(3)	
12	+12/+7/+2	+1(8)	+1(4)	+1(4)	Any Combat Oriented Feat
13	+13/+8/+3	+0(8)	+0(4)	+0(4)	
14	+14/+9/+4	+1(9)	+0(4)	+0(4)	Any Combat Oriented Feat
15	+15/+10/+5	+0(9)	+1(5)	+1(5)	
16	+16/+11/+6/+1	+1(10)	+0(5)	+0(5)	Any Combat Oriented Feat
17	+17/+12/+7/+2	+0(10)	+0(5)	+0(5)	
18	+18/+13/+8/+3	+1(11)	+1(6)	+1(6)	Any Combat Oriented Feat
19	+19/+14/+9/+4	+0(11)	+0(6)	+0(6)	
20	+20/+15/+10/+5	+1(12)	+0(6)	+0(6)	Any Combat Oriented Feat

Legend of the Five Rings (d20) :: Standard Classes

The Courtier

d6 : Hit Dice
 8 + Intelligence bonus : Skills per level
 6d4 x 10 Koku (min 150) : Starting Gear
 Masterwork Wakizashi (or racial equivalent)
 All Simple Weapons : Proficiencies
 Wakizashi (or racial equivalent)
 The Courtier encompasses all of the following:
 Diplomats, Heralds, Magistrates, Bureaucrats,
 Ratling Rememberer's (Tch'tch), Naga Dashmat's

Courtiers may wear a full Daisho, if so they may duel Samurai

Level	Base Attack	Saves			Courtier Special
		Fort	Ref	Will	
0	+0	+0(0)	+0(0)	+1(1)	Wealth (50 x [Cha mod] Koku/yr)
1	+0	+0(0)	+0(0)	+1(2)	Talent, Style & Grace
2	+1	+0(0)	+0(0)	+1(3)	Bonus Feat
3	+1	+1(1)	+1(1)	+0(3)	Gossip
4	+2	+0(1)	+0(1)	+1(4)	Courtier Ability
5	+2	+0(1)	+0(1)	+0(4)	Versatile
6	+3	+1(2)	+1(2)	+1(5)	
7	+3	+0(2)	+0(2)	+0(5)	Courtier Ability
8	+4	+0(2)	+0(2)	+1(6)	
9	+4	+1(3)	+1(3)	+0(6)	Leadership
10	+5	+0(3)	+0(3)	+1(7)	Versatile, Courtier Ability
11	+5	+0(3)	+0(3)	+0(7)	
12	+6/+1	+1(4)	+1(4)	+1(8)	The Heart Speaks
13	+6/+1	+0(4)	+0(4)	+0(8)	Courtier Ability
14	+7/+2	+0(4)	+0(4)	+1(9)	
15	+7/+2	+1(5)	+1(5)	+0(9)	Versatile
16	+8/+3	+0(5)	+0(5)	+1(10)	Courtier Ability
17	+8/+3	+0(5)	+0(5)	+0(10)	
18	+9/+4	+1(6)	+1(6)	+1(11)	The Immovable Hand of Peace
19	+9/+4	+0(6)	+0(6)	+0(11)	Courtier Ability
20	+10/+5	+0(6)	+0(6)	+1(12)	Versatile

The Monk

d8 : Hit Dice
 4 + Intelligence bonus : Skills per level
 5d4 Koku (min 12½) : Starting Gear
 Axe, Club & Dagger : Proficiencies
 Crossbows, Javelin, Quarterstaff & Sling
 Kama, Nunchaku, Sai, Shuriken & Siangham
 If armour is worn then the AC bonus, fast move,
 and flurry of blows abilities can not be used

Level	Base Attack	Saves			Monk Special
		Fort	Ref	Will	
0	+0	+1(1)	+0(0)	+1(1)	Flurry of Blows, fist d6 dmg
1	+0	+1(2)	+0(0)	+1(2)	Imp.Unarmed Strike, Choice1
2	+1	+1(3)	+0(0)	+1(3)	Evasion, Choice2
3	+2	+0(3)	+1(1)	+0(3)	Still Mind, +10' move
4	+3	+1(4)	+0(1)	+1(4)	Ki Strike(M), Slow Fall 20ft, fist d8
5	+3	+0(4)	+0(1)	+0(4)	Purity of Body, +1 AC
6	+4	+1(5)	+1(2)	+1(5)	Choice3, Fall 30ft, +20' mv
7	+5	+0(5)	+0(2)	+0(5)	Wholeness of Body
8	+6/+1	+1(6)	+0(2)	+1(6)	Fall 40ft, fist d10
9	+6/+1	+0(6)	+1(3)	+0(6)	Improved Evasion, +30' mv
10	+7/+2	+1(7)	+0(3)	+1(7)	Ki Strike(L), Fall 50ft, +2 AC
11	+8/+3	+0(7)	+0(3)	+0(7)	Diamond Body, Greater Flurry
12	+9/+4	+1(8)	+1(4)	+1(8)	Abundant Step, Fall 60ft, +40' mv, fist 2d6 dmg
13	+9/+4	+0(8)	+0(4)	+0(8)	Diamond Soul
14	+10/+5	+1(9)	+0(4)	+1(9)	Fall 70ft
15	+11/+6/+1	+0(9)	+1(5)	+0(9)	Quivering Palm, +3 AC, +50' mv
16	+12/+7/+2	+1(10)	+0(5)	+1(10)	Ki Strike(A), Fall 80ft, fist 2d8
17	+12/+7/+2	+0(10)	+0(5)	+0(10)	Timeless Body, Tongue of SM
18	+13/+8/+3	+1(11)	+1(6)	+1(11)	Fall 90ft, +80' mv
19	+14/+9/+4	+0(11)	+0(6)	+0(11)	Empty Body
20	+15/+10/+5	+1(12)	+0(6)	+1(12)	Perfect Self, Slow Fall Any, +4 AC, fist 2d10 dmg

The Inkyo Monk

Hit Dice : d8
 Skills per level : 4 + Intelligence bonus
 Starting Gear : 5d4 Koku (min 12½)
 Proficiencies : All Simple Weapons
 Light Armour

Level	Base Attack	Saves			Inkyo Monk Special
		Fort	Ref	Will	
0	+0	+1(1)	+1(1)	+1(1)	Imp.Unarmed Strike, fist d4 dmg
1	+0	+1(2)	+1(2)	+1(2)	Kiho, Void Use
2	+1	+1(3)	+1(3)	+1(3)	Depths of the Void
3	+2	+0(3)	+0(3)	+0(3)	Purity +1
4	+3	+1(4)	+1(4)	+1(4)	Kiho
5	+3	+0(4)	+0(4)	+0(4)	fist d6 dmg
6	+4	+1(5)	+1(5)	+1(5)	Purity +2
7	+5	+0(5)	+0(5)	+0(5)	
8	+6/+1	+1(6)	+1(6)	+1(6)	Kiho
9	+6/+1	+0(6)	+0(6)	+0(6)	Purity +3
10	+7/+2	+1(7)	+1(7)	+1(7)	Improved Void Use, fist d8 dmg
11	+8/+3	+0(7)	+0(7)	+0(7)	Depths of the Void
12	+9/+4	+1(8)	+1(8)	+1(8)	Kiho, Purity +4
13	+9/+4	+0(8)	+0(8)	+0(8)	Serenity
14	+10/+5	+1(9)	+1(9)	+1(9)	
15	+11/+6/+1	+0(9)	+0(9)	+0(9)	Purity +5, fist d10 dmg
16	+12/+7/+2	+1(10)	+1(10)	+1(10)	Kiho
17	+12/+7/+2	+0(10)	+0(10)	+0(10)	Superior Void Use
18	+13/+8/+3	+1(11)	+1(11)	+1(11)	Purity +6
19	+14/+9/+4	+0(11)	+0(11)	+0(11)	
20	+15/+10/+5	+1(12)	+1(12)	+1(12)	Kiho, fist 2d6 dmg

The Ninja

Hit Dice : d6
 Skills per level : 4 + Intelligence bonus
 Starting Gear : 5d4 x 10 Koku (min 125)
 Proficiencies : Blowgun, Dart, Shuriken,
 Dagger, Katana, Ninja-to,
 Chain, Kusari-gama

May not be Lawful or Honourable !

If wearing armour with a check penalty of -1 or more

Then the abilities; Ninja Dodge and Deflect Arrows
 can not be used

Level	Base Attack	Saves			Ninja Special
		Fort	Ref	Will	
0	+0	+0(0)	+0(0)	+1(1)	Ninja-dodge 1
1	+0	+0(0)	+0(0)	+1(2)	Sneak Attack +d6
2	+1	+0(0)	+0(0)	+1(3)	Poison Use
3	+2	+1(1)	+1(1)	+0(3)	Sneak Attack +2d6, Unc.Dodge
4	+3	+0(1)	+0(1)	+1(4)	Speed of Darkness
5	+3	+0(1)	+0(1)	+0(4)	Sneak Attack +3d6, Ninja-dodge 2
6	+4	+1(2)	+1(2)	+1(5)	Uncanny Dodge
7	+5	+0(2)	+0(2)	+0(5)	Sneak Attack +4d6
8	+6/+1	+0(2)	+0(2)	+1(6)	Shadow Run
9	+6/+1	+1(3)	+1(3)	+0(6)	Sneak Attack +5d6
10	+7/+2	+0(3)	+0(3)	+1(7)	Blind Fight, Ninja-dodge 3
11	+8/+3	+0(3)	+0(3)	+0(7)	Sneak Attack +6d6
12	+9/+4	+1(4)	+1(4)	+1(8)	Deflect Arrows
13	+9/+4	+0(4)	+0(4)	+0(8)	Sneak Attack +7d6
14	+10/+5	+0(4)	+0(4)	+1(9)	
15	+11/+6/+1	+1(5)	+1(5)	+0(9)	Sneak Attack +8d6, Ninja-dodge 4
16	+12/+7/+2	+0(5)	+0(5)	+1(10)	
17	+12/+7/+2	+0(5)	+0(5)	+0(10)	Sneak Attack +9d6
18	+13/+8/+3	+1(6)	+1(6)	+1(11)	
19	+14/+9/+4	+0(6)	+0(6)	+0(11)	Sneak Attack +10d6
20	+15/+10/+5	+0(6)	+0(6)	+1(12)	Ninja-dodge 5

Legend of the Five Rings (d20) :: Standard Classes

The Rogue

d6 : Hit Dice
 8 + Intelligence bonus : Skills per level
 5d4 x 10 Koku (min 125) : Starting Gear
 All Simple Weapons : Proficiencies
 Hand Crossbow & Shortbow
 Shortsword & Rapier
 Light Armour

The Scout

d8
 6 + Intelligence bonus
 6d4 x 10 Koku (min 150)
 All Simple Weapons
 All Martial Weapons
 Light Armour
 Buckler, Light Shield and Heavy Shield

Based on the Ranger class, this class has no magic use gaining a feat instead

Level	Base Attack	Saves			Rogue Special
		Fort	Ref	Will	
0	+0	+0(0)	+1(1)	+0(0)	Trapfinding
1	+0	+0(0)	+1(2)	+0(0)	Sneak Attack +d6
2	+1	+0(0)	+1(3)	+0(0)	Evasion
3	+2	+1(1)	+0(3)	+1(1)	Sneak Attack +2d6, Trap Sense +1
4	+3	+0(1)	+1(4)	+0(1)	Uncanny Dodge
5	+3	+0(1)	+0(4)	+0(1)	Sneak Attack +3d6
6	+4	+1(2)	+1(5)	+1(2)	Trap Sense +2
7	+5	+0(2)	+0(5)	+0(2)	Sneak Attack +4d6
8	+6/+1	+0(2)	+1(6)	+0(2)	Imp. Uncanny Dodge
9	+6/+1	+1(3)	+0(6)	+1(3)	Sneak Attack +5d6, Trap Sense +3
10	+7/+2	+0(3)	+1(7)	+0(3)	Special Ability or Bonus Feat
11	+8/+3	+0(3)	+0(7)	+0(3)	Sneak Attack +6d6
12	+9/+4	+1(4)	+1(8)	+1(4)	Trap Sense +4
13	+9/+4	+0(4)	+0(8)	+0(4)	Sneak Attack +7d6, Spec Ability
14	+10/+5	+0(4)	+1(9)	+0(4)	
15	+11/+6/+1	+1(5)	+0(9)	+1(5)	Sneak Attack +8d6, Trap Sense +5
16	+12/+7/+2	+0(5)	+1(10)	+0(5)	Special Ability or Bonus Feat
17	+12/+7/+2	+0(5)	+0(10)	+0(5)	Sneak Attack +9d6
18	+13/+8/+3	+1(6)	+1(11)	+1(6)	Trap Sense +6
19	+14/+9/+4	+0(6)	+0(11)	+0(6)	Sneak Attack +10d6, Spec Ability
20	+15/+10/+5	+0(6)	+1(12)	+0(6)	

Level	Base Attack	Saves			Scout Special
		Fort	Ref	Will	
0	+0	+1(1)	+1(1)	+0(0)	Track, Wild Empathy
1	+1	+1(2)	+1(2)	+0(0)	Favoured Enemy
2	+2	+1(3)	+1(3)	+0(0)	Combat Style
3	+3	+0(3)	+0(3)	+1(1)	Endurance
4	+4	+1(4)	+1(4)	+0(1)	Animal Companion, Combat Feat
5	+5	+0(4)	+0(4)	+0(1)	2 nd Favoured Enemy and a +2 inc
6	+6/+1	+1(5)	+1(5)	+1(2)	Imp. Combat Style
7	+7/+2	+0(5)	+0(5)	+0(2)	Woodland Stride
8	+8/+3	+1(6)	+1(6)	+0(2)	Swift Tracker, Combat Feat
9	+9/+4	+0(6)	+0(6)	+1(3)	Evasion
10	+10/+5	+1(7)	+1(7)	+0(3)	3 rd Favoured Enemy and a +2 inc
11	+11/+6/+1	+0(7)	+0(7)	+0(3)	Combat Style Mastery, Combat Ft
12	+12/+7/+2	+1(8)	+1(8)	+1(4)	
13	+13/+8/+3	+0(8)	+0(8)	+0(4)	Camouflage
14	+14/+9/+4	+1(9)	+1(9)	+0(4)	Any Combat Oriented Feat
15	+15/+10/+5	+0(9)	+0(9)	+1(5)	4 th Favoured Enemy and a +2 inc
16	+16/+11/+6/+1	+1(10)	+1(10)	+0(5)	
17	+17/+12/+7/+2	+0(10)	+0(10)	+0(5)	Hide in Plain Sight
18	+18/+13/+8/+3	+1(11)	+1(11)	+1(6)	
19	+19/+14/+9/+4	+0(11)	+0(11)	+0(6)	
20	+20/+15/+10/+5	+1(12)	+1(12)	+0(6)	5 th Favoured Enemy and a +2 inc

Legend of the Five Rings (b20) :: Standard Class Spells

The Shugenja

d6 : Hit Dice
 4 + Intelligence bonus : Skills per level
 6d4 x 10 Koku (min 150) : Starting Gear
 Masterwork Wakizashi (or racial equivalent)
 All Simple Weapons : Proficiencies
 Wakizashi (or racial equivalent)

Additional Bonus Language: Kami

Shugenja may wear a full Daisho, if so they may duel Samurai

Level	Base Attack	Saves			Shugenja Special
		Fort	Ref	Will	
0	+0	+0(0)	+0(0)	+1(1)	Sense Elements
1	+0	+0(0)	+0(0)	+1(2)	Elemental Focus
2	+1	+0(0)	+0(0)	+1(3)	
3	+1	+1(1)	+1(1)	+0(3)	
4	+2	+0(1)	+0(1)	+1(4)	Replace Known Spell
5	+2	+0(1)	+0(1)	+0(4)	
6	+3	+1(2)	+1(2)	+1(5)	Replace Known Spell
7	+3	+0(2)	+0(2)	+0(5)	
8	+4	+0(2)	+0(2)	+1(6)	Replace Known Spell
9	+4	+1(3)	+1(3)	+0(6)	
10	+5	+0(3)	+0(3)	+1(7)	Replace Known Spell
11	+5	+0(3)	+0(3)	+0(7)	
12	+6/+1	+1(4)	+1(4)	+1(8)	Replace Known Spell
13	+6/+1	+0(4)	+0(4)	+0(8)	
14	+7/+2	+0(4)	+0(4)	+1(9)	Replace Known Spell
15	+7/+2	+1(5)	+1(5)	+0(9)	
16	+8/+3	+0(5)	+0(5)	+1(10)	Replace Known Spell
17	+8/+3	+0(5)	+0(5)	+0(10)	
18	+9/+4	+1(6)	+1(6)	+1(11)	Replace Known Spell
19	+9/+4	+0(6)	+0(6)	+0(11)	
20	+10/+5	+0(6)	+0(6)	+1(12)	Replace Known Spell

Spellcasters: Each class has a stat to which magic is ascribed, the maximum spell level the caster can cast is 10 – this stat

For Air Shugenja this stat is Cha (charisma), for Earth this is Con (constitution), for Fire this is Int (intelligence) and for Water this is Wis (Wisdom)

Shugenja gain bonus spells from **a stat related to their element**, shugenja can cast spells spontaneously without the need to prepare them in advance

Shugenja are divine spellcasters. Shugenja must study to learn any shugenja spell, and must create a prayer scroll to read to the Kami

Shugenja do not need to prepare spells by meditating or studying each day, the spells they know can be cast at any time

Shugenja may use any higher level spell casting slot to cast any lower level spell. Shugenja must take at least a full round action to cast a spell

Shugenja may never learn the Quicken Spell Metamagic feat

Shugenja Spellcasting Foci: When casting a spell a shugenja must read aloud from a unique prayer scroll he has made, the scroll is not magical

Shugenja Known Spells: (eg. 3+2) Shugenja must learn at least the first number from their primary element, the second number are additional spells

Which can be taken from any element, except the banned element

Shugenja Spells per Day										
Level	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
0	3	1	-	-	-	-	-	-	-	-
1	5	3	-	-	-	-	-	-	-	-
2	6	4	-	-	-	-	-	-	-	-
3	6	5	-	-	-	-	-	-	-	-
4	6	6	3	-	-	-	-	-	-	-
5	6	6	4	-	-	-	-	-	-	-
6	6	6	5	3	-	-	-	-	-	-
7	6	6	6	4	-	-	-	-	-	-
8	6	6	6	5	3	-	-	-	-	-
9	6	6	6	6	4	-	-	-	-	-
10	6	6	6	6	5	3	-	-	-	-
11	6	6	6	6	6	4	-	-	-	-
12	6	6	6	6	6	5	3	-	-	-
13	6	6	6	6	6	6	4	-	-	-
14	6	6	6	6	6	6	5	3	-	-
15	6	6	6	6	6	6	6	4	-	-
16	6	6	6	6	6	6	6	5	3	-
17	6	6	6	6	6	6	6	6	4	-
18	6	6	6	6	6	6	6	6	5	3
19	6	6	6	6	6	6	6	6	6	4
20	6	6	6	6	6	6	6	6	6	6

Shugenja Spells Known										
Level	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
0	2+1	1+0	-	-	-	-	-	-	-	-
1	3+2	2+1	-	-	-	-	-	-	-	-
2	4+2	2+1	-	-	-	-	-	-	-	-
3	4+2	3+1	-	-	-	-	-	-	-	-
4	4+3	3+1	2+0	-	-	-	-	-	-	-
5	4+3	3+2	2+1	-	-	-	-	-	-	-
6	5+3	3+2	2+1	2+0	-	-	-	-	-	-
7	5+3	4+2	3+1	2+1	-	-	-	-	-	-
8	5+4	4+2	3+1	2+1	2+0	-	-	-	-	-
9	5+4	4+2	3+2	3+1	2+1	-	-	-	-	-
10	6+4	4+2	3+2	3+1	2+1	2+0	-	-	-	-
11	6+4	4+2	4+2	3+2	3+1	2+1	-	-	-	-
12	6+4	4+2	4+2	3+2	3+1	2+1	2+0	-	-	-
13	6+4	4+2	4+2	3+2	3+2	3+1	2+1	-	-	-
14	6+4	4+2	4+2	3+2	3+2	3+1	2+1	2+0	-	-
15	6+4	4+2	4+2	3+2	3+2	3+2	3+1	2+1	-	-
16	6+4	4+2	4+2	3+2	3+2	3+2	3+1	2+1	2+0	-
17	6+4	4+2	4+2	3+2	3+2	3+2	3+1	3+1	2+1	-
18	6+4	4+2	4+2	3+2	3+2	3+2	3+1	3+1	2+1	2+0
19	6+4	4+2	4+2	3+2	3+2	3+2	3+1	3+1	3+1	2+1
20	6+4	4+2	4+2	3+2	3+2	3+2	3+1	3+1	3+1	3+1

Legend of the Five Rings (d20) :: Standard Classes

The Ranger

Naga/Fox Clan only

d8 : Hit Dice
6 + Intelligence bonus : Skills per level
6d4 x 10 Koku (min 150) : Starting Gear
All Simple Weapons : Proficiencies
All Martial Weapons
Light Armour
Buckler, Light Shield and Heavy Shield

Hit Dice :

Skills per level :

Starting Gear :

Proficiencies :

d8

4 + Intelligence bonus

2d4 x 10 Koku (min 50)

Club, Dagger & Dart

Quarterstaff, Scimitar, Scickle & Sling

Shortspear & Spear

Light & Medium Armour

Buckler, Light Shield, Heavy Shield

The Shaman

Naga Only

Additional Bonus Language: Sylvan.

Level	Base Attack	Saves			Ranger Special
		Fort	Ref	Will	
0	+0	+1(1)	+1(1)	+0(0)	Track, Wild Empathy
1	+1	+1(2)	+1(2)	+0(0)	Favoured Enemy
2	+2	+1(3)	+1(3)	+0(0)	Combat Style
3	+3	+0(3)	+0(3)	+1(1)	Endurance
4	+4	+1(4)	+1(4)	+0(1)	Animal Companion
5	+5	+0(4)	+0(4)	+0(1)	2 nd Favoured Enemy and a +2 inc
6	+6/+1	+1(5)	+1(5)	+1(2)	Imp. Combat Style
7	+7/+2	+0(5)	+0(5)	+0(2)	Woodland Stride
8	+8/+3	+1(6)	+1(6)	+0(2)	Swift Tracker
9	+9/+4	+0(6)	+0(6)	+1(3)	Evasion
10	+10/+5	+1(7)	+1(7)	+0(3)	3 rd Favoured Enemy and a +2 inc
11	+11/+6/+1	+0(7)	+0(7)	+0(3)	Combat Style Mastery
12	+12/+7/+2	+1(8)	+1(8)	+1(4)	
13	+13/+8/+3	+0(8)	+0(8)	+0(4)	Camouflage
14	+14/+9/+4	+1(9)	+1(9)	+0(4)	
15	+15/+10/+5	+0(9)	+0(9)	+1(5)	4 th Favoured Enemy and a +2 inc
16	+16/+11/+6/+1	+1(10)	+1(10)	+0(5)	
17	+17/+12/+7/+2	+0(10)	+0(10)	+0(5)	Hide in Plain Sight
18	+18/+13/+8/+3	+1(11)	+1(11)	+1(6)	
19	+19/+14/+9/+4	+0(11)	+0(11)	+0(6)	
20	+20/+15/+10/+5	+1(12)	+1(12)	+0(6)	5 th Favoured Enemy and a +2 inc

Level	Base Attack	Saves			Shaman Special
		Fort	Ref	Will	
0	+0	+1(1)	+0(0)	+1(1)	Language Druidic
1	+0	+1(2)	+0(0)	+1(2)	An. Comp, N.Sense, Wld Emp
2	+1	+1(3)	+0(0)	+1(3)	Woodland Stride
3	+2	+0(3)	+1(1)	+0(3)	Trackless Step
4	+3	+1(4)	+0(1)	+1(4)	Resist Nature's Lure
5	+3	+0(4)	+0(1)	+0(4)	Wild Shape 1/day
6	+4	+1(5)	+1(2)	+1(5)	Wild Shape 2/day
7	+5	+0(5)	+0(2)	+0(5)	Wild Shape 3/day
8	+6/+1	+1(6)	+0(2)	+1(6)	Wild Shape:Large
9	+6/+1	+0(6)	+1(3)	+0(6)	Venom Immunity
10	+7/+2	+1(7)	+0(3)	+1(7)	Wild Shape 4/day
11	+8/+3	+0(7)	+0(3)	+0(7)	Wild Shape:Tiny
12	+9/+4	+1(8)	+1(4)	+1(8)	Wild Shape:Plant
13	+9/+4	+0(8)	+0(4)	+0(8)	A Thousand Faces
14	+10/+5	+1(9)	+0(4)	+1(9)	Wild Shape 5/day
15	+11/+6/+1	+0(9)	+1(5)	+0(9)	Timeless Body, Wild Shape:Huge
16	+12/+7/+2	+1(10)	+0(5)	+1(10)	Wild Shape:Elemental 1/day
17	+12/+7/+2	+0(10)	+0(5)	+0(10)	
18	+13/+8/+3	+1(11)	+1(6)	+1(11)	WS 6/day, WS:Elemental 2/day
19	+14/+9/+4	+0(11)	+0(6)	+0(11)	
20	+15/+10/+5	+1(12)	+0(6)	+1(12)	WS:E 3/day, WS:Huge Elemental

An. Comp, N.Sense, Wld Emp = Animal Companion, Nature Sense, Wild Empathy

Spellcasters: Each class has a stat to which magic is ascribed, the maximum spell level the caster can cast is 10 – this stat

Rangers gain bonus spells from **Wisdom**, rangers must prepare spells in advance, by meditating for an hour once per day

Rangers are divine spellcasters. The Rangers 'Caster Level' is always considered to be half their actual level

Ranger Spells per Day										
Level	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
0	-	-	-	-	-	-	-	-	-	-
1	-	-	-	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-	-	-	-
4	-	0	-	-	-	-	-	-	-	-
5	-	0	-	-	-	-	-	-	-	-
6	-	1	-	-	-	-	-	-	-	-
7	-	1	-	-	-	-	-	-	-	-
8	-	1	0	-	-	-	-	-	-	-
9	-	1	0	-	-	-	-	-	-	-
10	-	1	1	-	-	-	-	-	-	-
11	-	1	1	0	-	-	-	-	-	-
12	-	1	1	1	-	-	-	-	-	-
13	-	1	1	1	-	-	-	-	-	-
14	-	2	1	1	0	-	-	-	-	-
15	-	2	1	1	1	-	-	-	-	-
16	-	2	2	1	1	-	-	-	-	-
17	-	2	2	2	1	-	-	-	-	-
18	-	3	2	2	1	-	-	-	-	-
19	-	3	3	3	2	-	-	-	-	-
20	-	3	3	3	3	-	-	-	-	-

Shaman Spells per Day										
Level	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
0	2	1	-	-	-	-	-	-	-	-
1	3	1	-	-	-	-	-	-	-	-
2	4	2	-	-	-	-	-	-	-	-
3	4	2	1	-	-	-	-	-	-	-
4	5	3	2	-	-	-	-	-	-	-
5	5	3	2	1	-	-	-	-	-	-
6	5	3	3	2	-	-	-	-	-	-
7	6	4	3	2	1	-	-	-	-	-
8	6	4	3	3	2	-	-	-	-	-
9	6	4	4	3	2	1	-	-	-	-
10	6	4	4	3	3	2	-	-	-	-
11	6	5	4	4	3	2	1	-	-	-
12	6	5	4	4	3	3	2	-	-	-
13	6	5	5	4	4	3	2	1	-	-
14	6	5	5	4	4	3	3	2	-	-
15	6	5	5	5	4	4	3	2	1	-
16	6	5	5	5	4	4	3	3	2	-
17	6	5	5	5	5	4	4	3	2	1
18	6	5	5	5	5	4	4	3	3	2
19	6	5	5	5	5	5	4	4	3	3
20	6	5	5	5	5	5	4	4	4	4

Shamans gain bonus spells from **Wisdom**, shamans must prepare spells in advance, by meditating for an hour once per day

Shamans are divine spellcasters, although their magic actually comes from nature itself. Shamans commonly worship Nature Deities however

If a shaman dons metallic armour this violates their pact with nature and suppresses all spells and class features, until 24hrs after it's removed

A Shaman can be only either Neutral Good, Lawful Neutral, True Neutral, Chaotic Neutral or Neutral Evil. Anything also violates their pact

Shamans know all **druid** spells, except those of opposing alignments (Good opposes Evil and Chaos opposes Lawful)

Spontaneous Casting (DhamansrSuids may transplant any spell with a summoning spell of the same or lower level, at any time)

Legend of the Five Rings (d20) :: Skills

Not in 3.5 Edition		Use Untrained ?	Armour Check		Adept	Aristocrat	Commoner	Expert	Warrior	Berserker	Bushi	Courtier	Inkryo Monk	Monk	Ninja	Rogue	Samurai	Scout	Shugenja	Ranger	Shaman	Synergy
	Balance	■	*	Dex									×	×	×	×						Balance
	Battle	■		Wis					×	×	×					×	×	×		×		Battle
	Bluff	■		Cha		×						×			×	×						Bluff
	Climb	■	*	Str			×		×	×	×		×	×	×	×	×	×		×		Climb
	Concentration	■		Con	×								×	×				×	×	×	×	Concentration
	Craft	■		Int	×		×			×	×	×	×	×	×	×	×	×	×	×	×	Craft
	Decipher Script			Int								×			×	×						Decipher Script
	Diplomacy	■		Cha		×						×	×	×	×	×	×		×		×	Diplomacy
	Disable Device			Int											×	×						Disable Device
	Disguise	■		Cha		×									×	×						Disguise
	Escape Artist	■	*	Dex									×	×	×	×						Escape Artist
	Forgery	■		Int		×									×	×						Forgery
	Games	■		Var								×										Games
	Gather Information	■		Cha		×						×			×	×						Gather Information
	Handle Animal			Cha	×	×	×		×	×	×						×	×		×	×	Handle Animal
	Heal	■		Wis	×													×	×	×	×	Heal
	Hide	■	*	Dex									×	×	×	×		×		×		Hide
	Iaijutsu Focus	■		Cha													×					Intimidate
	Intimidate	■		Cha					×	×	×	×			×	×	×					Intimidate
	Jump	■	*	Str			×		×	×	×		×	×	×	×	×	×		×		Jump
	Knowledge:Ancestors			Int	×	×														×		Knowledge:Ancestors
	Knowledge:Architecture & Eng			Int	×	×														×		Knowledge:Architecture & Eng
	Knowledge:Bushido			Int	×	×					×						×		×			Knowledge:Bushido
	Knowledge:Etiquette			Int	×	×						×								×		Knowledge:Etiquette
	Knowledge:The Fortunes			Int	×	×							×	×						×		Knowledge:The Fortunes
	Knowledge:History			Int	×	×						×								×		Knowledge:History
	Knowledge:Law			Int	×	×											×			×		Knowledge:Law
	Knowledge:Local			Int	×	×						×			×	×				×		Knowledge:Local
	Knowledge:Nobility & Royalty			Int	×	×						×								×		Knowledge:Nobility & Royalty
	Knowledge:Research			Int	×	×						×								×		Knowledge:Research
	Knowledge:Shadowlands			Int	×	×														×		Knowledge:Shadowlands
	Knowledge:Shintao			Int	×	×							×	×						×		Knowledge:Shintao
	Knowledge:War			Int	×	×					×						×			×		Knowledge:War
	Knowledge:Chikushudo Spirits			Int	×	×														×	×	Knowledge:Chikushudo Spirits
	Knowledge:Elemental Kami			Int	×	×							×	×						×		Knowledge:Elemental Kami
	Knowledge:Gaki-do Spirits			Int	×	×														×		Knowledge:Gaki-do Spirits
	Knowledge:Jigoku Demons			Int	×	×														×		Knowledge:Jigoku Demons
	Knowledge:Meido Spirits			Int	×	×														×		Knowledge:Meido Spirits
	Knowledge:Sakkaku Spirits			Int	×	×														×		Knowledge:Sakkaku Spirits
	Knowledge:Tengoku Spirits			Int	×	×														×		Knowledge:Tengoku Spirits
	Knowledge:Toshigoku Spirits			Int	×	×														×		Knowledge:Toshigoku Spirits
	Knowledge:Yomi Spirits			Int	×	×														×		Knowledge:Yomi Spirits
	Knowledge:Yume-do Spirits			Int	×	×														×		Knowledge:Yume-do Spirits
	Listen	■		Wis		×	×			×		×	×	×	×	×		×		×	×	Listen
	Mimic			Cha											×	×					×	Mimic
	Move Silently	■	*	Dex									×	×	×	×		×		×		Move Silently
	Open Lock			Dex											×	×						Open Lock
	Perform			Cha		×						×	×	×	×	×	×					Perform
	Poison			Int											×	×						Poison
	Profession			Wis	×		×					×			×	×	×	×	×	×	×	Profession
	Ride	■		Dex		×	×		×	×	×				×	×	×	×		×	×	Ride
	Search	■		Int								×	×	×	×	×			×		×	Search
	Sense Motive	■		Wis		×						×	×	×	×	×	×					Sense Motive
	Sleight of Hand		*	Dex											×	×						Sleight of Hand
	Spellcraft			Int	×															×		Spellcraft
	Spot	■		Wis		×	×					×	×	×	×	×		×		×	×	Spot
	Survival	■		Wis	×	×				×			×	×				×		×	×	Survival
	Swim	■	*2	Str		×	×		×	×	×		×	×	×	×	×	×		×	×	Swim
	Tea Ceremony			Wis								×	×	×			×					Tea Ceremony
	Tumble		*	Dex									×	×	×	×						Tumble
	Use rope	■		Dex			×								×	×		×		×		Use rope
×	Alchemy			Int	×										×	×			×			Alchemy
×	Innuendo	■		Cha		×						×			×							Innuendo

×	Read Lips			Wis		×						×			×					Read Lips
×	Scry (Ex.)			Int	×												×			Scry (Ex.)

bonus

anks in Knowledge: War, +Scout/Rangers Favoured enemy bonus if enemy mainly composed of or led by

anks in Poison to treat poisons

anks in Gather Information

anks in Listen

anks in Profession(Herbalist) for herbal poisons, Handle Animal for Animal poisons

Legend of the Five Rings (d20) :: Languages

Language	Spoken by
Rokugani	All humans, most Oni, Naga, Ratkin and visitors to the Emerald Empire
High Rokugani	All Nobles, Samurai, Shugenja and most Monks
Ashalan	Ashalan, Some Unicorn Clan
Assassin	the Assassins of Medinaat al Salaam
Bakemono	Bakemono(goblins)
Chikushudo	Chikushudo(animal spirits)
Ivory Kingdom	Ivory Kingdom folk
Kami	Kami, Shugenja
Mekhem	People of the Burning Sands
Moto (Ujik-hai)	Unicorn
Mujina	Mujina
Naga	Naga
Nezumi	Ratkin(Nezumi)
Ogre	Free Ogres
Oni	Oni, Demons of Jigoku, Maho-isukas, most tainted creatures
Senpet	People of the Senpet Empire
Yobanjin	Barbarians of the Northern Mountains (Yobanjin)

Legend of the Five Rings (d20) :: Bonus Languages by Clan

Crab	Crane	Dragon	Lion	Mantis	Phoenix	Scorpion	Unicorn
Rokugani	High Rokugani	Rokugani	High Rokugani	Rokugani	High Rokugani	High Rokugani	Rokugani
High Rokugani	Rokugani	High Rokugani	Rokugani	High Rokugani	Rokugani	Rokugani	Moto (Ujik-hai)
Bakemono		Yobanjin		Ivory Kingdom	Kami	Ashalan	Mekhem
Nezumi				Nezumi	Yobanjin	Mekhem	High Rokugani
Ogre				Yobanjin		Nezumi	Naga
Oni						Senpet	Senpet
Commoners (Heimin)	Low-Caste (Hinin)	Ratkin	Naga	Shugenja	Imperial Houses		
Rokugani	Rokugani	Nezumi	Naga	High Rokugani	High Rokugani		
Varies on Region		Bakemono	Nezumi	Chikushudo	Rokugani		
Some may even learn		Mujina	Chikushudo		Any		
High Rokugani		Naga					
		Ogre					
		Oni					
Badger	Boar	Dragonfly	Fox	Hare	Monkey	Ox	Sparrow
Rokugani	Rokugani	High Rokugani	Rokugani	Rokugani	Rokugani	Rokugani	High Rokugani
High Rokugani	High Rokugani	Rokugani	High Rokugani	High Rokugani	High Rokugani	High Rokugani	Rokugani
Yobanjin	Bakemono	Yobanjin	Chikushudo	Bakemono		Yobanjin	
	Nezumi			Oni			
	Ogre						
	Oni						
Tortoise							
Rokugani							
High Rokugani							
Any							

NOTE: Languages are rare, if there is no reason for a language to be learned grant the character a skill point at character creation instead (eg. For a crane with a +2 Int bonus)