



Legend of the 5 Rings Third Edition Errata & FAQ

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Table of Contents

Introduction	2
Book of Earth	3
Errata	3
FAQ	3
Book of Water	4
Errata	4
FAQ	5
Character creation	5
Skills	5
Advantages & Disadvantages	6
Schools	7
Crab	7
Crane	8
Dragon	8
Lion	8
Mantis	8
Phoenix	8
Scorpion	8
Unicorn	9
Imperial Schools	9
Minor Clans	9
Ronin	9
Book of Fire	10
Errata	10
FAQ	10
General	10
Raises	10
Honor, Glory & Status	10
Duels	10
Combat	11
Kata	11
Kata - Tsuko's Storm	12
Kata - Prayer's End	12
Appendix 1 - Rich Wulf on combat postures	12
Appendix 1 - Rich Wulf on the uses of Feinting	13
Book of Air	14
Errata	14
FAQ	14
Spells Duration	14
Spells	14
Kiho	14
Book of Void	15
Errata	15
FAQ	15
The Oracle Pages	16

Introduction

So we finally have it. A lot of time and work. Well more time than work I guess. At any rate I hope you enjoy the format. I tried to mirror the book as closely as possible. Thanks to Shawn, Rich and DJ for answering the questions. And the L5R community for waiting this long. Oh and a thanks to Gap for hosting the pdf file.

So with out further ado I present you with the L5R FAQ..... in PDF format :)

Dace

Bat Clan Daiymo
Oracle of 3rd Edition

Book of Earth



Errata

Timeline (page 12)

The entry described as “Gusai family name awarded” actually takes place in the year 429 rather than 438. References to the Empress Yuzohime should actually refer to the Emperor.

Monk Orders (pages 73-74)

Should have been deleted altogether. A layout error resulted in the section's retention. Ignore the mechanical benefits, although the information on the orders is largely correct. Monk character creation rules are found exclusively in the Book of Air. This only applies to non-clan-affiliated monastic orders, not the Dragon Tattooed Orders.

FAQ

Q. Are the Togashi/Hitomi/Hoshi families monks or samurais?

A. The tattooed orders are considered the vassals of samurai. Combine this with the natural respect that all samurai are expected to show toward members of the monastic caste, and the Togashi/Hitomi/Hoshi must be treated with the utmost respect.

Togashi Satsu is considered a samurai, however, as he is the grandson of a Kami. Implying that he is not samurai would be implying that Togashi's line was not of noble birth, which would in turn cast into doubt the lineage of all samurai descended from a Kami. Bad idea, that.

Book of Water



Errata

Target Numbers (page 85)

Reference to the deleted Difficulties table persists. The table was deliberately omitted because it was of dubious value. The reference to the table should have been deleted as well, but was not.

The deleted table can be found below.

Raises (pages 86 & 94)

On page 86, it reads “A character may only Raise a number of times equal to his Void Ring.” This is incorrect. The passage should read “When making a Skill roll, a character may make a maximum number of Raises equal to his Void Ring or his Skill Rank, whichever is higher. On all non-Skill rolls, a character may make a maximum number of Raises equal to his Void Ring.”

This applies also on page 94 (Mastery Abilities - Rank 10: Grand Master) where the sentence “The number of Raises you may make when using this Skill is no longer limited by your Void.”

Skills

❖ (page 96) The description of Etiquette’s Emphase Bureaucracy refers to a “Intelligence/Courtier” test. This should be Intelligence/Etiquette.

❖ (page 98) The second sentence of the Rank 7 Mastery Ability description for Medicine (“You roll an additional die when determining how many Wounds you treat.”) is redundant and should be deleted.

❖ (page 99) The description of Storytelling refers to a “Perception/Bard” test. This should be Perception /Storytelling.

❖ (page 102) The description for Jiujitsu should include the Emphasis: Atemi, which allows practitioners to utilize certain nerve strike Kiho, which are in turn found in the Book of Air.

Advantages: Great Potential (page 108)

The proper reading of this Advantage should include “...the number of Raises you may make is not limited to your Void Ring or your rank in that Skill.”

Kakita Bushi School (page 122)

Etiquette is listed twice. The proper Skill list is: Etiquette, Iaijutsu, Kenjutsu (Katana), Kyujutsu, Meditation, any High skill, any High or Bugei skill.

Doji Courtier School (page 123)

The first sentence of the Rank 1 Technique should read as follows: You may add twice your Honor Rank to all Courtier, Etiquette, Lore (Heraldry), and Storytelling (Oratory) rolls.

Mirumoto Bushi School (page 126)

The Rank 4 Technique has a clause omitted. The third sentence should be: You may not make more than twice your normal number of attacks per round using this Technique.

Shiba Bushi School (page 136)

In the Rank 4 Technique description, the word “feet” is missing in the sentence “Whenever another character spends a Void Point within 50 __ of you, ...”.

Iuchi Shugenja School (page 143)

The correct Beginning Spells entry for this School is as follows: Sense, Commune, Summon, Counterspell, Heart of Nature, Nature's Touch, any 3 Water spells, any 2 Earth spells, and any 1 Air spell.

Kitsune Shugenja School (page 147)

Beginning Spells were omitted. They are: Sense, Commune, Summon, 3 Earth, 2 Air, and 1 Water spell.

DIFFICULTY TABLE

TN	Difficulty	Physical	Mental
None	Mundane	Getting out of bed	Remembering details of your sword
5	Very Easy	Striking an immobile target	Recognizing a friend
10	Easy	Carrying half your weight	Finding a misplaced item
15	Average	Lifting your weight over your head	Recognizing someone in disguise
20	Moderate	Scaling a cliff without rope	Finding a well-hidden object
25	Difficult	Diving safely from a waterfall	Remembering someone's exact words
35	Heroic	Out-wrestling a troll	Naming all your ancestors in order
50	Impossible	Shattering stone with bare hands	Outwitting a Fortune

FAQ

Character Creation

Q. Can a Clan-Affiliated Samurai take the Ronin techniques without the Different Schools Advantage? The book isn't to clear on this matter.

A. Clan-affiliated characters may choose to study at a ronin School at the time of character creation without having to take the Different School Advantage. If they wish to change Schools after that, they must take Multiple Schools. Ronin may move freely among the bushi Schools as they like, perhaps resulting in a Bushi 2 /Duelist 1 or what have you.

Ronin Schools are intended to represent a number of basic, fundamental styles that exist within all major fighting styles (for Clan samurai), and that may be studied independently without the need for a dojo or sensei (for ronin). They also allow you to make that Hiruma Yojimbo you've always wanted, even if there's no Yojimbo School among the Crab.

They are, like much of 3rd Ed, a toolkit to use as you see fit in order to create a more varied and appealing character.

Q. What is a starting characters Glory and Status dependant on? School?

A. Honor is variable depending upon School. Glory and Status are not, and can only be increased through use of Advantages and such. Glory and Status both begin at 1 for all starting characters.

Q. So in order to get higher status one needs to buy Social Position Advantage? What is the mechanic for it precisely? Each social position counts as 1 pt of Status? Or they vary depending on what the position is? If so what would be average status of simple member of kuge family of the clan?

A. The GM can grant Status any time a character gets a promotion and it's a good rule of thumb for a character's status to always at least be equal to his School Rank. Generally, players shouldn't really assume that their characters will be increasing constantly - for the most part characters in Rokugan will hit a "ceiling" where their Status levels out and, after this, promotions are somewhat rare. Status is used primarily as a gauge of who is politically, socially, and legally bound to offer obedience and/or respect to whom.

Q. I'm a bit confused with starting skills and how they work. With all the ways you can increase your skills at character generation how exactly do these rules work?

A. Very simple, gentlemen. Page 153 says: "After choosing your character's Family, if you wish you may roll on the Heritage tables to see what sort of family line the character was born into." Ergo, any bonuses you gain to a Skill will be determined before you even pick your School.

When you have selected your School, you get your Starting Skills. The term "Starting" is identical to the one used on page 88: "A character can increase any given Skill only two ranks beyond its starting rank during character creation."

Therefore, if I were making a Kakita, I might roll a Heritage result that conferred +2 ranks of Iaijutsu (such as Table 3B: 1-2). I might then select the Kakita Bushi as my School. I could use the "any one High or Bugei Skill" to gain Iaijutsu 2, and then add the +2 Heritage result to gain a total of Iaijutsu 4. I would then have increased my Iaijutsu Skill two ranks above its starting rank (2), and would be unable to increase it any further.

Skills

Q. How does Skill Substitution work?

A. When substituting one Skill for another, a character retains all existing Emphases and Mastery Abilities unless otherwise specified by the Technique or Advantage that allows the substitution. Substitution Skill A for Skill B, however, does not allow a character to miraculously gain the Mastery Abilities of Skill B.

Q. Are all skills with the "Lore Skill" subtype considered a "Lore Skill" for all purposes and rolls?

A. Yes

Q. Do you need the emphases to use the ability?

A. You may only use Emphasis Abilities (noted appropriately under the Skills that have them) if you have the appropriate Emphasis. If you do not have this Emphasis, you can still use the skill normally. Meaning that if you have Courtier, you can Gossip all you want, but you can't make the Raise to conceal the fact you're gossiping. If you have Acting, you can act in a variety of styles, but can't disguise yourself without Disguise.

Q. You need the Clan Cipher Emphasis of Calligraphy (page 95) to read a Spell Scroll, which isn't on any of the school's Skill lists. The Tamori don't get Calligraphy at all. Is this an intentional 2 Character Points fee being levied on Shugenjas?

A. Considering this logically, one of two conclusions can be reached:

1.) Despite the wording of the Skill entry, each individual clan teaches their shugenja students to read their

cipher, and that an Emphasis would only be required to read the cipher of -other- clans.

2.) Or that obviously individual shugenja are intended to have this Emphasis of Calligraphy and should be given it accordingly.

I believe that #1 would be the most reasonable means of dealing with this anomaly. Feel free to adjust it however you prefer it for your games!

Q. Rank 5 in Commerce (page 100) grants 10% more koku with a successful roll. How much of a profit can the seller usually expect to make, if he's selling something neither in-demand/rare or common/worthless, given a reasonably stable economic situation?

A. That's the thing about the Yasuki. When they sell you something, it's never rare or worthless. It's never just "rice." It's "Rare mountain grown rice, blessed in the most fertile soils of Inari's chosen monks and picked upon the very first day of fall so that the taste would be delicate and the texture as tender as melting ice. The food will satisfy your body, but the taste will fulfill the deepest needs of your soul."

It's always exactly what you wanted. Even if you didn't realize you wanted it before the Yasuki started talking, and figure out you really didn't want it later. That's how they squeeze the extra money out of you.

Of course, they can't squeeze what isn't there. Some common sense is needed here. If you're selling some a ring to a ronin for 2 zeni and he's only got 2 zeni, he's not going to magically produce 10% more for you.

Q. Shouldn't Kyujutsu (page 101) have a Rank 5 Mastery Ability?

A. There is no Rank 5 Mastery Ability for Kyujutsu. This is not an error.

Advantages and Disadvantages

Q. Does bishamon's blessings (page 106) activate with both regular raises and free raises?

A. No, hence the phrasing. You do not "make" a Free Raise.

Q. About Crab Hands (page 107), when your skill is considered 1 higher in weapon skills, does that count for mastery level as well?

A. Crab Hands does not grant Mastery level abilities. In all other respects, however, the skill functions as if one rank higher.

Q. How does Combat Reflexes (page 107) work?

A. This Advantage functions as indicated in the rulebook. There are no hidden limitations or additional benefits.

One important thing to add on Combat Reflexes: the Advantage specifically states it is only used after Initiative is rolled. This means that, should a character's initiative change due to Tides of Battle or other effects that may alter his initiative, he may not use Combat Reflexes again to steal someone else's place in the order and retain his advantage (any more than he could use it repeatedly to hop all the way to the top of the Initiative order in a mass combat).

Combat Reflexes is a once per combat deal. You use it, or you don't. It is a callous and uncaring god that does not care if the initiative order being usurped is from friend or foe. Any time you use it, you stick with what it gives you.

In the case of multiple combatants with Combat Reflexes, I would give higher initiative characters the right to choose first (to give them the chance to perhaps escape losing their initiative to a lower rolling opponent with Combat Reflexes). Once you've made your choice, you're stuck with it for the combat. The exception to this would be whoever rolls highest in the entire skirmish. I'd let them use their Combat Reflexes whenever they like, so that if someone ganks their initiative they can immediately yank it back.

Q. Raises are limited by your Void or your Skill, whichever is higher. Doesn't this general ability sort of nerf the Great Potential Advantage (page 108)?

A. I don't think it necessarily nerfs the Advantage, because if your Void Ring is higher than your Skill Rank, then you basically can make unlimited Raises. That said, however, it obviously becomes far less attractive for the point cost. I am tempted to errata the Advantage to read "no longer limited by your Void or Skill Rank", but I try to be cautious when issuing errata. Each piece makes the game more complicated. In this case, however, I think I will likely be adding that to the list in the near future.

Q. If you choose Iaijutsu as your skill for the Great Potential Advantage (page 108), are your Focuses/Raises still limited by whatever is chosen by your opponent in a duel or does this advantage negate that?

A. Focuses and Raises are two very similar but different mechanics. Great Potential does not affect Focuses in the manner you describe, no.

Q. Do characters with Ishiken-do (page 109) get a Free Raise for each Void they spend while casting spells? How are these Free Raises used if you must declare Raises before you roll?

A. I would say no. Despite the wording, the intent is for a Free Raise to be gained any time that the shugenja

chooses to spend Void Points, not one per Void Points spent.

I don't really understand the second question. You would use the Free Raises exactly the same way you'd use them on any roll with a Free Raise, which includes about a hundred Techniques or Advantages. You could use them to increase the Range of a spell, decrease the Casting Time, add 5 per Free Raise to your roll (which you haven't made yet because you just now said you were spending a Void Point), etc.

Q. Why doesn't Ishiken-do (page 109) require the shugenja to have affinity void?

A. Once upon a time, Ishiken-do were only born among the Phoenix, and their power was really astounding. Now, however, not only are Void shugenja being born outside the Isawa (witness Master of the Void Shiba Ningen), but outside the clan altogether, and the ability to perceive the Void is fluctuating. Some Ishiken are capable of incredible feats of power, while others can only glimpse into the Void's mysteries. Curious, isn't it?

Q. The Multiple Schools Advantage (page 110) says the shugenja or bushi may take ranks of other schools (including courtier schools) and vice versa though not both. Does this mean that anyone can take ranks in schools with the monk descriptor (Asako Henshin, Ize-Zumi)? And can they take ranks as a normal monk later?

After you have achieved rank 5 in a school do you need to take multiple schools in order to attend a different school? What about schools in-clan (hida to hiruma), out of clan (hida to moto) and schools that aren't your primary path (bushi to courtier)?

A. The general rule of Multiple Schools is that Bushi can multi into Courtier or Others, Shugenja can multi into Courtier or Others, but Bushi and Shugenja cannot multi together. Adding monks to the mix is tricky, but essentially you can multi into a Monk School from anything else, but you should never be allowed to take ranks in other Schools once you're in a Monk School.

Q. The Lame Disadvantage (page 115) states that the player has a +10 to TN for all Agility rolls. Does this mean Raw Agility rolls or any rolls that have the Agility trait as one of its components

A. It would mean all Agility rolls, both trait and skill.

Schools

Q. What weapon/item is required to use the various School Techniques (pages 119-152)?

A. Techniques that require specific equipment will have such requirements stated in their write-up. For example, several Tsuruchi Bounty Hunter Techniques specify they must be used with an archery attack. The Mirumoto Bushi Techniques do not specify that they require a daisho, and therefore they do not require a daisho.

Q. Do you get the Trait bonus and the Skills of your new school when changing schools (i.e. using the Different/ Multiple Schools Advantage or by taking an Advanced path)?

A. No.

❖ Crab

Q. The Yasuki courtiers (page 120) get a Free Raise for every 2 declared Raises made by an opponent on contested rolls (Technique Rank 1). Does this include Free Raises that the opponent receives?

A. Yes. Yasuki vs. Bayushi standoffs can generate some absolutely insane numbers of Raises on both sides.

Q. How interact Hida Bushi Rank 4. (page 119) and the Crab Kata Shell of Stone (page 195). Do these stack? I.e. - Rank 4 Crab wearing Heavy Armor and using the Kata would have a TM modifier of +40 (10 x2 x2) Or is it doubled once for each +?

A. It would be 30. Rather than a doubled double, it just gains a bonus equal to the base, twice. That should have been made more clear to prevent geometric explosions.

Q. Do the extra Void points gained in rank 3 and 5 in the Hida school (page 119) work for contests of void?

A. No they do not. They are used to power the technique.

Q. How exactly does Rank 5 Hida technique (page 119) work?

A. The intent of the technique is indeed that a Hida's Wounds permanently double upon taking the technique, and remain in that state forevermore (unless the technique is somehow cancelled - I can't think of anything off hand that would do that, but don't want to rule out the possibility).

❖ Crane

Q. Does the Kakita bushi (page 122) initiative bonus apply only when you're wielding a katana?

A. There is no condition set by the technique on when the bonus to initiative is applied. This means that the kakita bushi always adds twice his iaijutsu ranks to his initiative no matter what he is doing.

❖ Dragon

Q. The Mirumoto has Kenjutsu (katana), and so he does get to add his kenjutsu ranks to his Iaijutsu rolls (Mirumoto Technique Rank 1, page 125). However, Iaijutsu (page 102) does not have emphases, so a Kakita does not get this benefit when using Iaijutsu in skirmish (Kakita Technique Rank 1, page 122). Furthermore, only the skill ranks, masteries and emphases are copied, but not the associated Trait. So a Kakita, when substituting Iaijutsu for kenjutsu must still use agility. Correct?

A. Not exactly. Here's how it works. The only thing that carries over is the skill rank. However, any Mastery benefits that still apply in that situation stick around.

For example: Mirumoto Bill is fighting in an Iaijutsu Duel. Bill has 5 Kenjutsu. He gets to use Kenjutsu instead of his Iaijutsu rank, but every other part of the duel remains the same as normal. He still gets to spend an additional Void Point on a single damage roll with a katana, because that's a benefit of having Kenjutsu 5 and that doesn't go away. (A Crane with Kenjutsu 5 would be getting the same advantage in such a duel.) Bill doesn't get to add 5 to his Iaijutsu roll for using an Emphasis, because Iaijutsu has no Emphases. His Katana Emphasis is irrelevant here.

Now let's look at the flip side. Kakita Ted is fighting in a skirmish using Kenjutsu. He has Kenjutsu 5, Katana Emphasis, and Iaijutsu 7. He gets to use his Iaijutsu 7 for all Skill rolls, but he gains **all** the normal bonuses a character is entitled to on a Kenjutsu roll. This means he gets to spend the additional void point on damage (Kenjutsu 5 mastery) and he gets to add 5 to his total (Katana Emphasis bonus).

The only thing that swaps out is the Skill Rank. Everything else stays the same. Thus it behooves a Kakita or Mirumoto to gather ranks in both.

Q. How many tattoos can be activated at one time? All of them? One as a Simple Action, two as a Complex Action?

A. One at a time, simple action to activate.

❖ Lion (no entry)

❖ Mantis (no entry)

❖ Phoenix

Q. If a Shiba is performing an attack, can he spend any number of void on damage with his katana (page 136)?

A. No, damage is not an action. It is an effect of the weapon's Damage Rating.

❖ Scorpion

Q. how does the Shosuro Shinobi Rank 1 technique work (page 141)?

A. The Shosuro character is in Full Defense. He remains in Full Defense unless one of the following things happens:

1) You are unable to utilize Full Defense, due to being restrained or the like.

2) You take an action that is illegal when on Full Defense, such as attacking or moving at more than half speed (you then default to Attack Posture).

3) You just decide not to be on Full Defense, for whatever reason.

If you enter a combat with a Shosuro, he is probably on Full Defense already, as if he had declared Full Defense posture on his last action and was still enjoying the benefits. If he decides to attack you, he is no longer on Full Defense.

Here is the tricky part: A Shosuro does **not** gain any special abilities to declare his Posture anew if he drops Full Defense. He has to do it just like everyone else. If he gives up his auto Full Defense, he has to wait until his next turn to switch it back on again, just like everyone else. The technique just prevents him from being surprised, and prevents him from being locked into Defense mode in the first round of combat as a character milking the Defense Mastery Ability typically is.

If you're that afraid of a Shosuro Shinobi waiting for you to miss and then demolishing you... go on Full Defense yourself. Call for help. Try yelling "Ninja!" that usually works. I guarantee if the Shinobi doesn't quickly take advantage of the one-on-one combat, things will swiftly turn against him.

Example 1: Doji Roy, Courtier with 5 Defense.

Initiative is rolled, Roy sees he's going last. He says "I want to go on Full Defense!" He is now locked into Full Defense as if he had declared it on his turn. He cannot attack now, even if he wishes to.

Example 2: Shosuro Fred, Shinobi student.

Initiative is rolled, Fred sees he's going last, he doesn't say a thing. He's considered to be on Full Defense as if he had declared it last round, even if there

was no last round. On his turn, he can declare posture and do whatever he wants just like any character can. He **cannot** go back into Full Defense once his action is complete, unless his action was one that would not break Full Defense Posture.

Basically the Defense Mastery ability gives you the option of taking part of your action before it's your turn. The Shinobi does no such thing - it just gives you the luxury of having a posture's benefits before combat even starts.

Q. Does the Bayushi Courtier's rank 5 technique (page 141) stack with its rank 1 technique (page 140)?

A. Yes, Rank 5 stacks with the Rank 1. The reason it says the target gains no Points is so that he does not immediately spend them! The point value, however, is still there.

❖ **Unicorn** (no entry)

❖ **Imperial Schools**

Q. The Otomo Courtier Rank 2 Technique (page 146) allows the courtier to make someone automatically fail their Test of Honor. Do they lose honor as if they failed normally in this instance, or is the honor loss ignored?

A. You lose honor normally. Don't mess with the Imperial Family.

Q. The Miya Rank 5 technique (page 147) states that the character may declare raises after rolling on the skills Defense, Etiquette, and Lore (Heraldry). But where are the rules regarding the effects of raises on the Defense skill?

A. There is no standard use for Raises when using Defense to employ the Full Defense Posture. However, the Defense Skill could conceivably be used with any number of Traits for other purposes. If such a situation ever arises, although admittedly those instances will be rare, the Miya gains the listed benefit.

The Etiquette and Lore: Heraldry benefits are far more common and useful, but the Defense benefit is there for the rare occasions when it comes up.

Say, for instance, the Herald is traveling through a ruin and the ceiling begins to collapse, raining debris upon his head. No one purposefully set this trap, so there is no skill roll with which to contest, however, Defense would be an appropriate skill to determine the courtier's ability to avoid damage. The GM asks the player to make Defense rolls vs. TN 20 for four rounds as he runs out of the ruins. The player asks if he can run outside more quickly by making raises, and the GM agrees.

❖ **Minor Clans** (no entry)

❖ **Ronin**

Q. What exactly counts for the purpose of the Ronin Duelist's studying (Technique Rank 5, page 151)? How exactly does it work?

A. Any time Dairya starts leering at you across the courtyard for five rounds, I'd play it safe and run for my life.

It's easy for a ronin to begin studying someone to set up his Rank 5, but it's also fairly obvious to anyone who's a skilled warrior that this guy is sizing you up like a piece of meat. Either throw down before he finishes using the technique or get the hell out of Dodge.

The design intent of the Ronin Duelist is as follows: the ronin studies you for a number of rounds equal to your Insight Rank. If he manages to get that many rounds of study off, he can immediately attack without having to wait to be told to strike. This attack takes into account the increased TN from focusing. If the attack hits, make the Contested Void Roll.

Yes, this circumvents the normal dueling procedure. This is a Rank 5 Technique. They're supposed to be badass. If you are dueling a ronin who has survived long enough to make it to Ronin Duelist 5, you are supposed to be afraid of him. If you are a duelist yourself, say for example a Rank 5 Kakita Bushi, then you should know better than to allow this predator to study you for that long. Play to your strengths and deny him his.

Book of Fire



Errata

Types of Rolls, Skill Rolls (page 158)

The sentence "More difficult tasks may impose a higher Target Number, and may treat a character with only a couple of Skill Ranks as Unskilled..." is in error. This was part of a system for sliding TNs that was later removed because it was overly complicated. This sentence should have been deleted.

Special Combat Situations - Grappling (page 169)

The Grapple description refers to a non-existent Wrestling Skill. This should be the Jujitsu Skill.

Kata - Tail of the Sun (page 202)

The Phoenix kata Tail of the Sun references an Initiative bonus to polearms that was removed in late playtesting. A corrected version of this kata will be forthcoming soon.

TN chart of difficulty

The line about the table was supposed to be cut from the book, but was missed during the editing process. This was done mostly because it was felt that it was to arbitrary. The table can be found in the Book of Water errata.

FAQ

General

Q. How many zeni are in a bu?

A. 10 zeni per bu. See page 181.

Q. Will there be an update to the martial arts rules presented in Way of the Open Hand?

A. Way of the Open Hand is, in my opinion, one of the best books we did during the d20 period so you can bet that a web supplement adapting it for 3E is a high priority. In the meantime, consider all of the martial arts in WotOH to be Jujutsu Emphases. More detailed rules will be forthcoming.

Raises

Q. What is the maximum number of Raises (p. 159)?

A. Characters may make a maximum number of Raises equal to their Void or Skill Rank, whichever is higher, just as is indicated.

Q. Can you use a Free Raise for a +5 bonus to damage?

A. If you have a Free Raise for damage, it adds 1k0 to your damage roll. You cannot add +5 to damage with a Free Raise. Free Raises are given on attack rolls for the purpose of increasing damage. They are not given on damage rolls, because you cannot Raise on the damage roll.

To be specific: the Free Raises conferred on Matsu Rank 1 are on the attack roll, and may only be used for the increased damage option detailed on page 168.

Honor, Glory & Status

Q. When making a test of honor for a failed roll (page 192), you can substitute your honor for the skill or trait. What if you substitute honor for a skill you don't have? Would the roll be made as if the samurai had the skill, thus allowing 10s to explode, or would they just get the extra dice to roll?

A. It's counted as if you had the Skill, though you do not magically gain Emphases if they are required for that use of the Skill.

Q. Concerning special rules for Monks with regards to Glory and Status, which page is correct? Page 190 or page 250?

A. Page 190 is correct, page 250 is not.

Duels (page 170)

Q. In a duel, does only one samurai get to make a duel attack, or will the second get a chance to make the same attack if he survives the first blow?

A. The second may still strike, assuming he survives the blow (see page 170, last paragraph of the first column).

Q. Why Kenjutsu is not on the list of skills one can learn about their opponent while dueling?

A. It is not included because nine times out of ten a duelist would be discovering information about the character that is not related to the duel at all. It would be like me playing someone in basketball (hahaha) and suddenly receiving a flash of insight along the lines of "Hey, this guy cheats on his taxes!"

Yes, I realize that Iaijutsu and Kenjutsu are far more closely related than Taxes and Basketball, but you get the idea.

Q. Is it dishonorable to use a void point to raise your TN to be hit in a duel? Also is it dishonorable to use a Void point or school technique to prevent damage in a Iaijutsu duel to the death?

A. You are confusing mechanics and setting. The opposing duelist cannot complain to an impartial judge that you spend all your Void points on a duel. There is no dishonor in doing either of these things. In fact, if someone is dueling to the death, and they fail to use their Void to alleviate damage as described in your second question, then they are most likely what my great-grandmother would have lovingly referred to as an "idjit."

Combat

Q. Can you spend Void Points on damage?

A. The section for Void Points (page 164-165) details when you may use them and what they may be used for. That section specifically stipulates that you may not use Void Points for damage, because that has been a point of confusion in past editions and we wanted to be very clear about it.

The Void Points-related abilities included in individual weapon (ie. swords) descriptions are the exceptions to the rule. They are listed there because they are specific to those weapons, and not generally available under other circumstances.

In a nutshell, you cannot normally spend Void Points to increase damage. Swords are an exception to the rule. With them you can.

Q. How to determine Initiative (page 165)?

A. You roll "Reflexes/Insight Rank", which means you add your Reflexes to your Insight Rank, roll that many dice, and keep as many dice as your Reflexes Trait. If you do not have insight then it is a Raw Reflexes roll.

Q. How does Tides of Battle (page 166) interact with Combat Reflexes and the Kakita techniques that are based on how much they beat their opponent's initiative roll by?

A. There is no difference between "Initiative score" and "order." The two are inseparable. If Hida Dwayne has Combat Reflexes, and the order is as follows:

Kakita Vance: 43

Mirumoto Angelica: 22

Hida Dwayne: 19

Then Hida Dwayne can change it to the following:

Kakita Vance: 43

Hida Dwayne: 22

Mirumoto Angelica: 19

Very straightforward, nothing complicated. Just like it's stated in the rulebook.

Q. How does the Combat Postures mechanics work (page 167)?

A. See the Appendix 1 at the end of this section for a detailed example.

Q. How does the Feint mechanics work (page 168)?

A. See the Appendix 2 at the end of this section for a detailed example.

Q. Where can I find the generic rules for two weapon fighting?

A. Look at the Weapon skills. Some weapons offer Mastery bonuses that grant lesser penalties or free raises toward gaining an additional attack when you wield one in your offhand. Included in this number are the sai, tanto, and tessen.

Generic rules for using two weapons that apply regardless of skill would be just that—generic—they would inevitably either undermine the uniqueness of the Dragon and Mantis schools that are known for two weapon fighting, or (in an effort to avoid stepping into their territory) be so weak as to be useless. Instead we struck a compromise here—you can do two weapon fighting effectively if you:

1) Use weapons that lend themselves toward such tactics.

2) Become rather skilled with them

Kata

Q. How long do the benefits of a kata last?

A. All advantages and benefits of a kata last only for the duration of that kata unless the kata says otherwise.

Q. Does it take an action to activate the kata?

A. I would say no, as that would dramatically limit the usefulness of kata.

Q. If you spend double the preparation time (Preparation Time, page 193), does it mean that the kata lasts for the entire day or that you can simply turn the kata on at any point during the day?

A. You can turn it on at any point during the day.

Q. Does it also mean that you can turn the kata on, then off then on again?

A. You can turn it on, then off, but turning it off terminates the benefit, and thus it cannot be turned on again.

❖ **Kata - Tsuko's Storm** (page 199)

Q. This kata negates any advantage my opponents attacking me from the sides or behind could have... what are those advantages? A number of abilities are restricted to if you are aware of the attack... does this kata let you respond as if you are always aware of attacks on you?

A. This definitely could have been worded better.

It's a limited resistance to being Surprised (also on page 169).

Essentially if someone is surprising you in melee, and you are capable of defending yourself, you suffer no penalty. (A character surprising you by firing at you from range or attacking in darkness still gains all benefits of surprise.)

Q. Further, it insists I declare "a Full Attack" each round... Is it supposed to say I need to declare "the Full Attack *Posture*" each round? Do I have to declare the posture and hit something (anything, nearby flowers perhaps, if no enemy is handy)?

A. No you just have to be in the Posture.

❖ **Kata - Prayer's End** (page 201)

Q. When making two attacks you make one attack roll, rolling extra dice equal to your peasant weapons skill, and then rolling damage dice normally for each attack. What about raises on the roll? Does it apply to each roll? Separately?

A. All Raises must be made on the one and only attack roll.

Q. What if I want to make 3 Raises for a knockdown as part of the first attack and make 2 Raises for 1k1 damage increase on the second attack? If opponent's TN to hit is 25 and I roll a 35, would I fail the knockdown because it was a 40 TN, but get the extra damage because it's a 35.

A. No. In the most basic version (no Raises) you roll once, get a 25+ and then roll damage normally twice.

In your case, you made a total of 5 Raises, for a final TN of 50. A 35 would mean the whole attack failed. If you'd rolled a 50+, the opponent would be knocked prone and would suffer the extra damage on the second damage roll.

Only one attack roll is being made, and it's all or nothing.

Q. What about if you make 4 Raises for an additional attack?

A. I would not allow that, because it would be modifying the kata, which is by its very nature a pre-established maneuver with its own benefits. However, the letter of the law does not prohibit this, so mechanically I don't see why you couldn't do it if you wanted.

Q. On this attack roll is the raises effecting both attacks, one of them, or none of them?

A. Any Raises made on the attack roll must be split up between the two damage rolls. You should specify how the Raises are being split up before making the roll.

Q. Can the two attacks be a Feint then a Knockdown? Or a feint and an extra attack?

A. Yes.

Q. If you make two raises for damage does each attack get 1k1 or does each attack get 1k0?

A. One attack could gain 1k1 or you could give 1k0 to both.

Appendix 1 - Rich Wulf on combat postures

Rufus is fighting Bill and Ted. Bill and Ted both get higher initiative than Rufus.

Round 1

Rufus goes Full defense, as he has Defense 5. Ted swings and misses. Bill swings and misses. Rufus uses Tides of Battle to reduce Bill's Initiative. Technically Bill and Ted can do this as well because they didn't take any damage either. Let's say Rufus gets lucky and gets initiative on Bill, but Ted is still ahead of Rufus.

Round 2

Ted swings and misses Rufus, who is still enjoying Full Defense. Rufus now goes on Full Attack and demolishes Bill. Bill, being dead, takes no action. Tides kicks in again but for the sake of argument we'll say Ted maintains Initiative superiority.

Round 3

Ted goes first, gets three Free Raises because Rufus is still suffering Full Attack penalties. Rufus dies. Badly. Had Rufus gone first, he might have been able to go back on Full Defense or even regular Attack and prevent this unseemly fate. Poor Rufus.

Anyway that's just meant to illustrate when the posture effects kick in and go away.

Appendix 2 - Rich Wulf on the uses of Feinting

Let's take a look at Feint, because it's a mechanic designed to be subtle. It's not something that you're going to notice as being particularly potent right away - and you'd better not. After all, it's a Feint.

The advantage of a Feint over a Focus is that if your target moves out of range, your Focus is wasted. Basically in a Focus, you're attempting to gain the same benefit a duelist would in a formal Iaijutsu duel, where both opponents generally stand still, concentrate, then cut one another to pieces. Thus if your opponent even takes a step back as a simple action, forcing you to follow, the Focus is wasted. (Focus is a great deal more useful for snipers, who can wait till an unsuspecting target relaxes for a bit then put an arrow through his skull.)

Feint in and of itself is not *intended* to be something that's easy to use or obvious in its utility. The reason is simple, but I will put it in its own paragraph for emphasis:

If feinting were easy, everyone would feint. All the time.

If you could declare any amount of Raises you wished but, if you missed, apply those Raises on your next attack, why would I not feint on EVERY attack? Generally in my experience players call one or two Raises against difficult opponents anyway. What risk is there if they can now do this with wild abandon, knowing that if they miss they will gain these Raises (along with any additional Raises they might call) on their next attack?

Feints are intended to help you in pulling off extremely difficult maneuvers, as they give you a Raise you may utilize in addition to those required by your Void. They're best used when your opponent's retaliatory strike is a non-issue because (as others have noted) sometimes the return strike is not worth the risk.

A few good uses for Feint...

1) If your ally is knocked down, disarmed, or heavily wounded. You can use this to set up a coup de gras without fear of being harmed in return.

2) If you have an ally nearby boosting your TN somehow, either through the Guard action, magic, or a rank tech such as the Tamori shugenja's. With the luxury of more time to prepare your attack, you could launch a more devastating assault.

3) If there's an attack you really, really, really, really, really, really need not to miss. So much so that it's better than having the two attacks. What if you've only got one jade arrow? Making a feint with that club at first would be a pretty handy way to gain some insurance. What if you're a Shiba Bushi who plans to spend all his Void on a single perfect strike and wants just that little bit of additional insurance to make sure you haven't wasted your time?

4) Set and spike. Full attack is dangerous. Very dangerous. If you're going to Full Attack someone, you should really make sure they die. Feinting while still under the benefit of the normal Attack Posture then switching to Full Attack with an additional Raise for damage could take that bad guy straight the (expletive deleted) out.

5) Miscellaneous - the Feint as described in the book is a baseline mechanic, an action ANYONE can do. A courtier with no combat abilities whatsoever can pretend he's trying to kick his enemy in the goodies and gain the Feint bonus. Then there are specialists, characters designed to make use of Feint. Some Schools take this benefit and build on it, creating a more impressive technique. Witness: Bayushi Bushi Rank 2, Daidoji Harrier Rank 4, Usagi Bushi Rank 4, Bayushi Bushi Rank 5, Usagi Bushi Rank 5, and whatever possible future techniques may take advantage of this mechanic. All of these techniques would be overpowered if Feint were moved out of its current form to the alternate versions suggested in this thread.

Book of Air



Errata

Counterspell (page 227)

The information found in the Book of Air regarding all Shugenja Schools possessing the spell as an Innate Ability is correct.

Spell - Yari of Air (page 230)

The following sentence was omitted from the spell write-up: "This weapon is wielded like a normal yari, but you may use your School Rank plus one in place of the Spears Skill."

Spell - Everburning Rage (page 242)

The duration of this spell should be Full Concentration.

Playing a Monk (page 250)

The information regarding Status is incorrect. The entry should read "All monks have Glory 2 and Status 0. A monk's Status never changes, although they may gain Glory. See the sidebar page 190 for more information."

FAQ

Spells Duration

Q. Certain spells list a duration of "concentration + X" does this mean that the spell lasts X if the shugenja stops concentrating?

A. Correct, as per page 225.

Q. Then, can he resume concentration if the spell is still active?

A. No, once concentration has ended, the spell ends at the appropriate time.

Q. Can he forgo concentration altogether and have it last X?

A. No, the concentration is a required element of the ritual.

Spells

Q. What can the Sense Void spell (page 244) actually sense? Does it just sense inanimate objects and emotions? At what distance can these emotions be sensed?

A. As the spell description indicates, it allows you to perceive inanimate objects, the presence of spirits, and the emotions or feelings of living creatures. The distance is at normal human perception limits. You could not tell that a guard was angry from one hundred feet away, but from ten or perhaps twenty feet, you could. Use real world distances as a means of making such determinations.

Q. Can you still attack while using Breath of the Fire Dragon (page 240)?

A. I see nothing in the description that prohibits taking other actions save for the obvious, and I don't see why you couldn't do so.

Kiho

Q. The Kiho One with All (page 258) allows me to take five rounds and succeed at a skill check roll. Does this roll include raises?

A. This technique is only intended to allow you to succeed at a basic task (i.e. a skill roll with no raises, even a really difficult one).

Book of Void



Errata

There is currently no errata.

FAQ

Q. Where are the stats for horses?

A. You can find the stats in the table below.

HORSES		
Rokugani Steed Earth 2 Stamina 4 Water 3 Strength 6 Fire 1 Agility 2 Air 2 Kick attack to hit: 2k2 Kick damage: 4k2 TN to be Hit: 10 (15 at a gallop) Wounds per wound level: 8	The Gaijin Riding Horse Earth 3 Water 3 Strength 6 Fire 1 Agility 2 Air 2 Kick attack to hit: 3k2 Kick damage: 6k3 TN to be Hit: 10 (15 at a gallop) Wounds per wound level: 10	The Utaku Steed Earth 3 Water 3 Strength 6 Fire 2 Air 2 Kick attack to hit: 3k3 Kick damage: 6k3 TN to be Hit: 10 (15 at a gallop) Wounds per wound level: 12 Special: Riders gain one Free Raise with any action that uses the Horsemanship skill.

The Oracle Pages

Q. When will we see a second print run of Legend of the Five Rings 3rd Edition?

A. When we sell out of the first one.

Q. When can I expect to see my favorite school updated?

A. What schools that weren't updated for Lotus should be seen in a web supplement that is due out around August. The Lotus book should come out in September.

Q. I know that all of the Schools will hopefully be updated in that web extra, but will it also cover Paths and Spells?

A. Paths, Ronin bands, and Advanced Schools are all included in that. Spells are not.

Q. Why do some schools designed for certain families have the same stat bonus? For example the Yasuki family and their matching school the Yasuki Courtier both have a stat bonus to Perception. This would make them excellent tacticians but I'm not sure why this is the case for a Courtier school on trading.

A. It is occasionally appropriate to double up. The Yasuki specialize in reading a person and determining what they want. Perception is an excellent means of representing that. Yes, if a Yasuki were to turn their natural talents toward battle, they would be quite capable, but then they wouldn't have the same Techniques as the Lion or the Perception bonus from their Courtier School. So I think it all balances out quite nicely.

Q. Why do the Shiba family get a +1 Stamina? Originally it was +1 Intelligence, this coupled with the school meant a +2 intelligence, then the school changed to +1 reflexes. Now for some reason it's gone to stamina and reflexes? what happened to the learned training of the Shiba?

A. Granting a bushi family a non-physical Trait bonus is somewhat hindering them. It can occasionally be appropriate, such as Perception for the Akodo for Battle purposes, but generally speaking Intelligence does not serve the Shiba particularly well. They can certainly purchase additional ranks during creation if they

want to be scholarly, but there's no good reason to force that on a character who wants to make a capable and martially focused bushi who is a Shiba.

Q. How far are we to take the school types? In particular I am interested in the (Monk) descriptor. Are all Asako Henshin possessed of strange Glory/Status rules, or are they allowed to take the Ascetic Disadvantage? If they buy Hands of Stone, how much do they pay? What about the Martial Arts rules from Way of the Open Hand? Do they qualify for cost reductions based on being monks?

A. For any mechanical advantage that requires a Monk, the Monk descriptor covers you. That's why the descriptors were introduced.

Q. Are there going to be any releases for the rest of the year?

A. The Lotus book (*The Four Winds: The Toturi Dynasty From Gold To Lotus*) is the last release for this year. Typically there will be about three books a year.

Q. What can we expect for next year?

A. The title of 2006's first book is as yet quite mutable. We are referring to it in working documents, however, as *Creatures of Rokugan 2.0*.

The outline submitted (but not yet approved) includes a hearty chapter on the Naga and another on the Nezumi, including a full Time line for each, examination of their culture, and, of course, a metric buttload of mechanics. Revised Schools (and a few new ones), new Advantages, Bloodlines/Tribes, magic, you name it, it'll be in there. If you want to play a Naga or Nezumi in any period of Rokugan's history, this book will have the information you need to do so.

Following that, the meat of the book will be the stats and brief story description of EVERY SINGLE CREATURE that has appeared in L5R during the history of its existence. At last blush, the outline had over 200 critters, and I've found a few I missed since then. If it was in the first CoR, it's in this book. If it had a card in the CCG, it's in this book. If it appeared in any of the previous RPG source books, it's updated in this book.