





# Legend of the Five Rings

## Third Edition FAQ

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## 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 adieu I present you with the L5R FAQ ..... in PDF format :)

Dace  
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Clarifications

#### COMBAT REFLEXES

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.

#### COUNTERSPELL

I was misled as to the contents of the Third Edition rulebook prior to my acquisition of a copy. The errata previously included in the errata thread regarding Counterspell was incorrect and has been rescinded. The information found in the Book of Air regarding all Shugenja Schools possessing the spell as an Innate Ability is correct.

#### RAISES

Characters may make a maximum number of Raises equal to their Void or Skill Rank, whichever is higher, just as is indicated on page 159. The Rank 10 Skill Mastery Ability on page 94 was not changed when this version of the limit was implemented.

#### SCHOOL TECHNIQUES

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.

#### SKILL: KYUJUTSU

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

#### SKILL SUBSTITUTION

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.

### ***Book of Earth Errata***

Monk Orders – 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.

Time line - The entry described as "Gusai family name awarded" actually takes place in the year 429 rather than 438. References to the Empress Yugo-zohime should actually refer to the Emperor.

### ***Book of Earth FAQ***

#### **Q. Are the Togashi/Hitomi/Hoshi families monks or samurai's?**

*A. The tattooed orders are considered the vassals of samurai. Combined 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***

### ***Book of Water Errata***

General Game Mechanics – 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.

Raises - 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."

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

Skills - The description of Storytelling (page 99) refers to a "Perception/Bard" test. This should be Perception/Storytelling.

Skills - The description for Jujitsu 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 - 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 – 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 - 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 - 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.

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

Iuchi Shugenja School - 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.

## **Book of Water FAQ**

### **Character Creation**

**Q. Can Clan-Affiliated Samurai take the Ronin technique's with out 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 3E, 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.*

#### **Skill's**

**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. Page 96. Etiquette skill, Bureaucracy Emphases says you need to make a Intelligence/Courtier Roll. You need to make a Courtier skill roll with an Etiquette Emphases ability?**

*A. It should be Etiquette.*

**Q. Ok 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.*

**Q. You need the Clan Cipher Emphasis of Calligraphy 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 2CP fee being levied on those poor Shugenja?**

*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 am not the author of the Skill section, but 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!*

## Advantages and Disadvantages

**Q. I have a question about Crab Hands. 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. Combat Reflexes in the case of multiple people having it who swaps first? Bottom to top or vice versa?**

*A. 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 CR). 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 CR whenever they like, so that if someone ganks their initiative they can immediately yank it back.*

**Q. The multiple schools advantage 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-zume) also can they take ranks as a normal monk**

**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 (e.g.: hida to hiruma, out of clan (e.g.: hida to moto) and schools that aren't your primary path (e.g.: 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. Or at least that's how I see it.*

**Q. When changing schools (i.e. using the different/multiple schools advantage or by taking an Advanced path) do you get the trait bonus and the skills of your new school?**

*A. No*

**Q. I've read that Raises are limited by your Void or your Skill, whichever is HIGHER. Thinking of the Great Potential Advantage (pick a skill, Raises are no longer limited by Void for that skill). Doesn't this general ability sort of nerf the Great Potential Advantage?**

*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. Speaking of Great Potential - If you choose Iaijutsu as your skill, are your Focuses(Foci?)/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 get a free raise for EACH void they spend while casting spells? How are these free raises use 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 VP spent.*

*I don't really understand your second question. You would use the Free Raises exactly the same way you'd use them on any roll with a FR, 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 FR to your roll (which you haven't made yet because you just now said you were spending a Void Point and got the silly thing!), etc.*

**Q. Why doesn't Ishiken-do 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. Was the designer's intent to have bishimon's blessings to activate with both regular raises and free raises?**

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

**Q. The Lame disadvantage 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.*

**School's**

**Crab**

**Q. I have a question about the Yasuki courtiers...they get a free raise for every to declared raises made by an opponent on contested rolls...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. I'm curious about the mechanics of making a trade. Rank 5 commerce grant 10% more koku with a successful roll. How much of a profit can he 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. Hida Bushi Rank 4:  
TN Bonus you get from Wearing Armor is Doubled.**

**Crab Kata; Shell of Stone:  
You may either double your effective Defense Skill or Double the bonus Gained form Wearing Armor.**

**Do these stack?**

**I.e. - Rank 4 Crab wearing Heavy Armor an using Kata would have a TM modifier of +40! 10 x2 x2 Or is it Doubled Once each for +**

*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 work for contests of void?**

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

**Q. I'm a little unclear on the wording of the Rank 5 Hida technique. How exactly does it work?**

A. Assuming the technique did not change in edits (which very well could happen) 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 imitative bonus apply only when you're wielding a katana?**

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

### **Dragon**

**Q. Mirumoto has Kenjutsu (katana), and so he does get to add his kenjutsu ranks to his Iaijutsu rolls.**

**However, Iaijutsu does not have emphases, so a Kakita does not get this benefit when using Iaijutsu in skirmish, right?**

**Furthermore, only the skill ranks, masteries and emphases are copied, but NOT associated trait. So a Kakita, when substituting Iaijutsu for kenjutsu must still use agility.**

A. 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 Kenji 5 and that doesn't go away. (A Crane with Kenji 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 Kenji 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 (Kenji 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**

### **Mantis**

### **Phoenix**

**Q. The Rank 4 Shiba technique says "When ever another character spends a Void Point within 50 \_\_\_ of you, ..." Fifty "what" of you? 50 feet? 50 yards? 50 hours?**

A. Feet.

## **Scorpion**

### **Q. I'm not sure how the Shinobi rank 1 technique works. Can you further explain it?**

*A. Shosuro is in Full Defense. 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.*

*An example follows*

*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.*

*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 stack with its rank 1 technique?**

*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**

### *Minor Clans*

**Q. Ok question about the Badger Bushi Rank 1 Technique. It says:**

**Rank 1 – Return the Strike**

**Because of their tenacity and outright stubbornness, the Badger are feared as opponents in combat through the Empire. They are burly, tough, and capable. There is a proverb in Rokugan: “If you plan to strike a badger, prepare to accept your own strike.”**

**The Badger rolls first for initiative and then may subtract as many points as desired to a minimum initiative result of one. The amount subtracted may be added to all to hit rolls in the round.**

**Ok since Initiative isn't rolled each round now, how should I go about handling this one?**

*A. His initiative returns to its normal total at the end of each round. If he wants to, he can subtract it again to gain the bonus on subsequent rounds or go when his normal time is up.*

### *Imperial Families*

**Q. Rank 2 Otomo Courtier allows the courtier to spend a void 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 R5 technique states that the character may declare raises after rolling on the skills Defense, Etiquette, and Lore (Heraldry).**

**My question is a simple one: after searching the book, I have yet to find any rules regarding the effects of raises on the defense skill. It's usage in normal combat (that is, the full defense posture) is fairly straightforward, and has no use for raises. There is no mention of such a mechanic in the skill description. Has there been an errata, or does anyone have a house rule they use for this?**

*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.*

### *Ronin*

**Q. Out of curiosity, what exactly counts as a skirmish for the purpose of the Ronin Duelist's studying. Does the Ronin have to be watching the person fight/focus? Could he just be watching the opponent walk through the garden or sitting and drinking sake? Would watching the opponent-to-be practice his daily kata count as studying?**

*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.*

**Q. The Rank 5 Ronin Duelist ability seems a bit "off". How exactly does it work?**

*A. 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

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

Kata - 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.

### *Book of Fire FAQ*

#### General

**Q. The book made mention of a TN chart for the difficulty of various task. But no chart is in the book.**

*A. 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. However for those that need it here is the chart.*

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

**Q. How many zeni are in a bu?**

*A. 10 zeni per bu*

**Q. When making a test of honor for a failed roll, 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. There seem to be two conflicting special rules for Monks with regards to Glory and Status. Which page is**

A. Unless Rich changed something that I am unaware of, the second may still strike, assuming he survives the blow.

**Q. How come Kenjitsu 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."

**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.

## **Combat**

### **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. Clearer now?

### **Rich 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 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.*

**Q. Initiative is Reflexes K Rank or Reflexes+Rank K Reflexes?**

*A "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.*

**Q. If you do not have insight and you're rolling initiative is it just a raw reflex roll?**

*A. Correct.*

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

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

**Q. How does combat reflexes interact with tides of battle 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*

*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. And who knows where the names come from in this example, hmm? Nothing lame like Wulf's Bill & Ted reference, I'll tell you that much!*

**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.*

**Q. Can you or can you not spend void on damage?**

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

*The VP-related abilities included in individual weapon 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.*

**Q. Where is this written in the book and why under void didn't it not just says, "you cannot spend void on damage except with swords" instead of "you can never spend void on damage."**

*A. Under the rules for Void Points, it states how Void Points may be used. Damage is not listed as an option because Void Points may not normally be used in that manner. Very straightforward.*

*Swords allow Void Points to be spent in a manner that differs from the norm. Hence it specifies this additional ability under the sword entry. I think this is very reasonable. You may disagree.*

**Q. Can you spend Void points on damage or not? Under Void, it says no. but under "Katana" it says you can spend a point for damage as normal, or two for an extra effect.**

*A. No, you cannot normally spend Void to increase damage. Swords are an exception to the rule. With them you can.*

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

*A. Yes and yes, but turning it off terminates the benefit.*

***The Tsuko's Storm kata on page 199.***

**Q. This kata negates that advantages of opponents attacking me from the sides or behind... what are those advantages? It sounds sort of like flanking on page 169, but I couldn't find any evidence that one person sneaking up on you from the sides or behind gains any benefit. 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... What's that? Is it supposed to say I need to declare "the Full Attack \*Posture\*" each round? The wording suggests it is even more stringent and I have to declare the posture AND hit something (anything, nearby flowers perhaps, if no enemy is handy)... I doubt am I really supposed to hack at stuff every 6 seconds for up to 2 hours just to keep this ability active while waiting for the fight to start after my half hour of warm-ups ...**

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

**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.*

***The following questions are all about the kata Prayer's End***

**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. Here's an example:**

**TN to hit an opponent in this example 25**

**In the most basic version you roll and get a 25 and then roll damage normally twice.**

**What about this.**

**TN to hit an opponent is 25**

**You want to make 3 Raises for a knockdown as part of the first attack**

**And make 2 Raises for damage on the second attack.**

**You roll a 35.**

**In this example you would fail the knockdown because it was a 40 TN, but the Extra damage is a 35.**

**You would miss the first attack then hit with the second with the extra damage?**

*A. Nope. Only one 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. Sure.*

**Q. Or when using this kata can the two attacks you make only be unmodified attacks?**

*A. There's no reason I can think of that you should not be allowed to make Raises to affect these attacks.*

**Q. Raises for Damage?**

*A. Certainly*

**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.*

***End discussion on Prayers End kata.***

## ***Book of Air Errata***

Spells: Yari of Air - 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."

Spells: Everburning Rage - The duration of this spell should be Full Concentration.

## ***Book of Air FAQ***

### ***General Magic Questions***

**Q. Certain spells list a duration of "concentration + X" does this mean that the spell lasts X if the shugenja stops concentrating? Ergo, Can he resume concentration if the spell is still active?**

*A. Correct, as per page 225. 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 the Void spell 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?**

*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's***

**Q. The Kiho One with All 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

### ***Book of Void FAQ***

**Q. Are there going to be stats for horses.**

A.

*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.*

**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 int, 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? taken up hida tactics have they?**

*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 WotOpen 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 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.*

*So there you go. Ask questions if you must!*

*(Contents subject to change since we're waaay early in the development phase.)*