

Dojos and Katas

In many Oriental Societies you either are or you are not. The Samurai consist of the noble class including all Shugenja (Divine spellcasters who employ the kami). The rest of the population are either hemin; peasants or nonpeople. Wizards don't exist and Sorcerers and Shaman are somewhat outside of the normal social class rankings. Dojos exist for the hemin, but like the people none of any consequence.

Each Clan has its own Dojos and Schools. Cross clan instruction is possible, but it requires the [Different Schools](#) feat to do so. Most Dojos offer a training and social benefit. All dojos have similar training and students recognize other students through their mutual training granting them a +2 circumstance bonus on all Diplomacy and Sense Motive checks with members of your own dojo, or on Spot checks to recognize a fellow student. If you leave the school on bad terms, the Diplomacy check bonus becomes a penalty instead. Granting a benefit for training at a Dojo is free, part of a character's background, but a samurai is expected to honor his school and prove the superiority of its techniques, his actions reflect upon his school and clan. In addition any problems of the school are those of the character as well. If you leave the school under bad terms you will lose any of the social benefits, but you don't lose the training benefit of your dojo nor do you forget any other kata you might have learned. However, if you take up study at a new dojo, the practices of that dojo replace those granted by the former dojo, but you can keep your kata.

Kata are special practice maneuvers learned by all Bushi used as a training exercise or a focus for meditation, using one can provide a character with special benefits. However, the student must go through the entire Kata to gain the benefit and they have a limited duration so they can't be used for spontaneous battles, but can be used prior to duels. You are not limited in the number of Kata that you can learn, but learning one take an expenditure of experience points (when the conversion to Pathfinder is made this will continue to be true). Remember that in Rokugan an hour is 120 minutes long. Starting another kata negates the effect of the previous kata. If you change dojos, you will still remember the kata you previously learned and be able to use its effects.

The rules for developing new Kata, Dojos, and Temples are given in the Way of the Daimyo page 68.

ALL CLANS

Brotherhood of the School (The Way of the Ninja)

Social Benefit: Gain a +2 bonus on all Diplomacy and Sense Motive checks with members of your own dojo, or on Spot checks to recognize a fellow student. If you leave the school on bad terms the Diplomacy bonus becomes a penalty.

Training Benefit: Gain Know the School as a bonus feat (even if you don't meet the prerequisites), but only to those trained in your dojo.

Blackened Caress Kata

Preparation Time: 40 minutes

Duration: 120 minutes

Requirements: Ninja level 14+, Chaotic, Improved Unarmed Strike, Kiss of the Lotus, Stunning Fist

EXP Cost: 1,250

Effect: You may hold nothing in your hands while using this kata. With a successful unarmed attack against a foe that penetrates the foe's AC and DR that foe must make a Fort save (DC 10+ your ninja level) or die instantly. Once you kill a foe the kata ends.

Kiss of the Lotus Kata (The Way of the Ninja)

Preparation Time: 30 minutes

Duration: 120 minutes

Requirements: Ninja level 3+, Dex 16+, Str 14+, Improved Unarmed Strike

EXP Cost: 950

Effect: This kata requires you to use only unarmed attacks; the use of a weapon disrupts and immediately cancels the kata. When you make a successful unarmed attack on an unarmored portion of your foe's body (a completely armored foe would be immune). A foe who is struck by this attack must make a Fort save (DC 10 +Wis modifier) or be stunned for 1 round. If a stunned foe fails their save against this kata they are knocked unconscious for 1 hour. If you take more than 10 damage (subdual or actual damage) this kata ends.

Poisoned Wind Kata (Way of the Ninja)

Preparation Time: 20 minutes

Duration: 120 minutes

Requirements: Dex 16+, Tumble +6

EXP Cost 750

Effect: For the duration of the kata you gain a +2 enhancement bonus to your initiative, but suffer a -1 penalty to your AC.

Striking as Earth Kata

Preparation Time: 10 minutes

Duration: 120 minutes

Requirements: Con 13+

EXP Cost: 20

Effect: Gain +2 natural AC, but suffer a -2 to all Wis and Cha related skills

Striking as Fire Kata

Preparation Time: 10 minutes

Duration: 120 minutes

Requirements: Int 13+

EXP Cost: 20

Effect: Gain +1 insight bonus to melee attack rolls and initiative checks, but suffer a -2 penalty to all weapon damage rolls.

Striking as Water Kata

Preparation Time: 10 minutes

Duration: 120 minutes

Requirements: Str 13+

EXP Cost: 20

Effect: Gain +2 insight bonus on all melee damage rolls, but suffer a -2 penalty to your initiative check and all attack rolls.

Striking as Wind Kata

Preparation Time: 10 minutes

Duration: 120 minutes

Requirements: Dex 13+

EXP Cost: 20

Effect: Gain +6 insight bonus to your initiative roll, but you must and keep one fewer die (minimum one) on all attack and damage rolls.

The Empire Rests on its Edge Kata

Preparation Time: 15 minutes

Duration: 120 minutes

Special: Must be used with a katana or daisho

Requirements: Void Use

EXP Cost: 450

Effect: When you learn this kata chose a single Int, Wis or Cha based skill you know. While using this kata and rolling to attack gain a circumstance bonus equal to 1/4 of the skill's modifier for the duration of this kata. When the chosen skill is used its modifier is halved (round up).

Standing on the Heavens Kata

Preparation Time: 35 minutes

Duration: 180 Minutes

Special: Must be used with a katana or daishio.

Requirements: Depths of the Void, Knowledge (Shintao) +10, or Knowledge (Religion, Rokugan), Void Use

EXP Cost: 3,000

Effect: Whenever struck in combat you may spend a Void Point to force the attack roll to be rerolled. If you ever have 0 Void Points while this kata is active you suffer a -4 circumstance penalty to AC for the rest of the day and cannot inflict critical hits.

The Victory of the River Kata

Preparation Time: 30 minutes

Duration: 180 minutes

Special: Must be used with a katana or daisho

Requirements: Cleave, Great Cleave, Power Attack

EXP Cost 2,250

Effect: For each successful attacks you make on an opponent, all additional melee attacks that you make that round receive a cumulative +5 insight bonus. You may declare total defense while this kata is active, and you are denied any Dex bonus to your AC (making your vulnerable to sneak attacks).

Victory of the Wind Kata

Preparation Time: 20 Minutes

Duration: 120 Minutes

Special: Must be used with a katana or daisho

Requirements: Expertise, Improved Initiative, Quick Draw

EXP Cost 500

Effect: Each time you deal 10+ points of damage with a single melee attack against an opponent, you gain a +1 insight bonus to attack that opponent for the remainder of this kata's duration. These bonuses are cumulative, but may not exceed half your class level (rounded up). You suffer a -2 penalty to your damage rolls.

The World is Empty Kata

Preparation Time : 25 minutes

Duration: Special (Maximum 60 minutes)

Special: Must be used with a katana or daisho

Requirements: Depths of the Void, Void Use

EXP Cost: 1,500

Effect: When this kata is completed you may activate it as a free action at the beginning of any round in the next 60 minutes. When you activate it, you gain a Void bonus to all of your attack and damage rolls during that round equal to the number of Void Points you have remaining. All of your remaining Void Points are spent by this action, and you are considered fatigued. You cannot recover Void or recover from this fatigue until you rest for at least 120 minutes.

CRAB

First Strike Dojo (Way of the Ninja)

Teaches Berserkers, Fighters and Ninja

Social Benefit: Gain a +4 circumstance bonus to all Diplomacy checks with individuals with an Honor of 3+.

Training Benefit: You may double your Str modifier for damage purposes against any creature with the Shadowlands subtype or person with any degree of the Shadowlands Taint.

Red Crane Dojo (Way of the Ninja)

Social Benefit: If another creature makes an opposed Cha, Int, or Wis based check against you and fails all such rolls suffer a -2 circumstance penalty for the next hour

Training Benefit: None

Sunda Mizu Dojo

Social Benefit: Gain a +4 circumstance bonus on all Intimidate checks against Shadowland creatures.

Training Benefit: Gain a +1 bonus on all Bluff, Knowledge (Nature), Listen, Sense Motive and Spot checks against Shadowlands creatures. Gain a +1 bonus to all weapon damage rolls against such foes. This stacks with a Ranger's favored enemy bonus and the damage applies even to creatures immune to critical hits, but with ranged attacks the bonus only applies when within 30'.

Daishiki's Anvil Dojo

Social Benefit: None

Training Benefit: Select the favored character class of any other Crab family (except the Kuni) and you can gain that character class as an additional favored character class.

Razor's Edge Dojo

Social Benefit: Gain a +4 circumstance bonus on all Intimidation checks, but suffer a -4 penalty to all other Cha checks that relate to social interaction.

Training Benefit: Your Rage ability lasts for double you Con modifier +3 rounds rather than your Con modifier +3 rounds.

Soul of Stone Kata

Preparation Time: 10 minutes

Duration: 120 minutes

Requirements: Hida Technique, Way of the Crab

EXP Cost 40

Effect: Gain a deflection bonus to AC of 1/4 your level (1 minimum), but you can't charge or run.

Shards of Earth Kata

Preparation Time: 20 minutes

Duration: 120 minutes

Other: Applied to only tetsubo or jujutsu attacks, you may learn both forms of this kata. The kata ends after your first attack roll, whether you hit or not.

Requirements: (tetsubo version) Cleave, Marital Weapon Proficiency (tetsubo), This Mountain Does Not Move, Power Attack, Void Use

Requirements (unarmed version): Breaking Blow, Fists of Iron, Improved Unarmed Strike, The Mountain Does Not Move, Power Attack and Void Use

EXP Cost: 500

Effects: My make a single attack roll as if it were a touch attack. Your weapon is considered to be +1 for the purposes of piercing damage resistance only (If the weapon is already magical, it can pierce DR as if its bonus were +1 higher). If you strike a flat-footed foe with this attack, they must make a Fort save (DC 10+your Con modifier +1/2 your level) or be stunned for 1d3 rounds.

Unyielding Fury Kata

Preparation Time: 30 minutes

Duration: 120 minutes

Requirements: Great Fortitude, Hida's Rage, Hida's Technique, Strength of the Earth, The Mountain Does Not Fall, The Mountain Does Not Move, Toughness, Void Use, Way of the Crab.

EXP Cost 1,500

Effect: While this kata is in effect you may spend a Void Point to make an immediate melee attack (out of turn and as a free action) against an attacker who has just struck you with an attack that will reduce you below zero hit points. This attack is made before damage is applied, and is automatically a critical threat. The damage inflicted by the original attack is not reduced in any way.

CRANE

Kyuden Doji Dojo

Social Benefit: 1/day you may add a +4 competence bonus to any Diplomacy or Cha Check.

Training Benefit: 1/day you may add a +4 competence bonus to any Search or Spot Check.

Kosaten Shiro Dojo

Social Benefit: None

Training Benefit: During the first round of every combat encounter, you receive a +5 bonus to initiative.

Mountain's Shadow Dojo (Dojo of he Daidoji Harriers)

Teaches Fighters, Ninja and Rogues.

Social Benefit: None

Training Benefit: During the first round of combat only, you gain an additional +1 competence bonus to all attack rolls against flat-footed foes.

One Leg Stance Kata

Preparation Time: 20 minutes

Duration: 40 minutes

Other: May be learned with either the katana or the yari, but it must be learned separately for each weapon.

Requirements: Improved Initiative, Void Use, Weapon Focus (Katana or Yari), Weapon Proficiency (Katana or Yari)

EXP Cost: 1,200

Effect: You gain an additional strike equal to your highest attack modifier when using the full attack action. You are denied your Dex bonus to AC while using this kata and cannot run or charge. Any opponent using a reach weapon gains a +5 to hit you if you use the Katana version of this kata.

One-Strike Blade Kata

Preparation Time: 40 minutes

Duration: 90 minutes

Requirements: Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack, Weapon Focus (Katana)

EXP Cost 1,200

Effect: During your round you may choose to sacrifice an attack to gain a +5 bonus to your initiative for the following round. Multiple attacks may be sacrificed in this manner, beginning with the lowest attack modifier and moving upward.

Watchful Falcon Kata

Preparation Time: 20 minutes

Duration: 60 minutes

Requirements: BAB +2, Concentration +2

EXP Cost: 1,000

Effect: Gain a +4 enhancement bonus to all Spot and Search checks but suffer a -2 to all Diplomacy and Bluff checks.

DRAGON

Iron Muntain Dojo

Social Benefit: When dealing with divine spellcasters or religious figures you gain a +2 circumstance bonus to all Cha based rolls.

Training Benefit: Gain a +5 competency bonus to any Spot or Listen checks made during combat or when you are aware of an ambush on the round before it happens.

Victory of the Living Blade Dojo

Social Benefit: Swordmaster students are more comfortable in "cultured" settings.

Training Benefit: Choose 1 Knowledge skill, for every 5 ranks you have in this skill you may apply a +1 synergy bonus to all laijutsu Focus checks. You may never have more ranks in the chosen skill than in your laijutsu Focus.

My Brother's Soul Kata

Preparation Time: 25 minutes

Duration: 120 minutes

Special: This kata must be used with the daisho

Requirements: Way of the Dragon, Heart of the Dragon

EXP Cost 1,500

Effect 1/round while using this kata you may forego the damage dealt in an attack instead the strike acts as if a sorcerer with a level equal to your Mirumoto's class level had cast dispel magic on the creature struck. This kata ability can be used as many

times as the character has maximum Void points. During the time that this kata is in effect your initiative score is halved.

Open Eye Dojo (Way of the Ninja)

Teaches: Samurai, Courtier, Emerald Magistrate (Prestige), Kitsuki Investigator (Prestige)

Social Benefit: Any attempt to use Bluff or Diplomacy to tell a lie in your presence has the DC increased by +2.

Training Benefit: Gain a +2 circumstance bonus to Spot checks made during combat.

Time Between Breaths Kata

Preparation Time: 20 minutes

Duration: 120 minutes

Special: May only be performed with a katana.

Requirements: Combat Reflexes, Let Him Go By

EXP Cost: 2,000

Effect: Gain a +5 insight bonus to your next attack roll vs. someone who has made an attack and missed you. This bonus is only granted against foes who have attempted to attack you in the current round. Because the kata focuses on delayed tactics your initiative is reduced by 5 for its duration.

Breaking Waves Kata

Preparation Time: 35 minutes

Duration: 140 minutes

Special: may only be performed with a katana

Requirements: Expertise, Improved Trip

EXP Cost: 1,750

Effect: Whenever an opponent used Power Attack against you, you may make an attack roll (at your highest BAB with your katana). This is not an attack, but is simply compared to your opponent's attack roll. If your total is higher, your opponent gains no bonus to damage from their use of Power Attack. You may not use any feat which lowers your bonus to hit (such as Power Attack) while using this feat.

Tattoos of the Ise Zumi

Hare Tattoo

Effect: The tattooed monk's Dex modifier is raised by their tattoo monk level. This effect may only be used once per day and lasts for 2 round for every level they have in the tattooed monk class. During this time the tattooed monk has a -5 penalty to all saves vs. fear.

Wolf Tattoo

Effect: The tattooed monk gains a number of extra Void Points equal to the number of allies in their party at the start of combat, but these extra points only last until the end of combat and may not exceed the character's level in tattooed monk. Tattooed monks without the Void Use feat gain no bonus from this tattoo. At the start of every round that the tattooed monk has no allies within 50' they must make a Will save (DC 20) or suffer a -2 Tattoo penalty to all attack rolls. Minimum Level: 5th.

LION

Castle of the Swift Sword Dojo

Social Benefit: Gain a +5 enhancement bonus to Diplomacy checks with all members of the samurai class.

Training Benefit: Gain a +5 competence bonus to any Battle Check or any Gather Information Check made to obtain information about the character's opponents.

Honor's Sacrific Dojo (Way of the Ninja)

Teaches Courtiers, Ninja, Samurai

Social Benefit: Gain a +4 insight bonus to Bluff checks with individuals who have more or less honor than you.

Training Benefit: None

Shiro Matsu Dojo

Social Benefit: May add 1/2 of their Intimidation modifier (round down) to any Diplomacy Check.

Training Benefit: After any combat encounter you immediately regain a number of hit points equal to 1/2 their total character level (round down).

Shiro No Yojin Dojo

Social Benefit: None

Training Benefit: Gain a +5 bonus to damage rolls during the first round of combat.

Gentle Blade of Water Kata

Preparation Time: 20 minutes

Duration: 40 minutes

Special: This kata only works with the katana.

Requirements: Akodo's Technique, The Final Lesson, Power Attack, Void Use, Way of the Lion, Weapon Focus (Katana)

EXP Cost: 1,500

Effect: Each of your attacks that cause a loss of hit points inflicts a -1 penalty to all attack rolls made by your opponent for a number of minutes equal to twice your overall level. Multiple penalties from this kata stack.

Fury Without End Kata

Preparation Time: 30 minutes

Duration: 120 minutes

Other: Can be applied to any melee weapon or barehanded attack.

Requirements: Toughness, Way of the Lion, Proficiency in the weapon being used

EXP Cost: 550

Effect: For the duration of the kata you do not suffer penalties for being reduced to 0 or fewer hit points and cannot be stunned, staggered, or knocked unconscious. You remain conscious and fully active. If you are reduced to -10 hit points, you die normally. After the effects of this kata fades you are fatigued until you receive at least 8 hours of rest and you must rest an additional 8 hours before you can recover spells or hit points naturally.

Tsuko's Storm Kata

Preparation Time: 30 minutes

Duration: 120 minutes

Requirements: Matsu's Roar, Void Use

EXP Cost: 1,500

Effect: for the duration of the kata, you can't be denied your Dex bonus to AC for any reason as long as you are not helpless.

The Soul's Roar Kata

Preparation Time: 25 minutes

Duration: 120 minutes

Requirements: Power Attack, Cleave, Great Cleave, Way of the Lion

EXP Cost: 750

Effect: You may impose a penalty to your AC of up to twice your BAB. You gain an insight bonus to your attack rolls equal to 1/4 of this penalty (round down).

MANTIS

Dancing Steel Dojo (Secrets of the Mantis)

Known for teaching peasant skills along with samurai skills

Social Benefit: None

Training Benefit: None

Dojo Raiden

Social Benefit: A student can count on the aid of fellow students, but there is no game mechanic for this effect.

Training Benefit: Gain a +2 competence bonus on the uses of 1 Profession or Craft skill of your choice, this skill is always a class skill for the student.

Goraiku Dojo (Secrets of the Mantis)

Classes: Samurai, Fighter and Ranger

Social Benefit: Gain a +2 circumstance bonus to Diplomacy and Bluff checks when dealing with anyone in the Mantis Clan. This bonus increases to +4 if dealing with male Moshi family members or any member of the Hida family.

Training Benefit: May use any bow as if it were a Mighty bow with a maximum Str bonus equal to 1/5th of your character level (round up). This bonus stacks with any Str modifier already built into the bow, but never exceeds the character's current Str modifier.

Fight Back the Darkness (Secrets of the Mantis)

Preparation Time: 10 minutes

Duration: 120 minutes

Requirements: Wis 13+, Depths of the Void, Base Will save +5

EXP Cost: 50

Effect: Gain a bonus equal to your character level to any saves to resist gaining the Shadowlands Taint or to resist any mind-affecting effects. If this kata should be prematurely disrupted, you instead suffer a -10 penalty to all such saves.

Howl of the Son of Storms Kata

Preparation Time: 20 minutes

Duration: 180 minutes

Requirements: Power Attack, Soul of the Storm, Void Use, Way of the Mantis

EXP Cost: 2,000

Effect: You may spend 2 Void Points on a critical threat to automatically confirm the critical hit

Prayer's End Kata

Preparation Time: 10 minutes

Duration: 120 minutes

Special: May only be used with 2 kama

Requirements: Ambidexterity, Hand of Osano-Wo, Two-Weapon Fighting, Way of the Mantis

EXP Cost: 500

Effect: When fighting 2-handed, gain your Str modifier as a bonus to initiative after fighting for 1 full round.

Strike of the Cliff's Edge Kata

Preparation Time: 1 minute

Duration: 10 minutes

Requirements: Way of the Mantis

XP Cost: 40

Effect: Gain a +1 bonus to all melee attack rolls, vs. foes that have not successfully struck you in combat. Unless you cease using this kata any foes who have successfully struck you gain a +1 to hit and damage against you.

PHOENIX

Eternal Phoenix Dojo

Social Benefits: Gain a +2 competence bonus on all Diplomacy checks with shugenja.

You gain an additional +2 (total +4) bonus if the shugenja is a Phoenix.

Training Benefit: At the start of combat you can spend a Void Point to switch your initiative check with that of any willing allied shugenja in that combat.

Dai-Chikai Dojo

Social Benefits: If you have the Void Use Feat you may give on to your charge or accept one from them, as a free action. It can be done anytime you and your charge wish, can see each other and know each other's exact location.

Training Benefit: None

Tail of the Sun Kata

Preparation Time: 10 minutes

Duration: 60 minutes

Requirements: Weapon Focus (Naginata)

EXP Cost: 500

Effect: If wielding a naginata, you may threaten squares adjacent to you along with those threatened by the weapon's 10' reach.

Deeper Reflection Kata

Preparation Time: 60 minutes

Duration: 120 minutes

Requirements: Depths of the Void, Void Use, Concentration 10+

EXP Cost: 4,000

Effect: You must meditate for an hour to activate this kata and while under its effect you gain 2 extra Void Points. They are also the last Void Points you can spend and disappear at the end of the kata.

Heaven's Wing Kata

Preparation Time: 30 minutes

Duration: 60 minutes

Requirements: Depths of the Void, No-Mind, Void Use, Way of the Phoenix, Weapon Focus (Naginata)

EXP Cost: 3,000

Effect: As a full attack action you may choose to discharge this kata giving you a number of attacks per round equal to 1+your Current Void Points at your highest BAB, but this action immediately expends all your Void Points. After using this kata you are fatigued and may not attack for a number of rounds equal to the number of attacks you gained.

SCORPION

Brother's Gift Dojo (Way of the Ninja)

Teaches: Rogues, Ninja, Ninja Spy (Prestige) Shadow Scout (Prestige)

Social Benefit: A ninja gains a +2 training bonus to all saves against fear and intimidation.

Training Benefit: None

Honor's Lesson Dojo

Social Benefit: Gain +2 circumstance bonus to Bluff checks against Fighters, Samurai, Ninja and Rogues that do not have any ranks in the Courtier class

Training Benefit: When caught flat-footed your AC is 1 higher.

The Dojo of Lies (anyone may train here)

Social Benefit: Students may add half of their Int modifier (round up) to their Bluff Checks.

Training Benefit: Choose a single Cha or Int based skill at a time when the character gains a level from the Dojo of Lies gaining a additional +1 to the ability modifier.

Blackened Sight Kata

Preparation Time: 35 minutes

Duration: 120 minutes

Special: This kata must be learned and used with a a particular weapon.

Requirements: Dodge, Expertise, Improved Initiative, Mobility, The Pincers Hold the Tail Strikes, Strike at the Tail.

EXP Cost: 3,000

Effects: Gain the effects of 50% concealment for the duration of the kata during any round in which you move at least 10', failure to move cancels the kata.

UNICORN

Shinjo Dojo

Social Benefit: None

Training Benefit: Gain a +1 competence bonus on all attack rolls made with a bow while mounted on a moving steed.

Shiro Utaku Shojo Dojo

Social Benefit: May take the Battle Maiden prestige class (from Oriental Adventures)

Training Benefit: None

Rojin's Wander Dojo

Social Benefit: None

Training Benefit: Gain a +2 competence bonus on all Knowledge (Nature) checks that relate to survival in the wilderness.

Shinjo's Breath Kata

Preparation Time: 10 minutes

Duration: 180 minutes

Requirements: Way of the Unicorn, Ride Skill

EXP Cost: 40

Effect: May make a Dex check (DC 10) to mount or dismount as a free action to your steed, if it is within 5', if you fail you fall prone and take 1d6 points of subdual damage.

Thundering the Sky Kata

Preparation Time: 10 minutes

Duration: 160 minutes

Requirements: Dancing with the Fortunes, Dodge, Combat Expertise, Mobility, One Spirit

EXP Cost: 700

Effect: While using this kata you can't run or charge, but you gain a Dodge benefit equal to your Cha modifier and a +4 to attack any opponent who attacked you and missed you since your last action.

Howl of the Moto Kata

Preparation Time: 20 minutes

Duration: 120 minutes

Requirements: Cleave, Depths of the Void, Intimidate Skill, One Spirit, Power Attack, Void Use

EXP Cost: 700

Effect: You can spend 3 Void Points to duplicate the effects of a *fear* spell with one roar. It emanates from you in a 30' radius and persists for the duration of the encounter. The DC to resist it is 14 +your Cha modifier. Those that are immune to fear due to class abilities or feats must still save, normally, if the character inflicts 20+ damage against them with a single attack. Allies that are not immune to fear are affected normally unless they also know this kata.

OTHER DOJOS

Not all these dojo give benefits, but you may have trained there to have learned their techniques or katas (don't forget the All Clan Dojos). Some feats and Prestige Classes are listed with the Clans description in the book *The Way of the Samurai*.

Badger's Home Dojo (Secrets of the Mantis)

A hugely valuable dojo to the Badger, because without it no more Badger will be trained. After they were decimated following the Clan War and the War Against the Shadow the Badger were reduced to a minor clan with few land holdings.

Fallen Mountain Dojo

Hidden Dagger Dojo of the Tortoise Clan: Emphasizes the art of hiding in plain sight.

Hidden Moon Dojo: (Way of the Ninja) This dojo is limited to specific shugenja on an invitation only basis. It is known about only by the daimyo and Clan Champions of the major clans. Members fake their own death prior to joining the dojo. The training draws on the special force of the Darkness. If a student draws too much on this power then their very soul is imperiled; training from this dojo lets the caster use the kami as a buffer and if a spell fails then it might be because of this protection.

Social Benefit: All your Bluff and Perform checks have a +2 circumstance bonus when made against targets with a higher level or HD.

Training Benefit: If a creature attempts to hit you and rolls a natural one you gain a +1 insight bonus on your next attack roll against them.

Kyuden Suzume Dojo

Kyuden Otomo Dojo

Shiro Morito Dojo

Sword of the Sun Kata

Preparation: Time 10 minutes

Duration: 120 minutes

Requirements: Strength of Purity (twice), Weapon Focus (Katana)

Effect: You may target 1 creature, as a standard action, within 50' with a blinding attack. The target must make a Fort save vs. DC 10 +your Dex modifier + 1/2 your character level. If this save fails the target is stunned and blinded for 1d10 rounds. In addition, you inflict an additional 1d6 damage on any melee attacks against an affected opponent, this is a supernatural ability.

Seppun Guest Home Dojo (Imperial Family Dojo)

The Temple of the Forsaken (Shadowlands Dojo)

Yoake Fusheru Dojo (Secrets of the Mantis), Dojo for the Tortoise Clan, an Imperial Clan.

Classes: Fighter, Rogue, Samurai

Social Benefit: A student may chose 2 low skills; using them will not cause a loss of honor in most situations. Skills like Hiding and Move Quietly must receive DM permission, and a valid role playing reason for their use.

RONIN DOJOS

The Eyes of Nanashi Dojo

The Machi Kanshisa Dojo

KOLAT (Must join the Kolat, only NPC classes are allowed)

Chrysanthemium Dojo

Social Benefit: Gain a +2 circumstance bonus on all Cha and Wisdom related skill checks.

Training Benefit: None

Cloud Sect Dojo

Social Benefit: May make an Int check (DC 15) to recall in perfect detail any information to which you have been exposed

Training Benefit: None

Coin Sect Dojo

Social Benefit: May make a Gather Information check (DC 15) to find a henchman (these henchmen are usually members of NPC classes such as Warrior or Expert).
Training Benefit: None

Dream Sect Dojo

Social Benefit: None
Training Benefit: None

Jade Sect Dojo

Social Benefit: None
Training Benefit: Gain a +2 circumstance bonus on all saving rolls vs. maho or shinobi magic.

Lotus Sect Dojo

Social Benefit: None
Training Benefit: The BAB and skill requirements of the Kolat Assassin prestige class are reduced by 2.

Roc Sect Dojo

Social Benefit: Gain a +2 circumstance bonus on all Cha checks with non-Rokugani
Training Benefit: None

Silken Sect Dojo

Social Benefit: May add your Cha bonus twice when making a Gather Information check.
Training Benefit: None

Steel Sect Dojo

Social Benefit: None
Training Benefit: You are never surprised or flat-footed in combat if any other Steel Sect Kolat within 30' is not surprised or flat-footed.

Tiger Sect Dojo

Social Benefit: Gain a bonus equal to your level on all opposed social skill rolls with other Kolat.
Training Benefit: None

THE LYING DARKNESS (Must be an NPC)

Goju Ohau Dojo

Teaches: Ninja
Social Benefit: Once per week a student may enter a state of meditation, to attempt to call upon the guidance of the Shadow Dragon. There is a 50% chance of the Shadow Dragon answering, but its advice tends to be cryptic and obscure, but always useful if interpreted correctly.
Training Benefit: None

Shadow Leap Kata

Preparation Time: 10 minutes
Duration: 120 minutes
Requirements: Ninja level 1+, Goju Family only
EXP Cost: 30

Effect: Your base move increases by +10' and gain a +4 enhancement bonus on all Jump, Climb, Balance and Tumble checks. While in an area of bright sunlight, the effects of this kata are canceled, your movement is halved, you can't run or charge, and you suffer a -2 penalty to all attack rolls, saving throws, and ability checks.

Shadow Wave Kata

Preparation Time: 10 minutes

Duration: 120 minutes

Requirements: Ninja level 8+, +3 Shadow Points

EXP Cost: 500

Effect: At any one time when this kata is active you may create a cloud of darkness that rolls forth from you and covers a 30' radius, hampering all vision except your own. The cloud lasts for 5 rounds.

Shadow Seduction Kata

Preparation Time: 10 minutes

Duration: 120 Minutes

Requirements: BAB +15, 5+ Shadow Points

EXP Cost: 1,000

Effect: You must select a target creature and perform an act of murder or other similar crime on their behalf (the Shadow Dragon doesn't have to personally perform this act, one of its Goju minions may do it instead). You force your target to make a Will save (DC 15 +your Cha) or immediately become Goju.

Shadow Consumption Kata

Preparation Time: 30 minutes

Duration: Special; you draw a willing target deeper into shadow, increasing their control over the power of nothing. The target must be present for the full preparation time.

Requirements: BAB 15+, must have the Darkness Spawn template

EXP Cost: 3,000

Effect: If the subject is already a Goju, he either adopts the Darkness Spawn template or his race is changed to Ninja Shapeshifter (see Creatures of Rokugan).

The information in this article can be found in **The Way of the Samurai** and **The Way of the Ninja**.

([Secrets of Mantis](#)) = Secrets of the Mantis an LR5 book, not official WotC material