

## Oriental Feats

Note: Ancestor Feats are only taken at 1st level and only by members of the great Clans. You can take a feat from another Clan without having to take the different schools feat do to intermarrying.

- Agetoki's Blessing  
(Ancestor: Matsu Agetoki)  
(Secrets of the Lion) Pre: Lion, Mounted Combat  
B: You gain a +4 bonus to all Ride checks. You may attempt to deflect missile weapons fired at you. Once per day, when you would normally be hit with a ranged weapon, you may make a Reflex save (DC 25). If the ranged weapon has a magical bonus to attack, the DC increases by that amount. If you succeed, you deflect the weapon, which misses you. You must be aware of the attack, not flat-footed, and you must have at least one hand free, or holding a weapon. Attempting this deflection does not count as an action. Exceptional ranged weapons like boulders cannot be deflected.
- Affluence  
(Way of Daimyo) Pre: Cha 15+  
Once per season you can call of a favor from your clan worth up to your level x500 koku or half that in koku. Any material benefits gained from this feat must be repaid to your clan before you can use this feat again, or given as a gift to someone outside of the party. You gain 2 Station (Ambassador) Points that may be used only on gifts.
- Akodo's Techniques  
(Rokugan) Pre: BAB +8, Str 13+, Way of the Lion  
B: If you succeed on a melee attack by an amount greater than the amount needed you gain half the difference (round up) as a bonus on your next attack roll against the same foe on the same round.
- Ancient Wisdom  
(Ancestor:  
Agasha Hanujito)  
(Secrets of the Phoenix)  
Armor Focus (All Clans)  
(Rokugan) Pre: Phoenix  
B: You gain a +4 bonus to all skill checks involving Wisdom-based skills, but suffer a -2 penalty on all Charisma checks.  
Pre: Armor Proficiency with the chosen armor  
B: Gain an additional +2 bonus to AC when wearing one type of armor.
- Art of Fascination (Ancestor)  
(Oriental Adv.) Pre: Crane blood  
B: Can *fascinate* 1 creature with your music or poetics. You make a Perform check which the target must equal or exceed with a Will save. If they save the creature is immune to your power for 24 hours. If the saving roll is failed then the creature sits quietly, listening for 1 round/Level, suffering a -4 to any Spot Checks. A potential threat allows a second saving roll, an obvious threat cancels the effect automatically. You must concentrate as if casting a spell to maintain the effect. It is considered a spell-like mind-affecting charm ability.
- Artisan Patron  
(Way of Daimyo) Pre: Level 3+  
B: Creates a craftsman if is you had a cohort (with the

- Leadership feat) who is of the expert class and must have a Craft and Profession (Artisan) and skill focus in their craft. Each month the artisan makes a profession check to determine their profit, 60% of which goes to their patron. If a 1 is rolled you may make an immediate second roll. You must pay that much in koku in order to sustain the artisan after a disappointing month. You gain 2 Duty (City) points.
- Artist (Ancestor)  
(Oriental Adv.)  
Pre: Crane blood  
B: +2 on all Perform Checks and on 1 Craft skill that involves art such as calligraphy, origami, painting or sculpture.
- Attention to Detail (Ancestor)  
(Oriental Adv.)  
Pre: Lion blood  
B: +2 bonus on Sense Motive and Spot Checks.
- Bayushi's Technique (Scorpion)  
(Rokugan)  
Pre: BAB +2, Int 13+, Way of the Scorpion  
B: When your foe is denied their Dex bonus to AC you inflict an additional 1d6 hit points. This applies to missile weapons only if your foe is within 30'. This feat may be taken up to 5 times. This damage stacks with that from Sneak Attack.
- Authority (Ancestor)  
(Way of the Thief)  
Pre: Any Clan  
B: When choosing this Ancestor Feat you must select a profession (magistrate, general or poet). When your character is socially interacting with NPC's regarding this particular subject, such as when convincing a daimyo that a certain person is guilty of a crime or that your battle plan will ensure victory for your side, you receive a +2 circumstance bonus to any Reaction rolls or social skill rolls you are required to make. If you later acquire a Station in a field related to your Authority you gain an additional Station Point (see *Way of the Daimyo*).
- Back into Death (Ancestor)  
Matsu Yukari  
(Secrets of the Lion)  
Pre: Lion, BAB +1  
B: You may apply critical threats and critical hit damage normally against undead. (Undead are normally immune to critical hits. This does not grant you the ability to sneak attack undead if you possess the sneak attack ability)
- Black Lotus Initiate  
(Way of the Thief)  
Pre: Honor of 2 or less  
B: Gain a +2 competence bonus to all Cha based rolls made with individuals with and Honor of 2 or less. Also gain +1 competence bonus to any Bluff or Diplomacy check made when interacting with an individual in a position of authority (magistrates, guards etc.).
- Black Lotus Brother  
(Way of the Thief)  
Pre: Black Lotus Initiate, Honor of 2 or less  
B: The competence bonus gained to deal with those who have an Honor of 2 or less increases to +3 and the bonus to deal with those in authority increases to +2.
- Black Lotus Master  
(Way of the Thief)  
Pre: Black Lotus Brother, Black Lotus Initiate, Honor of 2 or less  
B: The competence bonuses to deal with individuals increases to +4 and +3 respectively. You also gain the benefit of the Leadership feat, but only for a cohort.

Blackened Honor (Ancestor: Goju Kyoden) (Secrets of the Shadowlands)	Pre: Shadowlands, any Honor Rank above 0, Shadow Point 1+ B: You do not lose Honor while performing a duty, in service to the Shadow Dragon or one of his vassals. You gain a +5 circumstance bonus to avoid any effects, magical or mundane to manipulate your will and turn you from your current mission or foremost duty. You may ignore the "dishonorable." requirement of any Prestige class you would minimum qualify for and your Honor Rank may not rise above 3.
Blessing of Air (Way of Sh.)	Pre: Element Focus (Air), Void Use B: +2 Sacred bonus to all Cha related checks. You may spend any number of Void Points, as a move action, to gain a deflection bonus to AC equal to your Cha modifier, that lasts for a number of rounds equal to the number of Void Points spent.
Blessing of Earth (Way of Sh.)	Pre: Element Focus (Earth), Void Use B: +1 sacred bonus to all Con checks and Fort saves. You may spend a Void Point to gain temporary hit points equal to your Con modifier, for 1 hour, they do not stack with additional uses of this feat.
Blessing of Fire (Way of Sh.)	Pre: Element Focus (Fire), Void Use B: +1 sacred bonus to all Int related checks and Reflex saves. You may spend a Void Point to gain a damage bonus equal to your Dex modifier on any ranged attack (including that with a spell).
Blessing of the Stars (W. of Daimyo)	Pre: Master Sensei B: Make a Profession (Sensi) skill check with a DC of 25-the student's level. If successful the student gains 100x student's current level in experience points. If this bonus would take them to the next level then they remain at 1 point below the total needed for the next level. A student can benefit from this ability 1/3 levels. You also gain +3 Station (Sensei) Points.
Blessing of Void (W. of Sh.)	Pre: Wis 17+, Depths of the Void, Ishiken-Do, Void Use B: Increase your Void Point by your level divided by 3, round down (min. 1). You may spend a Void Point equal to a full round action to heal damage to yourself equal to your lowest ability score modifier x5, as a supernatural ability.
Blessing of Water (Way of Sh.)	Pre: Element Focus (Water), Void Use B: +1 Sacred bonus to all Wis related checks and Will saves. You can spend a Void Point to increase your base speed by +5' for 1 hour.
Blind Shot (Strength of the Mantis)	Pre: Dex 13+, Point Blank Shot, Precise Shot B: Any time you miss a target with a ranged attack because of concealment, you can reroll your miss chance percentile roll 1 more time to see if you actually hit. This bonus applies only when the target is within 1 range increment, and you are aware of its general location.

Blood of the Djinn (Secret Unicorn Technique) (Secrets of the Unicorn)	Pre: Unicorn Benefit: You may advance normally in the sorcerer class (normally restricted for Rokugan campaigns). The Spellcraft DC to identify your sorcerer spells is raised by 2 for those unfamiliar with arcane magic (nearly anyone in Rokugan). Your Honor Rank may never rise above 3 and you must take great pains to ensure your power is perceived as elemental magic. If any non-Unicorn discovers that you are using foreign magic, you may well be dishonored or even killed. Special: This feat may only be selected at 1st level, but may be taken as an ancestor feat. You may not possess ancestor feats unless they are specifically attuned to the Unicorn Clan.
Blood-Crazed Madness (Ancestor: Kuni Yoshimitsu) (Secrets of the Crab)	Pre: Crab B: You are immune to magical fear. Any time you inflict damage with a maho spell, you do one additional point of damage per die of damage. Special: Unlike other ancestors, you may take this feat after 1st level so long as you have the Shadowlands Taint
Blood Sorcerer (Ancestor) (Oriental Adv.)	Pre: Scorpion blood B: +3 to the DC of all maho-tsukai spells, however you must add +3 to the DC for any Fort save you have to make to avoid accumulating Taint when casting maho spells. You can take this feat only if you have taken the maho-tsukai prestige class.
Born Duelist (Ancestor) (Oriental Adv.)	Pre: Dragon blood B: If you take the Mirumoto niten master prestige class you gain +1 AC when using the niten technique.
Brother of Blossoms (Way of Open Hand)	Pre: Crane, Depths of the Void, Void Use, Concentration +4 B: Any time you take 20 on a skill roll, you receive a +10 Void bonus to that roll.
Bully (Ancestor: Hida O-Ushi) (Secrets of the Crab)	Pre: Crab, Str 15+ Benefit: Your Strength is considered two higher for attack and damage rolls when wielding a two-handed weapon.
Call of the Ancestors (Ancestor: Kitsu Hariko) (Secrets of the Lion)	Pre: Lion, Pure Kitsu Blood or Kitsu Blood Benefit: Once per week, you may speak with any other ancestor who guides you (you have taken as a feat). This is identical to the <i>commune</i> spell cast as a cleric of your character level (plus sodan-senzo class level, if any), without need of material, divine focus, or experience components. This version of the <i>commune</i> spell is added to the shugenja spell list as a 5 <sup>th</sup> level Water spell with the [Ancestor] tag. You must still choose to learn that spell normally — this feat simply gives you that opportunity.
Called Shot (Secrets of the Mantis)	Pre: Dex 13+, Point Blank Shot, Precise Shot, BAB +6 B: On your action, before making any attack roll for the round, you may choose to subtract a number from your ranged attack rolls and add the same number to the damage from these attack rolls. This number may not exceed your Dex modifier. The penalty on attacks and bonuses on damage applies until your next action.
Calm and Perceptive (Ancestor: Isawa Nimuro) (Secrets of the Phoenix)	Pre: Phoenix, Wis 13+ B: You gain a +2 bonus on all Battle skill checks. Spot and

Civilized Soul (Ancestor: Shosuro Hyobu) (Secrets of the Scorpion)	Pre: Scorpion Benefit: A number of times per day equal to your class level, you may add a +4 competence bonus to any ability check, skill check, or save. This bonus can only be used when you are within a settlement that is the size of a large town or larger ( <i>see the Dungeon Master's Guide</i> : page 137 for <i>settlement sizes</i> ). Listen are always class skills for you
Child of Suitengu (Way of the Thief)	Pre: Honor of 2 or less, Profession (sailor) +4 B: Select 1 ship of a kobune size or smaller and gain a +2 competence bonus to all Profession (Sailor) checks made with that vessel, also gain a +1 moral bonus to attack when defending that vessel. If you change ships it takes 1 month to re-establish this feat.
Child of Water (Way Samurai)	Pre: BAB +10, Depths of the Void, Improved Initiative, Power Attack, Void Use, Special: Can only be taught to others by Akoldo Kaneka B: At the beginning of a combat encounter, before initiative is rolled, you may spend a Void Point to double your BAB for the duration of the first round.
Choke Hold (General) (Oriental Adv.)	Pre: Improved Unarmed Strike, Improved Grapple, Stunning Fist B: If you pin your foe while grappling and maintain the pin for 1 full round at the end of the round your foe must make a Fort save (DC 10+ 1/2 your level +your Wis modifier). If the saving roll fails your foe is unconscious for 1d3 rounds.
Claws of the Lion (Ancestor: Kitsu Tendo) (Secrets of the Lion)	Pre: Lion, Pure Kitsu Blood or Kitsu Blood B: You gain a claw attack using your bare hands and are considered armed. The claws are not physical claws, but your hands are capable of cutting and rearing just as a claw would. The claws deal 1d4 slashing damage, plus the character's Strength modifier. If the character already has improved unarmed attack damage, this feat increases the damage by one die type (from 1d4 to 1d6, and so on, to a maximum of d20). You gain a +2 damage bonus whenever making an unarmed claw attack against Tsuno. Normal: Unarmed strikes deal 1d3 points of subdual damage from a Medium-size creature, and 1d2 points of subdual damage from a Small creature.
Claws of the Mantis (Way Samurai)	Pre: BAB +1, Str 13+, Proficient with Kama B: When holding a kama in each hand you may fight as if you had the Ambidexterity and Two-Weapon Fighting feats. You don't suffer a penalty for the weapons being of equal size. You may learn other feats that require Ambidexterity and Two-Weapon Fighting as prerequisites, but you may only use them while wielding 2 kamas unless you otherwise meet the prerequisites of these feats.
Clouded Mind (Way Samurai)	Pre: Smoke and Mirrors, Power Attack B: Can spend a Void Point when attacking with a staff to attempt to stun your foe. If the attack succeeds the foe must make a Fort save with a DC of 10 +the attack's damage. If the save fails, the opponent is stunned as if affected by the <i>daze</i> spell. If the attack doesn't hit, the Void Point is still spent.

- Cold and Cunning (Ancestor Gusai) (Rokugan) Pre: BAB +5, Weapon Focus (Katana), or Weapon Focus (Wakizashi), samurai level 1+  
B: Gain +2 bonus to Bluff and Pick Pocket checks.
- Cold and Vengeful (Ancestor: Soshi Seiryoku) (Secrets of the Scorpion) Pre: Scorpion  
Benefit: You gain a +1 circumstance bonus to all attack rolls versus all Shadowlands creatures and versus any opponent with the Shadowlands subtype or affiliated with the Kolat in any way. You must declare when you intend to gain this bonus, and if you attempt to apply this bonus against an opponent who is innocent of the association, you lose the ability to use this feat for one week per Hit Die of the target.
- Confident Oration (Ancestor: Ide Suari) (Secrets of the Unicorn) Connected (Way of Daimyo) Pre: Unicorn  
B: As long as you are honorable, you may take 10 on all Perform and Diplomacy skill checks  
Pre: Cha 15+  
B: Once per session you gain a +5 circumstance bonus on a Cha check. You gain 2 Station (Ambassador) points. You may gain this feat multiple times.
- Cool Head (Ancestor) (Oriental Adv.) Pre: Unicorn blood  
B: +3 on Diplomacy Checks
- Craft Crystal Weapon (Item Creation) (Oriental Adv.) Pre: Spellcaster level 7+, Craft Magic Arms and Armor, Craft (Weaponsmithing)  
B: You can forge a weapon out of Kuni crystal if you have holy smite or jade strength. You create the weapon normally adding 400 gp to the price with a DC of 20. Then you must enhance the weapon taking 1 day/1,000 gp in the price of its magical features. You must spend 1/25th of its total price in Exp and use of raw materials costing half the price.
- Craft Talisman (Item Creation) (Oriental Adv.) Pre: Int 13+, appropriate Craft skill, spellcaster level 1+  
B: Can create a *tsangusuri*, a 1 use magic talisman imbuing it with any 3rd level or less spell. When creating the talisman You still must provide the material component, Exp and any focus required. The talisman has a base price of the spell level x caster level x 50 gp (0 level spells count as a 1/2 level spell). You must also spend 1/25th of the base price in Exp and use raw materials costing half the price.
- Craft Tsangusuri (item creation) [Secret Lore Feat] (Rokugan) Pre: Crane, Int 13+, appropriate craft skill, shugenja level 1st+  
B: Can create a 1 use magical talisman, a *tsangusuri*, imbuing them with the power of any spell of 3rd level or less that you know. You must provide the material components and/or focus the spell requires. If casting the spell requires EXP then you spend it when you create the *tsangusuri*, likewise any material components are consumed during item creation. The base price is 50 koku X the caster level (0 level spells count as 1/2). You must spend 1/25th the base cost in EXP and use up raw materials costing half the base price. A base price would be its market value, though no shugenja would be so dishonorable as to sell his magic for dirty koku. Any spell inflicting hit point or ability score damage has a 10% of attracting a *kansen* per point of damage inflicted (ignore subdual damage).

<p>Crafty Sailor (Ancestor: Kasuga Haruhiro) (Secrets of Mantis)</p>	<p>Pre: Tortoise (Imperial Clan) Benefit: You gain a +2 bonus to all Profession and Craft skills relating to the budding, knowledge, and working of sea vessels and tactics. Your Honor Rank may never rise above 2.</p>
<p>Crippling Blow (Way of the Ninja)</p>	<p>Pre: Ninja level 9+, Void Use B: When making a sneak attack vs. a flat-footed foe you may spend 2 Void Points to inflict 1 point of temporary Dex damage fore every die of your sneak attack damage you inflict. A successful Fort save (DC equal to damage dealt) negates.</p>
<p>Cutting the Weave (Way Samurai)</p>	<p>Pre: Twist the Weave, Mobility B: If an opponent attacks you and receives a bonus other than his BAB, ability score bonus, or bonus granted from an item, you gain a +2 circumstance modifier to all of your attacks against him until the end of the next round.</p>
<p>Daisho Specialization (All Clans) (Rokugan)</p>	<p>Pre: BAB +5, Weapon Focus (katana) or Weapon Focus (wakizashi), samurai level 1+ B: With either katana or wakizashi you gain a +2 damage bonus with that weapon, which you have weapon focus for. Doesn't stack with Weapon Specialization. This feat can be taken once for a katana and once for a wakizashi.</p>
<p>Daisho Technique (Dragon) (Rokugan)</p>	<p>Pre: BAB +1, Wis 13+, Martial Weapon Proficiency, katana or wakizashi B: When holding a katana in your primary hand and a wakizashi in your off hand you may fight as if you have the exotic weapon proficiency; katana, Ambidexterity and 2-Weapon fighting feats. You can learn feats that require katana use, Ambidexterity and 2-Weapon Style only if you have those feats.</p>
<p>Dancing with the Fortunes (Rokugan)</p>	<p>(Unicorn) Pre: Cha 13+ B: Select a Fortune and as long as you respect this fortune once per day you can reroll 1 skill check, attack roll, or saving roll you have just made, but you have to keep the new result. You can gain this feat up to your level/3 (round up), but it may only be used once per roll. If you disappoint your patron Fortune you will lose the use of this feat until you atone.</p>
<p>Daredevil (Ancestor, Usagi Reichin) (Rokugan)</p>	<p>Pre: Hair blood B: 1/day when performing a risky or dangerous maneuver, you gain a bonus equal to your Cha modifier + 1/2 your level. You may take this feat up to 3/level (round up) times, but it may only be used once per roll.</p>
<p>Dark Beauty (Ancestor: Chuda Sinjuko) (Secrets of the Shadowlands)</p>	<p>Pre: Shadowlands, must possess the Shadowlands Taint Benefit: You may add your Taint modifier to the result of any Charisma or Charisma-based skill roll used to deceive or seduce others.</p>
<p>Dark Guardian (Ancestor: Daidoji Kasumiko) (Secrets of the Crane)</p>	<p>Pre: Crane Benefit: Hide and Move Silently are always class skills for you. If any of your classes offer these as class skills already (or you gain them from a family bonus), you gain a +2 competence bonus for both skills. Also, any Void bonuses you receive when using these skills are doubled.</p>

- Dark Guardian (Ancestor)  
(Way of the Ninja) Pre: Any Clan, Ninja Level 1+  
B: At the beginning of any combat, select 1 creature within 30'. So long as you are not flanked or flat-footed, this target is not considered flanked or flat-footed either.
- Dark Heritage (Ancestor:  
Soshi Burezu)  
(Secrets of the Scorpion) Pre: Scorpion  
Benefit: You gain damage resistance —/1. Magic and any weapons created with crystal ignore this effect. Unlike other Ancestor feats, this feat may be taken multiple times, so long as it is first taken at 1st level. Each time it is taken increases the DR by 1. If this damage resistance ever exceeds 4, you gain the Darkness subtype (see *Creatures of Rokugan* pages 4-5) and are vulnerable to all effects that normally target creatures of that type.
- Dark Tongue (Ancestor:  
Doji Hirofumi) (Secrets of  
the Shadowlands) Pre: Crane or any Tainted character  
Benefit: You gain a +2 profane bonus to your Charisma. You begin play with 2 points of Taint.
- Death Trance (Lion)  
(Rokugan) Pre; BAB +1  
B: You are immune to *fear* effects and confer a +4 moral bonus to all allies within 10'.
- Defensive Strike (General)  
(Oriental Adv.) Pre: Int 13+, Combat Expertise, Dex 13+, Dodge  
B: If a foe attacks you and misses, while you are using total defense you can attack your foe, on your next turn, at +4 to hit. You don't gain the bonus if the foe hits you.
- Defensive Throw (General)  
(Oriental Adv.) Pre: Dex 13+, Improved Unarmed Strike, Dodge, Improved Trip, Combat Reflexes  
B: If the foe you are using your Dodge AC bonus against attacks you and misses you can make an immediate trip attack on that foe. The trip attempt counts as one of your allowed actions that turn.
- Delayed Sneak Attack  
(Way of the Ninja) Pre: Sneak attack damage +5d6, BAB +9  
B: If you use this feat, the extra damage you inflict with a sneak attack is not inflicted until 3d6 round after the attack roll is made.
- Depths of the Void (All Clans)  
(Rokugan) Pre: Void Use  
B: Your maximum Void Points is increased by 2, this feat can be taken multiple times.
- Different School (All Clans)  
(Rokugan) Pre: DM permission only  
B: If you remain on good terms with another clan you can learn their feats as if you are a member of that clan. If you are a shugenja you may learn their spells, except for those from an element barred to you. You can take this feat multiple times provided you find a willing teacher.
- Discipline (Ancestor)  
(Oriental Adv.) Pre: Phoenix blood  
B: +2 on Concentration Checks and +2 on Will saves
- Dividing the Stars  
(Way Samurai) Pre: Imperial Family clan, Bluff +8, Diplomacy +8, Sense Motive +8  
B: When discussing an individual in court, you may make a Diplomacy Check (DC 10 +the individual's overall level) to cause all listeners to make a Will save (DC 25) or move 1 attitude level in a direction of your choice regarding that individual (DMG 149). If you exceed the DC of your initial Diplomacy Check by 10 you may choose to move 2 levels.

- Distracting Countenance (Ancestor: Yogo Asami) (Secrets of the Scorpion) Pre: Scorpion, Cha 13+  
Benefit: Once per day, you may select one target and use your natural charms to wreak havoc on his ability to concentrate and function. Your target suffers a -4 penalty to all Concentration checks and Charisma-based skills for a number of hours equal to half your character level, round up. You must remain in relatively close proximity to the target (within 200 ft. and in plain sight) for this effect to remain active.
- Driven Soul (Ancestor: Asako Sagoten) (Secrets of the Phoenix) Pre: Phoenix  
Benefit: Each day, you may select a goal that can (Secrets reasonably be achieved that day (GM's discretion). For the next day, when making any roll that would further your pursuit of that goal, you receive a +1 circumstance bonus on all skill checks, attack rolls, and saving throws. This goal may not be as broad as "fighting," for example, but can be focused to attack rolls against a specific opponent. Likewise, something as broad as "Diplomacy checks" is not acceptable, but "convincing Doji Tanitsu to accept a peace treaty with our clan" would be fine,
- Dutiful Soul (Ancestor: Mirumoto Sukune) (Secrets of the Dragon) Pre: Dragon, Void Use  
Benefit: Whenever spending a Void Point for a skill check involving one of your class skills, double the Void bonus conferred.
- Eagle Claw Attack (General) (Oriental Adv.) Pre: BAB +2, Improved Unarmed Strike, Sunder Dex 15+  
B: You can strike a foe's weapon or shield with an Unarmed Strike.
- Ear of the Emperor (Ancestor: Miya) (Rokugan) Pre: Imperial Family blood  
B: Gain +2 bonus on Diplomacy and Sense Motive checks, +4 if you are wearing no visible armor or weapons.
- Earth's Embrace (General) (Oriental Adv.) Pre: Improved Unarmed Strike, Improved Grapple, Str 15+  
B: If you pin your foe you deal double normal damage each round that you hold the pin, but you must remain completely motionless giving other foes a +4 to hit you.
- Elemental Attunement (Dragon/Phoenix) (Rokugan) Pre: Wis 13+  
B: Whenever magic is cast within 100' the DM makes a secret Will roll as if you were the target of the spell. If this Will save is successful, your character is immediately aware of that the magic was used and know the exact location of the caster; with a brief flash of insight.
- Elemental Insight (Way of Sh.) Pre: Shugenja level 1+  
B: Gain one more spell of any element, of any level lower than the highest level spell you can cast; 2 or more spells of your element focus, of any level lower than you highest level spell you can cast, or one more spell of you element focus of any level. You can gain this feat multiple times, each time for a new set of spells.
- Elemental Versatility (Special) (M. of Rok.) Pre: Shugenja Level 6+, Void Use  
B: Can cast spells from an element normally barred to you due to your elemental focus, but they are learned and cast as if 3 levels higher, while the spell's effects and DC remain the same as the normal level of the spell.

- Endless Depths of Mercy (Ancestor: Tamori Chieko) (Secrets of the Dragon) Pre: Dragon, Not Dishonorable  
Benefit: You may spend a Void Point when casting a cure spell or any other spell that heals the hit point damage of another living creature. That spell does not count against your maximum number of spells for the day, but this effect may only be used a number of times per day equal to your Honor Rank. In addition, such spells affected by a use of this ancestor may be used to cause damage against creature with the Shadowlands Taint that are not native to the Shadowlands. Such damage is treated in the same manner as though the target were undead. If you ever become dishonorable, you lose the benefits of this feat until you lose that status
- Endless Vigilance (Hidden Emperor) Pre: Must be a member of an Imperial Family, the Imperial Legion, or Imperial Magistrates  
B: This feat can be taken after 1st level. When you spend a Void Point on a Spot of Listen check, you may choose to either have the bonus from the Void Point doubled or have the skill check count as a free action.
- Enhance Wards (Metamagic) (M. of Rok.) Pre: Must be able to cast *glyph of warding*.  
B: Adds greater *glyph of warding* and *guards and wards* to your spell list as 6th level spells in place of one of your school or element focus spells. When casting a spell *glyph* you may store any harmful spell that you know, even one higher than 3rd level. The spell uses up a spell slot one level higher than its actual level.
- Ever Vigilant (Ancestor: Akodo Minobe) (Secrets of the Lion) Pre: Lion, Wis 16+  
Benefit: You maintain a constant vigil for the unexpected. Any time you are subject to an attack that would deprive you of your Dex bonus to AC (such as an attack by an unseen opponent), you may make a Wisdom check (DC 20) to detect the attack and add your Dex bonus to your AC after all. This effect does not function when you are helpless
- Ever Watchful (Ancestor: Soshi Takasho) (Secrets of the Scorpion) Pre: Scorpion  
Benefit: When spending a Void Point on any Listen, Search, Sense Motive, or Spot check, the benefits are doubled. This is cumulative with any increased Void effects such as those conferred by the Kitsuki's Method feat
- Explorer (Ancestor: Shinjo Rojin) (Secrets of the Unicorn) Pre: Unicorn  
Benefit: Wilderness Lore and Intuit Direction are always class skills for you. You gain a +1 bonus on Wilderness Lore checks, +2 (total) when using Wilderness Lore to track.
- Faceless Soul (Ancestor: Ninja Mystic) (Secrets of the Shadowlands) Pre: Shadowlands, must be member of the Ninube family.  
Benefit: Once per day, you may completely shield yourself from all attempts to detect your presence while moving with stealth (such as with the Move Silently or Hide in Shadows skills). So long as you remain unnoticed by mundane means, you cannot be detected by any supernatural means (such as spells or kiho feats). Short of the direct intervention of a Fortunes or more powerful being.

Facing the Abyss (Way of the Thief)	Pre: Cha 12+ B: A number of times per day equal to your Cha modifier, you may take an Intimidate check as a free action. If the roll is successful the target is shaken for a number of rounds equal to your character level. Normally, the target would only be shaken for 1 round.
Falcon's Senses (Ancestor: Toritaka Yotogi) (Secrets of the Crab)	Pre: Crab Benefit: If you know the true name of the creature or person you are tracking, you gain a +15 insight bonus to making any Wilderness Lore check while using the Track feat, no matter what the conditions are. This feat has no effect if the name you know is not the true name of the creature or person being tracked.
Falling Star Strike (General) (Oriental Adv.)	Pre: Improved Unarmed Strike, BAB +4, Stunning Fist or monk's Stunning Fist, Wis 17+ B: You can blind a humanoid foe, they must make a Fort save (DC 10+ 1/2 your level +Wis modifier), if they fail they are blinded for 1 round/level suffering a -50% chance to hit all foes, losing any Dexterity bonus to AC and giving your foes a +2 to hit you. They move at 1/2 speed and suffer a -4 on most Str and Dex based skills.
Feared Duelist (Ancestor: Kyojin) (Secrets of the Shadowlands)	Pre: Shadowlands Benefit: You gain a <i>fear</i> effect that only comes into play during an Iaijutsu Duel. The DC is 10 + your level + your Charisma modifier. Opponents who fail their roll suffer a -5 penalty to their Iaijutsu Focus check. Opponents who refuse a duel you offer may not spend any Void Points or any ability that requires Void against you during the ensuing combat
Fearless Cunning (Ancestor: Ide Dalib) (Secrets of the Unicorn)	Pre: Unicorn Benefit: You gain a +1 competence bonus to all Intelligence-based skill checks, and may add your Intelligence modifier as a morale bonus against all fear effects.
Fearsome and Fearless (Ancestor) (Oriental Adv.)	Pre: Lion blood B: +1 on Will saves vs. Fear, and +1 DC for any <i>Fear</i> effects you create. Members of the Akodo Champion prestige class grant all allies within their Courage Aura an additional +1 vs. <i>Fear</i> bonus.
The Final Lesson (Lion) (Rokugan)	Pre: BAB +10, Power Attack B: If you declare a Power Attack and miss, but would have struck the target without the Power Attack you hit the target, but without any damage bonus, only the weapon's base damage and any enhancement from its magic.
Fists of Iron (General) (Oriental Adv.)	Pre: BAB +2, Improved Unarmed Strike B: You must declare your use of this feat first and may use it up to 3+ your Wis modifier times per day granting you a +1d4 damage with an unarmed strike
Flying Kick (General) (Oriental Adv.)	Pre: Str 13+, Power Attack, Improved Unarmed Strike, Jump +4 B: You do 2x damage on any charge attacks with an Unarmed Strike.

The Folding Leg (Way of the Ninja)	<p>Pre: Scorpion, BAB +8, Pincers and Tail, Power Attack, Sunder</p> <p>B: You must spend a Void Point to use this feat, when you make a successful attack you may forego damage to do one of the following; direct the attack against your foe's armor inflicting double damage against it; cause your foe to be unable to fight on the defensive or cast on the defensive for 3 rounds; or negate all of your foe's uses of feats that provide Dodge bonuses to AC for 3 rounds.</p>
Fortune's Favor (Way Samurai)	<p>Pre: BAB +8, Concentration +4, Iron Will</p> <p>B: Once per combat you may immediately reroll any single missed attack roll</p>
Free yet Focused (Ancestor) (Secrets of the Mantis)	<p>Pre: Tsuruchi Family (Mantis), Dex 16+, Weapon Focus (Long or Short bow)</p> <p>B: May add 1/2 of your Dex modifier (rounding up) to the damage of your ranged attacks.</p>
Freezing the Lifeblood (General) (Oriental Adv.)	<p>Pre: Improved Unarmed Strike BAB +5, Stunning Fist or monk's stunning attack, Wis 17+</p> <p>B: You can paralyze a humanoid foe with your unarmed attack, but deal no damage. If your attack is successful your foe must pass a Fort save (DC 10 +1/2 your level + your Wis modifier). If they fail they are paralyzed for 1d4+1 rounds, standing rigid, and helpless with an effect Str 0 and Dex 0.</p>
Friend of the Air Kami (Way of Open Hand)	<p>Pre: Monk or Inkyo Level 1+</p> <p>B: Gain the spell-like ability <i>commune with elements</i>, but are limited to communicating only with air spirits. You may use this up to 3 times a day, as a shugenja of your character level. Gain +2 to all Diplomacy skill checks.</p>
Friend of Earth Kami (Way of Open Hand)	<p>Pre: Monk or Inkyo Level 1+</p> <p>B: Gain the spell-like ability <i>commune with elements</i>, but are limited to communicating only with earth spirits. You may use this up to 3 times a day, as a shugenja of your character level. Gain a +1 bonus to Will saves.</p>
Friend of the Fire Kami (Way of Open Hand)	<p>Pre: Monk or Inkyo Level 1+</p> <p>B: Gain the spell-like ability <i>commune with elements</i>, but are limited to communicating only with fire spirits. You may use this up to 3 times a day, as a shugenja of your character level. Receive DR 10 vs. all non-magical fire.</p>
Friend of the Water Kami (Way of Open Hand)	<p>Pre: Monk or Inkyo Level 1+</p> <p>B: Gain the spell-like ability <i>commune with elements</i>, but are limited to communicating only with water spirits. You may use this up to 3 times a day, as a shugenja of your character level. Gain a swim speed of 20'.</p>
Friendly Kamai (Way of Sh.)	<p>Pre: Shugenja level 1+, Spellcasting ability score 15+, Void Use</p> <p>B: An invisible kami of your element is near you at all times, aiding you in spell casting. 1/day, you may spend a Void Point to cast a spell of your element without expending a spell slot. Also you may always cast any spell of the importune kami series (<i>Magic of Rokugan</i>) using the friendly kami as a target. Your friendship with the kami must be maintained and at least 1/week you must perform some favor for it, or lose it's aid until you atone for your mistake. As per the optional rules in <i>Rokugan</i>, a shugenja's</p>

Furious Guided Strike  
(Ancestor: Shiba Konyo)  
(Secrets of the Lion)

"spellcasting attribute" varies by his element focus as per *Rokugan* p. 39.

Pre: Phoenix, Void Use

Benefit: Any time you spend Void Points on an attack roll, you gain a +2 Void bonus to hit on your next attack and a +1 Void bonus on the next attack you make after that. Spending multiple Void Points does not increase this bonus, nor do effects which grant you greater bonuses from spending Void Points.

Normal: Void points spent to increase an attack roll give you a +2 Void bonus to hit on your next attack.

Fury without End  
(Ancestor: Akodo Ikawa)  
(Secrets of the Lion)

Pre: Lion, Must be honorable

Benefit: When reduced to his points, you may make an Honor check (d20 + Honor Rank, DC 13) to ignore all penalties and keep fighting. An additional Honor check must be made each time damage is taken. If you are reduced to -10 hit points, you continue fighting for one additional round, then die instantly. If reduced to -25 hit points or less, you die instantly. Additionally, Knowledge (Scorpion Clan) is always a class skill for you.

Gaijin Swordsman  
(Ancestor: Moto Minghan)  
(Secrets of the Unicorn)

Pre: Unicorn, BAB +1

Benefit: You gain proficiency with the falchion in addition to your normal class proficiencies. You also gain a +1 bonus to all attack and damage rolls using the falchion.

Gatherer of Tales  
(Ancestor: Ikoma Noritobe)  
(Secrets of the Lion)

Pre: Lion

Benefit: You gain a +4 circumstance bonus to all Perform checks involving the performance of great stories. In addition, you gain an additional +2 bonus to all opposed Charisma checks if you possess a Knowledge skill pertaining to the target (for example, this bonus would be gained when dealing with a Kakita samurai if you possessed the Knowledge (Crane) or Knowledge (Kakita) skills, but knowledge (Rokugani History) would be too general).

Gatherer of Winds (Ancestor Iuchi Atesoro)  
(Rokugan)

Pre: Unicorn blood

B: Gain a +2 dodge bonus to AC vs. all ranged attacks.

Gifted General (Ancestor)  
(Oriental Adv.)

Pre: Crane blood

B: Gain +2 on Initiative Checks and +1 of Fort saves.

Glance at the Soul  
(Ancestor: Mirumoto Gojanuwan)  
(Secrets of the Dragon)

Pre: Dragon

Benefit: You may make a Sense Motive check when observing an opponent (DC equal to 10 + the opponent's total class level), if successful, you may select one of the following pieces of information regarding the opponent: their highest class level, their highest ability score, their highest skill rank, or their Feat with the highest prerequisites (randomly selected if none qualifies). This ability may not be used on an individual more than once per day, and each attempt to use it on a particular individual increases the DC by 2 for each roll after the first.

Glorious Sensi  
(W. of Daimyo)

B: Gain ranks of Glory faster than you should, requiring 8 boxes instead of the normal 10 boxes per Rank. You also gain +2 Station (Sensi) Points, but you may not take the Silent Sensei Feat.

Golden Words (Ancestor: Crane)  
 Kakita Yoshi (Secrets of the Crane)  
 Pre: Crane  
 Benefit: Diplomacy and Knowledge (law) are class skills for you. Once per day, you may spend a Void Point to use a Courtier Ability one more time per day than you normally can. In addition, you may add your Honor Rank as a bonus to all rolls made with the Favors ability of the Mastermind prestige class.

Grappling Block (General)  
 (Oriental Adv.)  
 Pre: Improved Unarmed Strike, Deflect Arrows, Int 13+, Combat Expertise, Improved Disarm, Combat Reflexes  
 B: With both hands free and while holding a weapon that is designed to catch other weapons, once per round when you would normally be hit by a weapon you make a special disarm attack (this counts as 1 of the actions you can use per round). You make an opposed attack roll with your unarmed strike or special weapon against the attack roll that hit you. Their attack roll is not modified by the size of your weapon. If you succeed you grab the weapon from your foe, (if unarmed) or knock it to the ground (if armed). You may use this feat on weapons that are 2 sizes larger than you or smaller.

Great Diplomat (Ancestor)  
 (Oriental Adventures)  
 Pre: Phoenix  
 Benefit: +2 on Diplomacy checks and on your Leadership score.

Daisho	Samuari Lv.	Ability Bonus	Capabilities	Exp Cost
I	13th	+1d2	2 primary abilities	400
II	15th	+1d4	1 primary ability, speech	600
III	17th	+1d6	1 primary + 1 extraordinary power	1,200
IV	19th	+1d2	1 extraordinary + 1 special purpose	1,400

Great Diplomat (Ancestor)  
 (Oriental Adv.)  
 Pre: Phoenix blood  
 B: +2 on Diplomacy checks and on your Leadership score.

Great Ki Shout (General)  
 (Oriental Adv.)  
 Pre: Cha 13+, Ki Shout, BAB +9  
 B: When you make a Ki shout, your foes are panicked for 2d6 rounds unless they make a Will save (DC 10 +1/2 your level + your Cha modifier). Panicked creatures suffer a -2 morale penalty on attacks, saves, and any checks, they have a 50% chance to drop whatever they are holding and must run away from you as quickly as they can. Supersedes Shaken.

Great Stamina (Ancestor)  
 (Oriental Adventures)  
 Pre: Crane  
 Benefit: +2 on any check made for performing a physical action that extends over a period of time and +1 to your hit point.

Great Teamwork  
 (Ancestor)  
 (Oriental Adventures)  
 Pre: Crab  
 Benefit: With you and an ally flanking a foe you gain a +4 to hit bonus, instead of the normal +2.

Greater Crafter (Ancestor)  
 (Oriental Adv.)  
 Pre: Crab blood  
 B: +3 on all Craft Checks

Greater Daisho I-IV (All Clans Technique)  
 (M. of Rok.)  
 Pre: Samurai level 13+  
 B: Actually 4 feats with each feat a prerequisite for the feat below it. All effects are cumulative and are bestowed on a sword. Ability bonuses are permanently added to the weapon's Int, Wis and Cha. You can enhance both your katana and wakizashi separately, once the benefits have been placed in a sword they can't be removed. Gain +2

Great Throw (WotC Errata)	Ego bonus per level. Pre: Improved Unarmed Strike, Dexterity 13+, Dodge, Improved Trip, Combat Reflexes
	B: When you make a successful unarmed trip attack against a creature no larger than your own size, you can choose where the creature lands, within the area you threaten. In addition, you deal your normal unarmed strike damage to the opponent. The creature's movement does not provoke attacks of opportunity, no matter how far you move it. When you use this option, however, you cannot make a follow-up melee attack using the Improved Trip feat.
Gusai's Technique (Manits) (Rokugan)	Pre: Dex 13+, Bluff skill 1+, Quick Draw B: Gain +87 competence bonus on Bluff checks when a small (or smaller) piercing or slashing weapon on your person. If you appear unarmed, but quick draw your concealed weapon and attack an opponent you gain +1d6 damage on your foe and negate his Dex bonus to AC for this attack. Creatures of animal Int or lower are immune. This action can only be performed once per enemy.
Guardian of Prophecy (Ancestor: The Crab Scout) (Secrets of the Crab)	Pre: Crab Benefit: You gain damage reduction 1/—against all attacks born enemies with the Shadowlands subtype. This damage reduction increases to 2/— within the village of Shiner's Last Hope, and stacks with similar forms of damage reduction (such as that gained from levels of the barbarian character class).
Hand of the Emperor (Way Samurai)	Pre: Imperial Family, BAB +4, Honorable B: Foes must make a Will save (DC 10 +your overall character level) or be unable to attack you. If you attack them first, this ability is negated.
Hand of Osano-Wo (Mantis) (Rokugan)	Pre: BAB +3, Str 15+, Ambidexterity, 2-Weapon Fighting B: Gain your full Str bonus to all damage with your off-hand weapon, this feat applies to double weapons as well. A character that has the ability to fight 2-handed may use this feat even if they don't have Ambidexterity and 2-Weapon Fighting.
Heart of Darkness (Ancestor: Goju Adorai) (Secrets of the Shadowlands)	Pre: Shadowlands, may not have the Void Use feat. Benefit: Once per day, you may gain an enhancement bonus to one of your attributes equal to your maximum Shadow Points. This benefit lasts for a number of rounds equal to half your character level rounded down.
Heart of the Dragon (Dragon) (Rokugan)	Pre: BAB +10, Wis 13+, Cleave, Martial Weapon Proficiency; katana and wakizashi, Daisho Technique B: Once per round you can take a 5' step before making a Cleave attack.
Heaven's Claw (Fortune & Winds)	Pre: BAB +4, Depths of the Void, Void Use, Wing of Thunder B: If you inflict 10 or more hit points of damage with a single attack, your target must make a Will save (DC 5+ damage dealt) or lose 1 Void Points. Against those without Void Points you gain a +2 damage bonus on any attack that inflicts more than 10 hit points of damage.

Hida's Rage (Crab) (Rokugan)	Pre: The Mountain Does Not Move, Toughness B: Before making an attack you can sacrifice your own hit points to do additional damage at the rate of 1d4 per 2 hit points sacrificed. You may not sacrifice more hit points than your Con modifier, and you hit points are lost if your attack roll is successful or not.
Hidden Threat (Ancestor: Chuda Tenkazu) (Secrets of the Shadowlands)	Pre: Shadowlands, must possess the Shadowlands Taint Benefit: You gain SR 15, but only against spells that specifically attempt to detect the Shadowlands Taint.
The Hidden Weapon (Secrets of Mantis)	Pre: Weapon Finesse, BAB +4 B: As a full attack action, you may attack a foe in an attempt to strike a vulnerable spot in his defenses. If you land the blow, your foe must make a Fort save (DC 10+the amount by which you exceed his AC) or suffer a -2 to all attack and damage rolls for a number of rounds equal to half your character level (round up). This attack may only be performed using a weapon for which you have the Weapon Finesse Feat.
Honest Merchant (Ancestor) (Oriental Adv.)	Pre: Scorpion blood B: +2 on all Profession Checks allowing you to make more money from your work.
Honor before Action (Ancestor: Hiruma Yoshi) (Secrets of the Crab)	Pre: Crab Benefit: As long as your Honor Rank is 2 or higher, you gain a +1 bonus to all saving throws against mind-affecting magic. In addition, if you gain the bonuses of a Favored Enemy (per the Ranger class ability and similar abilities) against an opponent, those bonuses are increased by +1 if that opponent has the Shadowlands Taint.
Honor before Truth (Ancestor: Mirumoto Tsudaro) (Secrets of the Lion)	Pre: Dragon Benefit: You gain a +5 competence bonus to your Bluff and Diplomacy checks to convince someone of a lie. If your Honor Rank ever drops below 2, these benefits are forever lost
Honor Guard (Ancestor: Doji Haranobu) of the Crane)	Pre: Crane B: You gain a resistance bonus equal to your Honor (Secrets of the Crane) Rank on any saving throw against an effect that would force you to perform a dishonorable act. If you already failed an initial save vs. an effect (such as <i>charm person</i> ) and you are forced to perform a dishonorable act, you are entitled to another save vs. the original DC.
Honor's Blade (Ancestor) (Way of the Thief)	Pre: Unicorn, descended from Shinjo Suritoshi (magistrate) B: May add your honor as a Righteous Bonus to your attack roll whenever you are in combat to prevent someone from breaking the law, or if you are in the process of apprehending someone for committing a crime. This bonus also automatically applies when you are in combat against foes you know are members of the Bloodspeakers, the Kolats or some other secret society.

Honor's Vengeance (Ancestor: Akodo Yokutsu) (Secrets of the Lion)	Pre: Lion, Honor Rank 2+ B: Whenever you are facing a loss of Honor for anything other than an action or failure on your part, the loss is reduced by a number of points equal to your current Honor, to a minimum of 1 point. In addition, you have a +4 insight bonus to all attacks made against an opponent who has caused you to lose Honor. (This does not include members of your own clan who are above you in social standing.) If your Honor Rank falls below 2, you lose the benefits of this feat until your Honor Rank increases above 2 again.
Humble General (Ancestor: Ikoma Tsanuri) (Secrets of the Lion)	Prerequisites: Lion Benefit: Ikoma Tsanuri, the Lion Clan Champion who was a great general because she was always a soldier first, guides your actions. Your allies within 50 ft. gain a circumstance bonus equal to twice your Honor Rank on all saves against fear effects and on all opposed rolls against Bluff and Intimidate checks. You do not gain this bonus.
Hunger of the Maggots (Way Samurai)	Pre: Taint +8 B: At the end of any combat round in which you kill an opponent you regain 5 hit points.
Iaijutsu Master (Ancestor) (Oriental Adv.)	Pre: Crane blood B: 1/day you can make 1 attack roll, save, or skill check using your Iaijutsu Focus modifier in place of your normal modifiers.
Ichi-Miru (General) (Rokugan)	Pre: Diplomacy 5+, Listen 5+, Sense Motive 5+, Spot 5+ B: Grants as +4 competence bonus to Sense Motive checks, +6 of you have any levels in courtier.
Immortal Spirit (Ancestor: (Rokugan)	Asako Ingen) Pre: Phoenix blood B: Gain +1 bonus on Sense Motive checks. Your criteria for entering the Henshin Mystic prestige class are replaced by the following: Lawful Alignment, BAB +5, Knowledge (Religion) +11, and Knowledge (Arcana) +4
Improved Aid (Ancestor) (Oriental Adv.)	Pre: Crab blood B: When using Aid another in melee combat your ally gains a +4 on their AC or attack roll against one foe.
Indefatigable Hero (Ancestor: Doji Hotei) (Rokugan)	Pre: Crane blood B: Gain a +1 on all Fort and Will saves.
Innate Ability (Special) (Rokugan)	Pre: shugenja level 1+ B: Any 3 spells that you know can be cast without using a <i>ofuda</i> as a divine focus. If you do not need to use an <i>ofuda</i> your effective level with those 3 spells is increased by 1. You may take this feat multiple times, each time for different spells.
Insurmountable Spirit (Ancestor: Tamori Tsutomu) (Secrets of the Dragon)	Pre: Dragon B: Like the mountains of the Dragon provinces, your soul is ancient and unconquerable. As long as you are not dishonorable, you may spend a Void Point to gain a sacred bonus equal to your Honor Rank when making any Will or Fortitude saving throw.

Iron Feather (Way of the Ninja)	Pre: Crane, BAB +6, Dex 16+, Skill Focus (Move Silently) B: Gain a +4 competence bonus to all Hide and Move Silently checks, and gain a +2 to any saves vs. any divination spells or magic that would reveal your location or identity.
Ishiken-Do [Secret Lore] (Rokugan)	Pre; Phoenix, shugenja level 1, Void Use B: You can learn and use Void spells, if you enter the Void Disciple prestige class (Oriental Adv.) you can ignore 1 of the feat criteria; either Heighten Spell or Spell Penetration. This feat can only be selected at first level.
Iuchi's Technique (Ancestor: Iuchi Tseubei) (Secrets of the Unicorn)	Pre: Unicorn B: You may spend a Void Point when casting a spell to increase your caster level for that spell by your level in any one non-spellcasting class. In addition, you may cast spells from horseback with no Concentration check while riding at a normal speed, and with a Concentration check at DC 5 when galloping.
Jade Champion's Might (Ancestor: Kuni Tokaji) (Secrets of the Crab)	Pre: Crab Benefit: You may double the casting time of any spell to increase your effective caster level by two. Spells that normally take one action to cast are increased to full round actions instead. Spells with instantaneous casting time are unaffected.
Judging the Weak (Secrets of the Crab) (Ancestor: Kitsuki Yasu) (Secrets of the Dragon)	Pre: Dragon B: Once per day you may add twice your Honor Rank to anyone roll that will result in justice being served (Secrets according to Imperial Law,
Kage Yakha [Secret Lore] (Rokugan)	Pre: Scorpion B: Suffer no movement penalties when attempting to remain hidden in area with dim lighting or darkness. If you use Bluff to create a diversion to hide you suffer no penalty. Reduce your Move Silently checks by -5 in areas of dim lighting or darkness. Hide and Move Silently are now class skills for you. If your shadow brand is exposed to sunlight, you take 1 hp damage/round until it is covered. Can't take the Depth's of the Void feat and you may not take this feat if you have the Depth's of the Void feat. If you begin behaving erratically, or displaying any signs of The Lying Darkness control your Soshi masters will kill you.
Kakita's Technique (Crane) (Rokugan)	Pre: BAB +3, Dex 13+, Void Use, Way of the Crane B: You may spend more than 1 Void Point on Iaijutsu Focus skill checks in a formal Iaijutsu duel, or on attack rolls with a katana. All Void Points spent in a formal Iaijutsu duel or on attack rolls with a katana grant you a +3 Void bonus rather than the standard +2.
Kami's Intuition (Ancestor) (Oriental Adv.)	Pre: Unicorn blood B: You can make an attack of opportunity against an foe that hits you in melee at a -4 AC penalty to any foes that hits you in melee, provided you threaten your foe and you have not run out of attacks of opportunity. If you hit you and your foe take damage simultaneously, the AC penalty remains for the rest of the round.

<p>Karasu's Vigilance (Ancestor: Daidoji Karasu) (Secrets of the Crane)</p>	<p>Pre: Crane Benefit: You gain a +3 bonus to Spot checks and initiative rolls.</p>
<p>Karmic Twin (Ancestor) (Oriental Adv.)</p>	<p>Pre: Scorpion blood B: +2 on all Cha based skills and skill checks. If you have a karmic tie to another character you may detect the direction of this character, if they are alive, and if they are on the same plane; when you make a DC 15 Wis check. You may try once per round and a failure gives you no information. The other character must also have the Karmic Twin feat.</p>
<p>Keen Intellect (Ancestor) (Oriental Adv.)</p>	<p>Pre: Dragon or Phoenix blood B: +1 on all Int checks, and +1 on all Scry and Search checks.</p>
<p>Kharmic Vision (Ancestor: Shiba Kyo) (Secrets of the Phoenix)</p>	<p>Pre: Phoenix B: Upon selecting this feat, you must declare another individual with whom you share a close bond. Ideally, this individual will be someone close to you either a relative, your lord, or a childhood friend. Once per day, you may extend your perception to this individual for a number of rounds equal to your character level. This allows the other person to see and hear all that you see and hear, and it appears to them as a vision. This can be disruptive if they are involved in some activity, but can also impart vital information regarding your whereabouts or activities</p>
<p>Ki Shout (General) (Oriental Adv.)</p>	<p>Pre: BAB +1, Cha 13+ B: A Ki shout is a standard action, Foes who hear you and are within 30' become shaken for 1d6 rounds, provided they have fewer HD than you. The effect can be resisted with a successful Will save (DC 10 +1/2 your level +your Cha modifier). You can use Ki Shout once per day. Shaken foes suffer a -2 morale penalty on attacks, saves and checks.</p>
<p>Killing Blow (Way of the Ninja)</p>	<p>Pre: Crippling Blow, Ninja level 9+, Void Use B: When you make a successful sneak attack and deal enough damage to bring your foe down to 5 hit points or less, your victim dies.</p>
<p>Kiss of the Wind (Ancestor) (Way of the Thief)</p>	<p>B: Chose one of the following skills; Bluff, Diplomacy, Knowledge (one type) or Sense Motive. If you are shugenja you may instead choose one of your 1st level spells. If a skill is chosen, you may gain Hanuko's blessing once per day and add +10 to any one roll. If you choose the spell you may cast it once per day without using the slot.</p>
<p>Kitsuki's Method (General) (Rokugan)</p>	<p>Pre: Void Use, Search 6+, Sense Motive 6+ B: You can spend any number of Void Points on Spot, Sense Motive and Search Checks. Each Void Point spent gives you a +4 Void bonus rather than the standard +2.</p>
<p>Kitsu Blood [Secret Feat] (Rokugan)</p>	<p>Pre: Lion, must be a shugenja , a member of the Kitsu family and attend the Kitsu shugenja school B: Can mentally speak to any spirit (including ghosts, oni, animal spirits,shiryō and gaki) within 100' radius as if you knew your language. Once per week you can perform an augury (with no material components) by visiting an ancestral shrine and importuning the shiryō for advice.</p>
<p>Know the School (All Clans) (Rokugan)</p>	<p>Pre: Knowledge (clan or family) +2 Knowledge (Nobility) +2</p>

	<p>B: You choose a Great or Minor Clan as the focus of this feat, giving you a +1 competence bonus on all Sense Motive checks, Battle checks, Bluff checks, melee attack rolls, and melee damage rolls vs. members of the selected clan, and a +1 dodge bonus to AC vs. them. This feat may be taken multiple times, once for each clan.</p>
Law of the Heavens	<p>Pre: Righteous Fury, Knowledge (Shintao) or Knowledge (Religion) earned in Rokugan, and Cleave</p> <p>B: Your Diplomacy Checks receive a synergy bonus equal to half of your Knowledge (Shinato) ranks (round down). You also gain a +2 holy bonus to your attacks against foes of honor rank 1 or 0.</p>
Legacy of the 4 Winds (Way Samurai)	<p>Pre: Bab +8, Mounted Combat, Ride-By-Attack</p> <p>B: My immediately make 1 attack of opportunity per round against anyone who attacks you in melee even if it is not an attack that normally provokes an attack of opportunity.</p>
Legendary Beauty (Ancestor: Doji Nariko) (Secrets of the Crane)	<p>Pre: Crane, Cha 15+, Void Use</p> <p>B: As a partial action you may spend a Void Point to verbally encourage any individual within 30 ft. The selected individual gains a +1 morale bonus to attack rolls, Will saves, and skill checks for every four levels you have attained (minimum one). This bonus lasts for a number of rounds equal to your Charisma modifier. If the individual is attracted to you, the bonus is increased by +1. This is a mind-affecting, language-based ability.</p>
Lessons from the Little Teacher (W. of Daimyo)	<p>Pre: Leadership, Master Sensei</p> <p>B: Gain a bonus to your Leadership score equal to your Wis modifier. Your cohort still remains 2 levels lower than your level. You also gain +3 Station (Sensei) Points.</p>
Let Him Go By (Dragon) (Rokugan)	<p>Pre: BAB +6, Void Use</p> <p>B: When in Total Defense you may spend a Void Point to immediately make a melee attack at your highest BAB against any foe who attacks you and misses. This is not an attack of opportunity, and may be performed as many times per round as you have Void Points remaining. Only 1 attack may be applied to a single enemy each time he misses you.</p>
Lightning Stealth (Way of the Ninja)	<p>Pre: Hide +6, Move Silently +6, Ninja level 3+</p> <p>B: You can move at up to your normal speed with no penalty to Hide or Move Silently checks. You can run or charge with only -10 penalty to your Hide or Move Silently Checks. Normally you suffer -5 if moving between 1/2 and full speed and when running or charging you suffer a -20 penalty to your Hide and Move Silently checks.</p>
The Lion Cannot Fail (Way of the Ninja)	<p>Pre: Lion, BAB +1, Taking the Measure</p> <p>B: Select any 3 class skills available to samurai. You gain a +2 bonus to your skill checks with those skills.</p>
Lion Spy (Ancestor) (Oriental Adv.)	<p>Pre: Crab blood</p> <p>B: +2 on Disguise and Gather Information Checks.</p>

Loyal Vassal  
(Secrets of Mantis)

Pre: Clan Badger

B: So long as you are not dishonorable, you may add your current Honor ranks as a bonus (that stacks with any other bonuses) to all saving throws against effects that would either turn you from your duty to your lord. This bonus would apply to things such as resisting a *charm* spell or fear effect that would cause you to leave your guard post, but not against a *fireball* spell that would kill you.

Luck of Heroes (Ancestor)  
(Oriental Adv.)

Pre: Crab blood

B: +1 on all saving rolls.

Mad Visions (Ancestor:  
Isawa Norikazu)  
(Secrets of the Phoenix)

Pre: Phoenix

B: Once per week you may cast a divination spell as a shugenja of your total character level. Which spell you can cast depends upon your maximum Void Points, as follows:

Void	Spell
0-2	<i>augury</i>
3-5	<i>divination</i>
6-9	<i>commune</i>
10-14	<i>divine the future</i>

Each time you use this ability, you must make a Will save (DC 10 + your character level + your highest ability modifier) or suffer 1 do permanent Wisdom damage. You may also suffer permanent insanity symptoms at the GM's discretion. Special: Only shugenja and inkyo may take this feat.

Magic in the Blood (Ancestor)  
(Oriental Adv.)

Pre; Unicorn blood

B: +1 on Alchemy and Spellcraft checks

Magical Artisan (Ancestor)  
(Oriental Adv.)

Pre: Crane blood

B: Multiple the cost in Exp and raw materials for one item creation feat by 75%. You chose this feat at character creation.

Magistrate's Mind (Ancestor)  
(Oriental Adv.)

Pre: Scorpion blood

B: +2 on Knowledge (History) and Knowledge (Nobility) checks.

Maho Focus (General)  
(Rokugan)

Pre: Must know at least 1 Maho spell.

B: Add +2 to the DC for saving rolls vs. your Maho spells, this stacks with Spell Focus.

Many Masks (Ancestor)  
(Oriental Adv.)

Pre: Scorpion blood

B: +2 on Disguise and Perform Checks.

Master Researcher (General)  
(Rokugan)

Pre: Knowledge (Research) +5

B: Gain +2 bonus on all Spellcraft rolls made when researching a new spell and the cost of your research is reduced by 20%.

Master of the Court  
(W. of Daimyo)

B: Gain 5 Station (Ambassador) points, you may take this multiple times.

Master of the Split  
(W. of Daimyo)

Pre: BAB +6, at least 4 Clan Techniques

B: Choose a Great or Minor Clan and you may begin to take Clan Techniques Feats from that Clan. You may not teach these techniques to those outside of the Clan. You also gain +3 Station (Sensei) Points.

<p>Master Manipulator (Ancestor: Shosuro Sushanume) (Secrets of the Scorpion)</p>	<p>Pre: Scorpion Benefit: You may double your Charisma modifier when attempting to alter the attitude of an NPC. (<i>see the Dungeon Master's Guide,</i> page 149 for rules on altering NPC attitudes).</p>
<p>Medium (Fortunes &amp; Winds)</p>	<p>Pre: Void Use, Knowledge (Arcana) +4 B: Can automatically understand and be understood by undead with a primal understanding, not a language. You also gain a +2 Cha bonus on any skills used when interacting with spirits.</p>
<p>Meishodo (item creation) (Rokugan)</p>	<p>[Secret Lore Feat] Pre: Unicorn, Shugenja level 5+ B: Can create a meishodo amulet of any spell of 5th level or lower that you know. Crafting takes 1 day for each 1,000 gp in its base price. The base price is its caster level X the level of the spell (modified by any metamagic feats) x 150 koku (0 level spells count as 1/2 level). It costs 1/25 of the base price in EXP and half the base price is raw materials used in creation of the item. In addition this feat allows you to use meishodo amules.</p>
<p>Memories of Fire (Ancestor: Asahina) (Secrets of the Crane)</p>	<p>Pre: Crane, Shugenja 1+ B: Whenever you cast a Fire spell, you gain a +1 insight bonus to all damage dice. If you ever use a fire spell to harm a non-Tainted creature, you lose 1d6 Honor Points. Should your Honor ever reach zero, you lose the benefits of this feat until your Honor Rank is at least 2 once again.</p>
<p>Merchant Patron (Way of Daimyo)</p>	<p>Level 3+ You have a number of merchants equal to your Cha modifier serving under your command. Each is an Expert of a character level equal to your level -2 up to a max of 12. Each month the merchant makes a Profession (Merchant) Check to determine how much koku they earn each Merchant keeps 40%, submits 30% to his clan and 30% to you. If a 1 is rolled on the Profession Check you must pay that amount of koku in order to sustain the merchant's trade after a disappointing month. You gain 2 Duty (City) points. Your honor may not exceed 3 if you have this feat, and your honor is reduced to 3 if you have a higher honor when taking this feat.</p>
<p>Methodical (Way of the Thief)</p>	<p>B: +3 bonus to Search checks if you spend extra time to examine every part of pirate ships and headquarters.</p>
<p>The Mountain Does Not Fall (Rokugan)</p>	<p>Pre: BAB +12, Con 13+, Great Fortitude, The Mountain Does Not Move, Void Use B: Spend a Void Point as a free action, for 1 round, you can ignore the effects of the following; dazed, dazzled, disabled, dying, fatigued, nauseated, paralyzed, staggered, stunned, and unconscious. You can perform this action out of turn before the status effects you. A dying character still has fewer than 0 hit points, but he can continue acting normally and cease losing hit points, creatures who reach -10 hit points still die. You may spend multiple Void Points to ignore the effect, but if the effect is still in action after you stop spending Void Points the effect still takes place.</p>

Mist of the Back Finger (Ancestor: Daigotsu Mizushai) (Secrets of the Shadowlands)	Pre: Shadowlands, Taint Rank 1+ B: You gain a+4 will Search, Spot, Listen, and Wilderness Lore while in the Shadowlands. You can unerringly find any location in the Shadowlands that you have visited before even if the location has changed since the last time you were there.
Military Mind (Ancestor) (Secrets of Mantis)	Pre: Clan Badger B: Knowledge, Craft, and Profession skills you possess use your Str modifier instead of any other ability score.
The Mountain Does Not Move (Crab) (Rokugan)	Pre: BAB +6, Con 13+, Void Use B: When you receive damage in combat (from a weapon or other physical attack, not spells or special abilities) you can spend 2 Void Points and make a Fort save (DC = damage dealt). If you make the save then all damage from the attack is negated.
Mother of Darkness (Ancestor: Daigotsu Hochiahime) (Secrets of the Shadowlands)	Pre: Shadowlands, Daigotsu family only, Taint Rank 1+ B: You lose no Honor when committing a dishonorable act in the name of Daigotsu or his family. You gain a +1 profane bonus to attack rolls when fighting within 30 ft. of another member of the Daigotsu family.
Multi-Element Mastery (Way of Sh.)	Pre: Shugenja level 1+ B: Can learn multi-element spells as spells of your Element Focus, as long as at least 1 of the spell's descriptors pertains to your Element Focus. A shugenja can't learn multi-element spells as their Element Focus spells.
Needle Strike (Way of the Ninja)	Pre: Sneak Attack +2d6, BAB +3, Int 14+ B: When making a full attack action and sneak attacking a foe your critical threat range is doubled (can only be used with slashing and piercing weapons). If the critical threat of your weapon has already been doubled then it is tripled.
Never Surrender (Ancestor: Hida Ichido) (Secrets of the Crab)	Pre: Crab B: You gain a +1 to all attack and damage rolls any time you are reduced to less than half your hit points, or any time your party is outnumbered at least three to one. These benefits stack with each other
No Fool (Ancestor: Bayushi Rikoji) (Secrets of the Scorpion)	Pre: Scorpion B: You gain a +4 bonus to all Sense Motive checks, and a +4 on all saves vs. illusion.
No Illusions (Phoenix) (Rokugan)	Pre: Wis 13+ Void Use, Way of the Phoenix, Shiba's Technique B: You may spend a Void Point to attune yourself to a specific living creature within 20'. Thereafter you can spend Void Points to know their general direction from you (not distance or if they are alive or not). You can use it to triangulate their location. You may only be attuned to 1 creature at a time, but you can change which creature you are attuned to. An unwilling charge can make a Will save (DC 10 +your Cha modifier) to resist the effects and prevent further attunement for 24 hours, this is a supernatural ability.
No-Mind (Phoenix) (Rokugan)	Pre: Wis 13+, BAB +9, Void Use, Way of the Phoenix B: Spend 2 Void Points at the beginning of a round to prevent yourself from being flatfooted or in reaction to any effect that denies your Dex bonus to AC. This feat can't be used if you are helpless.

Nobel Heart (Ancestor) (Way of the Thief)	Pre: Mantis B: While performing an action to prevent the loss of honor from you or anyone that you know well you gain a +2 bonus to all rolls. You lose the benefits of this ancestor feat if your honor goes below 1, until your honor rises to 1 again.
Omens and Portents (Ancestor: Asahina Kamatari) (Secrets of the Crane)	Pre: Crane, Shugenja 1+, Wis 15+ B: Your caster level for any divination spells you cast is considered to be two levels higher. You gain a +4 bonus to all Scry checks.
One Life, One Blade (Ancestor: Agasha Fujita) (Secrets of the Phoenix)	Pre: Phoenix, Divine spellcasting ability, Element Focus (Air) B: You may wield a katana as if you had the Martial Weapon Proficiency (katana) feat. As a free action you may expend a spell slot to gain +1 insight bonus to attack rolls for a number of rounds equal to the level of the spell slot expended. This is a supernatural ability.
One with the Sword (Ancestor: Kakita Toshimoko) (Secrets of the Crane)	Pre: Crane, Void Use B: Iaijutsu Focus is always a class skill for you. You may choose to spend a Void Point at the start of a formal duel to add double your Honor Rank to your Iaijutsu Focus rank for the remainder of the duel.
One Spirit (Unicorn) (Rokugan)	Pre: BAB +6 B: 1/round when performing a full attack you gain an additional attack against a foe if you miss on your attack. This attack and all others in that round suffer a -5 to hit.
Oni's Bane (Ancestor) (Oriental Adv.)	Pre: Phoenix blood B: +3 on caster level checks to beat an outsider's SR, however you take a -2 penalty on Diplomacy Checks.
Open-Handed Warrior (Ancestor: Ide Gokun) (Secrets of the Unicorn)	Pre: Unicorn B: Choose a simple or martial weapon and a category of enemy (such as Tainted creatures, or Scorpion Clan members; nothing broader than is acceptable as a favored enemy is appropriate). You gain proficiency in that weapon, and when using that weapon against a target of your chosen type you gain a +1 competence bonus to your attack rolls.
Opportunist's Mind (Ancestor: Hiruma Zunguri) (Secrets of the Crab)	Pre: Crab B: You gain a +1 bonus to all Spot, Listen, Sense Motive and Search checks.
Pain Touch (General) (Oriental Adv.)	Pre: BAB +2, Stunning Fist or monk's stunning attack, Wis 19+ B: Victims of a successful stunning attack are nauseated for one round and then stunned for another. Nauseated creatures are unable to attack, cast spells, concentrate on spells or do anything that requires attention. They may only take a single move action. Creatures immune to stunning attacks are also immune to this feat as are creatures more than one size larger than you.
Peace with the Darkness (Ancestor: Isawa Takeshi) (Secrets of the Shadowlands)	Pre: Phoenix or any Tainted character, Shugenja level 1 B: You gain a maximum of two points of Taint per maho spell you cast. These points of Taint cannot be further reduced, but it can be eliminated later. You may learn maho spells as if they were not maho, but simply of another (non-opposed) element. You begin play with two points of Taint.

Peaceful Hands (Hidden Emperor)	Pre: Improved Unarmed Strike B: When fighting unarmed, you may deal double normal unarmed damage if you chose to inflict subdual damage rather than lethal damage. If the victim of this feat dies as a result of your action or inaction, you lose all benefits of this feat for 48 hours, during which time you may not spend any Void Points. A death of which you are unaware of or incapable of preventing does not invoke this penalty.
Penitent Soul (Hidden Emperor)	B: Sacrifice a number of hit points equal to your level to gain a bonus to your Will save of that amount. If used to attempt to avoid failing your duty it may grant you a Honor Point
Perceived Honor (Rokugan)	Pre; Int 13+ B: At will you can change your honor to that of your perceived honor rank, which is 1 rank higher than your true honor. As long as you obey the tenets of your new armor in public any magical effects that detects honor reads your new rank. You may alter your honor rank as a free action. If you act dishonorable in public or are proven to be dishonorable the benefits of this feat are lost, but you can rebuild your reputation. You may take this feat multiple times (up to 4) to emulate an additional rank of honor higher. Artifacts are not fooled by this feat. In campaigns that do not use honor you may seem to shift your alignment one rank and you may not take this feat more than twice. Good characters can't select this feat.
Perception Becomes Victory (Way of the Ninja)	Pre: Lion, BAB +10, Spot +8, The Final Lesson (see the Rokugan book) B: As a move-equivalent action, you may make a Spot check (DC = 10 +foe's Reflex save bonus). If successful, you may name an action you think your foe might take. If he takes this action at any time during the combat, you may make an attack of opportunity against him. If you name an action that normally invites an attack of opportunity, you may make 2 attacks so long as you have Combat Reflexes or some other ability that allows multiple attacks of opportunity per round.
Penitent Soul (Ancestor: Otaku Testusko) (Hidden Emperor)	B: Sacrifice a number of hit points equal to your level to gain a bonus to your Will save of that amount. If used to attempt to avoid failing your duty it may grant you an Honor Point.
Pincers and Tail (Scorpion) (Rokugan)	Pre: BAB +4, Way of the Scorpion, Bluff +1 B: You may feint in combat as a move action, feinting is normally a standard action.
The Pincers Hold, the Tail (Rokugan)	Strikes (Scorpion) Pre: Bluff +1, BAB +10, Int 13+, Strike at the Tail, Combat Expertise, Improved Disarm B: If you successfully feint in combat and attack a foe denied their Dex bonus to AC the attack is automatically a critical threat.
Poison Immunity (Way of the Ninja)	Pre; Poison use as a class ability B: Select a specific type of poison, to which you become completely immune. In addition you receive a +2 competence bonus against all other poisons.

- Poisoned Frog (Way of the Ninja) Pre: BAB +6, Dex 13+, Weapon Focus (machi-kanshisha pipe)  
B: For every 5 points by which your attack roll exceeds a flat-footed foe's AC he suffers a -1 penalty to all attack rolls for the next 3 rounds. Your attack must be made with a machi-kanshisha pipe and you must inflict at least 1 point of damage in order for this penalty to take effect.
- Political Maneuvering (General) (Rokugan) Pre: Diplomacy 10+, Sense Motive 10+  
B: As a standard action you can make a Sense Motive check against a person to whom you are speaking (DC 15+ the target's level). If this check is made you have determined a way to convince the target that his current course of action is dishonorable. You use a Diplomacy check opposed by your foe's Sense Motive or Diplomacy. If you make your check the character must either obey your command or lose 5 points of honor, or be unable to act for a number of rounds equal to your Cha modifier (target's choice). Any attack made by you or your allies against the target or his allies negates this effect. This feat has no effect on characters with no concept of honor, or a honor greater than yours, or a character who can't understand your words.
- Potent Blood (Ancestor: Chuda Barakun) (Secrets of the Shadowlands) Pre: Shadowlands  
B: You may add your Intelligence modifier to all spell damage roll. This only applies when using your own blood to fuel a spell.
- Power Attack-laijutsu (Ancestor) (Oriental Adv.) Pre: Crane blood  
B: In an iaijutsu duel +1d6 points of damage to the damage from your lai jutsu Focus check.
- Power Attack-Shadowlands (Ancestor) (Oriental Adv.) Pre: Crab blood, Power Attack  
B: When using Power Attack against a creature with the Shadowlands subtype or a character with shadowlands taint you subtract a number from your melee attack rolls and add 1.5 times that number to your melee damage. (only in Rokugan)
- Powerful Voice (Ancestor) (Oriental Adv.) Pre: Unicorn blood  
B: +2 on Diplomacy and Perform checks when speaking or singing.
- Precarious Balance (Ancestor) (Secrets of Mantis) Pre: Clan: Tortoise (Imperial Clan)  
B: Choose 3 skills and whenever you make a skill check involving one of those skills, you may choose to spend a Void Point to use any ability score modifier when making your skill check instead of the default ability score modifier.
- Prepared (Ancestor: Mirumoto Takeda) (Rokugan) Pre: Dragon  
B: Gain an additional dodge bonus of +1 to your AC when fighting defensively and an additional +2 dodge bonus to you AC when using the total defense action.
- Prone Attack (General) (Oriental Adv.) Pre: BAB +2, Dex 15+, Lightning Reflexes  
B: You suffer no penalties when attacking prone and if your attack is successful you immediately regain your feat as a free action.
- Pure Blood Magic [Metamagic Secret Lore] (Rokugan) Pre: Phoenix or Unicorn, able to cast divine spells as as shugenja.  
B: You may draw upon your blood (not that of others) to cast your magic. If you have a slashing weapon in hand

(such as a knife) you can inflict an amount of damage equal to the spell's level upon yourself (no Concentration check is needed for this damage). You can chose to increase the DC by +2 or increase the effective level by +1. Each point of damage inflicted by this feat has a 1% chance of attracting the attention of a kansen (Rokugan 206).

- Pure Kitsu Blood (General) (M. of Rok.) Pre: Shugenja Level 1st.  
B: Spells with the Ancestor descriptor are considered part of your elemental focus, you may chose to learn such a spell in place of your regular school spell. Can be taken at 1st level.
- Purity of Purpose (Way Samurai) Pre: BAB +4, must be honorable  
B: With a successful Knowledge (Shintao) or Knoweldge (Religion) earned while in Rokugan DC 20, you do not suffer penalties for being reduced to 0 or fewer hit points and can't be stunned, staggered or knocked unconscious. You remain conscious and fully active. If you are ever reduced to -10 hit points, you die normally. This feat's effects last for 1 round per Honor rank you have. After it expires you are fatigued until you receive at least 8 hours of rest and must rest an additional 8 hours before you can recover hit points or spells naturally.
- Quartermaster (Way of the Daimyo) B: Gain 2 Station (Warlord) Points that can only be used for dwellings and supply. You gain a +3 bonus to rolls to avoid fatigue, but you may not take the Tactical Prodigy Feat.
- Ranged Disarm (Secrets of Mantis) Pre: Dex 13+ Called Shot, Point Blank Shot, Precise Shot, BAB +6  
B: May attempt to perform a disarm with a ranged attack so long as your target is within 30' (PHB p137 for rules regarding disarm attempts)l. The size of your weapon for this disarm attempt is the size of the ranged weapon (in the case of a weapon that fires projectiles use the projectile size). If you fail in this disarm attempt, the attacker doesn't get to attempt to disarm you in return.
- Ratling Ally (Ancestor: Hiruma Kazumaj) (Rokugan) Pre: Crab  
B: Gain a +4 competence bonus on all Cha checks and social interactions with Nezumi. When you reach 5th level you gain a Nezumi cohort as if you had the Leadership feat. If you take the leadership feat your leadership score is considered two higher, but all your followers will be Nezumi.
- Remain Conscious (General) (Oriental Adv.) Pre: BAB +2, Endurance, Iron Will, Toughness  
B: If reduced to 0 hp you may take a partial action on your turn every other round until you reach -10 hp, or you hp increases to 0+. If stabilized you can continue to take partial actions, but the first one revokes the stabilization. If you reach -10 hp you die.
- Resist Poison (Ancestor) (Oriental Adv.) Pre: Dragon blood  
B: +4 on Fort saves vs. Poison
- Resist Taint (Ancestor) (Oriental Adv.) Pre: Crab blood  
B: +4 on Fort saves to determine if you acquire taint. (only in Rokugan)
- Righteous Fury (Way Samurai) Pre: Acceptance into the Eyes of Nashi, Lawful, Honor +2  
B: Can add half your honor rank (round up) to your AC. Your Initiative is raised by your honor rank.
- Ritual Magic (Metamagic) Pre: Able to cast divine spells as a shugenja

(Rokugan)	B: Can manipulate the results of a spell. The leader of the ritual uses up a slot 3 levels higher than the spell's actual level, modified by any other metamagic feats. Supporting spellcasters use a spell slot of the spell's normal level, but may not use other metamagic feats. Use of this feat doubles the usual casting time after any modifications for using a metamagic feat.
Roil and Churn (Fortunes & Winds)	Pre: BAB +10, Depths of the Void, Heaven's Claw, Power Attack, Void Use, Wing of Thunder B: Once per day when using a Power Attack the damage from the Power Attack is doubled.
Roundabout Kick (General) (Oriental Adv.)	Pre: Str 15+, Power Attack, Improved Unarmed Strike B: With a critical hit made with a Unarmed Attack you can immediately make another unarmed attack against the same foe, as if you hadn't used your attack of the critical hit.
Saddleback (Ancestor) (Oriental Adv.)	Pre: Unicorn blood B: +3 on all Ride Checks.
The Same Breeze (Fortune & Winds)	Pre: BAB +13, Depths of the Void, Heaven's Claw, Power Attack, Void Use, Wing of Thunder B: Once per round as a free action you can spend a Void Point to copy a Technique Feat of another character within 20', provided they have used it in combat. You may copy feats even if you don't have the prerequisites to use them. True Kenku do not need to spend Void Points to use this technique and may use it even if the opponent has not yet used their technique.
Scholar of Nature (Ancestor) (Oriental Adv.)	Pre: Phoenix blood B: +2 bonus on Alchemy and Heal Checks
Sea Legs (Ancestor) (Oriental Adv.)	Pre: Crab blood B: +2 bonus on Balance and Profession (Sailor) checks.
Sea Legs (Way of the Thief)	B: gain +3 bonus to all Balance checks made while on ships.
Seeker of Truth (Way of Shugenja)	Pre: Phoenix, Alertness, Spellcraft +6 B: +4 save to all illusion spells. If you are a shugenja you may cast an extra divination spell each day, provided it is on your spell list.
The Shadow Dragon (Way Samurai)	Pre: Taint +8 B: At the end of a combat round you may choose to reanimate any creature you killed during that round exactly as if the spell animate dead was cast upon them by a 16th level sorcerer.
Shell of the Tortoise (Way of the Ninja)	Pre: Tortoise, BAB +6, Honor of 1+ B: Foes who are honorable (with honor 3+) can't attack you a successful Will save (DC 10 +their honor x2). They may still attempt to grapple or subdue you, but they may not cause you but non-subdual damage. If you attack first this feat doesn't apply.
Shiba's Technique (Phoenix) (Rokugan)	Pre: Wis 13+, Void Use, Way of the Phoenix B: As a free action you can spend a Void Point to help or hinder any spell targeted on you increasing or decreasing the caster's effective level. If the caster level is reduced to 0 then the spell is canceled.
Shield of Honor (Phoenix) (Rokugan)	Pre: Void Use B: When taking the total defense action, you may spend any

	number of Void Points to increase your AC for 1 round. You gain +2 Void bonus to your AC for each Void Point spent.
Shinjo's Technique (Unicorn) (Rokugan)	Pre: Way of the Unicorn, Dex 13+, Ride +1 B: You may make a Ride check and use the result in place of any Reflex saving roll when mounted. This benefit applies to both you and your mount.
Shuriken Mastery (Way of the Ninja)	Pre: Exotic Weapon Proficiency (Shuriken) B: When throwing 3 shuriken as a single attack, you may select multiple targets (applying the same attack roll to all three targets, with a -2 penalty to hit). When throwing all 3 shuriken at a single foe, each shuriken receives a +1 bonus to damage. Normally when throwing 3 shuriken they must all be targeted at the same foe.
Silent Current (Way of the Ninja)	Pre; BAB +4, Profession (Merchant) +4, Sense Motive +6, Spot +8 B: With a successful Spot check (DC 10 +the foe's total levels) versus a foe with whom you have spoken with for at least 5 minutes you gain keen insight into their weaknesses, conferring a one-time +4 insight bonus to any future skill check vs. the same foe. You may choose instead to gain a +2 insight bonus to your next attack against that foe.
Silent Sensei (W. of Daimyo)	Pre: Master Sensei B: Gain Ranks of Glory slower than normal requiring 12 boxes instead of the normal 10 per Rank. You also gain +4 Station (Sensei) Points. You may not take the Glorious Sensei Feat.
Silent Talon (Way of the Ninja)	Pre: Crane, BAB +5, Dex 14+, Str 16+, Weapon Focus (any melee weapon) B: Your triple your Str modifier for damage when you attack a flat-footed foe with a melee weapon for which you have Weapon Focus as a full attack action.
Silver Tongue (Ancestor) (Oriental Adv.)	Pre: Dragon blood B: Your ancestor was the first woman to become daimyo of her clan giving you a +2 bonus on Bluff and Diplomacy Checks.
A Single Moment (Crane) (Rokugan)	Pre: BAB +7, Improved Initiative B: You may refocus as a move equivalent action.
Smoke and Mirrors (Way Samurai)	Pre: Acceptance by the Machi-Kanshisha, Weapon Focus (Staff) B: Can use an iron smoking pipe as a staff (if it is the proper length). Your attacks with a staff are +1 to hit and damage, and if attempt to disarm an opponent with your staff and fail, your opponent does not automatically get a chance to disarm you.
Smooth Talk (Ancestor) (Oriental Adv.)	Pre: Crane blood B: Gain +2 bonus on Diplomacy and Sense Motive Checks.
Soul of the City (Way of Daimyo)	Pre: Must have at least 5 Duty (City) points earned through other means B: you gain 5 additional Duty (City) points.
Son of Storms (Ancestor) (Secrets of the Mantis)	Pre: Mantis, Void Use B: Once per day you may spend a Void Point to automatically succeed on any saving roll vs. a mind-affecting effect. If you ever become dishonorable, you lose the effects of this feat until you are no longer are dishonorable.

Soul Forge (All Clans Technique) (M. of Rok.)	Pre: Iron Will or Ancestral Daisho class ability, masterwork weapon or armor. B: Can bond with one type of masterwork weapon or armor as a samurai's ancestral daisho class ability and you can enhance the item through the expenditure of Exp points. You may only have one Soul Forged weapon or piece of armor at a time, the max enhancement is determined by your level and all other abilities are as per the Ancestral Daisho feat in Rokugan.
Soul of Green Walls (Way of the Thief)	Pre: may only be taken at 1st level. B: When making a Cha check to determine an NPC's attitude toward you, you may alternate the result by 1 category in either direction as you see fit.
Soul of the Heavens (Fortunes & Winds)	Pre: Shapeshifter or Denizen only B: +5 Spirit Points with which to choose Shapeshifter Powers. Spirit Characters may take this feat, but can only take Shapeshifter Powers that begin with "spirit."
Soul of Honor (Ancestor) (Oriental Adv.)	Pre; Unicorn blood B: You are aware of any action that could affect your honor including magical effects with a moment's contemplation before performing an action or accepting an item.
Soul of Journey's End (Way of the Thief)	Pre: may only be taken at 1st level. B: May add a single item to your starting equipment with a total koku value of 100 or less and it can't be magical unless it is a one use item.
Soul of Lies (Way of the Thief)	Pre: may only be taken at 1st level. B: Gain +2 on social checks made when you are attempting to lie or otherwise convince someone of something that is not true.
Soul of Loyalty (Ancestor) (Oriental Adv.)	Pre: Dragon blood B: +4 bonus con Will saves against compulsion effects.
Soul of the Raging Storm (Hidden Emperor)	Pre: Dodge, Combat Expertise, BAB +4 B: When a physical attack that requires a to-hit roll targets you and you are aware of it, you may spend a Void Point to immediately receive a +4 AC bonus for the duration of the attack. You can do this even if flatfooted or otherwise denied your Dex bonus to your AC, but you must declare your intent to use this Kiho before the attack dice are rolled.
Soul of Sincerity (Ancestor) (Oriental Adv.)	Pre: Scorpion blood B: +4 bonus on Sense Motive checks and a -2 on Bluff checks
Soul of Stories (Way of the Thief)	Pre: may only be taken at 1st level B: You may select any 2 Cha based skills and receive a +1 bonus on all rolls made using these skills.
Soul of the Storm (Mantis) (Rokugan)	Pre: BAB +6, Void Use B: Can spend a Void Point to gain a +4 Void bonus to 1 attack roll, normally spending a Void Point grants a +2 Void bonus to your attack roll.
Speed of the Hare (Way Samurai)	Pre: BAB +5, Void Use, Dex modifier +2 or higher B: By spending a Void Point you may double your Dex modifier to your initiative roll for a single combat encounter.
Speed of the Kami (Crane/Scorpion) (Rokugan)	Pre: Dex 13+, BAB +3, Improved Initiative, Void Use B: Can spend a Void Point to gain a +4 bonus on Initiative

	checks for a number of rounds equal to your Dex modifier. This bonus stacks with that from Improved Initiative.
Spell Power (Ancestor) (Oriental Adv.)	Pre: Crab blood B: 3/day you can cast a spell with extraordinary power adding +1 to the DC of your spells.
Spellcaster Support (Ancestor) (Oriental Adv.)	Pre: Phoenix blood B: Can use the Aid Another action to add +2 to the DC of an ally's shugenja's spell..
Spirit Blood (Fortunes & Winds)	Pre: Void Use B: When spending Void points gain a +3 instead of the normal +2 Void bonus.
Spirit of the Firefly (Secrets of the Mantis)	Pre: Mantis or Phoenix B: Saves against your Fire spells have their DC increased by 2. This stacks with the effects of Element Focus or Spell Focus.
Spirited (Ancestor Akodo Samune) (Rokugan)	Pre: Lion blood B: Gain a +1 morale bonus vs. <i>fear</i> and a +2 damage bonus vs. melee attacks on foes larger than yourself.
Spirited Performance (General) (M. of Rok.)	Pre: Artisan Level 1st B: Once per day/level you have in the prestige class you can make a rousing performance that draws the attention of the Kami; granting a +1 to your effective caster level in the area for 1 hour.
Stab at the Face (Way of the Ninja)	Pre: Weapon Focus (any slashing or piercing weapon), BAB +7, sneak attack +4d6, Void Use B: If you make a critical hit vs. a foe, you may spend a Void Point to leave him staggered (partial actions only) for a number of rounds equal to the critical multiplier of your weapon. You must use the weapon that you have weapon focus for to use this feat.
Stand Without Fear (Secrets of the Mantis)	Pre: Mantis B: Once per day if a single attack drops you below 1 hit point you may spend a Void Point to regain enough hit points to be at 1 hit point again. You may not use this ability if the attack brings you to -10 hit points or less.
Steady Soul (General) (Rokugan)	Pre: Monk, inkyo, or shugenja level 1+ B: You may return to the shugenja class after taking levels of monk or inkyo (choose 1). If you are currently a monk or inkyo you may take levels int shugenja even if its not your starting class. If you take levels of a class other than monk or inkyo (whichever you took a level in first) after taking even 1 level of shugenja, you may never return to the shugneja class.
Stealth Casting (Way of the Ninja)	Pre: Dex 14+, Hide +6, Move Silently +6, Spellcraft +6 B: Can chose this feat when casting a spell to avoid others noticing your casting it. You make a Spellcraft check opposed by the Spot or Listen check made by any who might notice you spellcasting. If the spell you are casting has no verbal component, Listen checks may not be made. If the spell you are casting has no somatic component, Spot checks suffer a -5 circumstance penalty. If the spell has neither a somatic or material component, Spot checks made not be used against your Spellcraft check. If you are reading the spell from a scroll (or ofuda), Spot checks made against

- your Spellcraft check gain a +5 circumstance bonus. Other circumstantial factors may help or prevent this feat at the DM's option.
- Sting of the Wasp**  
(Way Samurai)  
Pre: Mantis, BAB 9+, Dex 15+  
B: With a bow (not a crossbow), with which you are proficient, your threat range is increased by 1. If you also use the Improved Critical feat your threat range is doubled before you add the 1 from this feat.
- Strength of Purity (Lion/Unicorn)**  
(Rokugan)  
Pre: Honorable (honor rank 3+)  
B: 1/day you can declare a smite attack vs. a foe with a bonus equal to your honor, and a damage bonus equal to 1/2 your level. Each time you take this feat you gain an additional use of your smite ability.
- Strength of the Charger (Ancestor)**  
(Oriental Adv.)  
Pre: Unicorn blood  
B: +2 on all Fort saves and +1 hit point.
- Strength of the Crab (Ancestor)**  
(Oriental Adv.)  
Pre: Crab blood  
B: Gain +1 moral bonus on attack rolls and saves vs. fear when fighting with at least one other Crab character.
- Strength of the Earth (Crab/Mantis)**  
(Rokugan)  
Pre: Toughness  
B: You gain an additional hit point per level, gain the hit point retroactively for all previous levels.
- Strength of the Reed**  
(Way Samurai)  
Pre: Crane BAB +6, Con 14+  
B: When reduced to 15 hit points or less you receive a +1 enhancement bonus to all attack rolls. This bonus increases to +2 when you are reduced to 8 hit points or less.
- Strike and Move (Ancestor)**  
(Secrets of the Mantis)  
Pre: Family Tsuruchi (Mantis)  
B: A number of times per day equal to 1/5th your level, you may make a full attack with a bow and perform a move action as well. This feat may be used in conjunction with the Shot of the Run feat (if you have it), allowing you to move 1/2 of your movement, take a full attack action with a bow, then move half of your movement.
- Strike of Silent Waters**  
(Hidden Emperor)  
Pre: Depths of the Void, Improved Unarmed Strike, Void Use, any two other Kiho Feats  
B: Before making an unarmed attack spend a Void Point and declare your use of this feat. Make a touch attack vs. a living creature. If you succeed you may target another foe that is directly behind your original target up to 10' away. Deal your unarmed damage against that foe. You do not need L.O.S. to the 2nd target; but if you don't have L.O.S. then you must make a Meditation check with a DC of 25.
- Strike at the Tail (Scorpion)**  
(Rokugan)  
Pre: BAB +6, Int 13+, Combat Expertise, Improved Disarm  
B: If you disarm a foe in melee combat you can make an immediate melee attack against that foe as if you hadn't used your attack for the disarm attack. Instead of gaining the extra attack, you may choose to have the disarmed foe's weapon land in your off-hand. You may only gain 1 free attack per round with this technique.
- Strike of the Wolf**  
(Way of the Ninja)  
Pre: BAB +1, sneak attack ability  
B: Instead of inflicting extra damage with a sneak attack, you may attempt to topple your foe instead. Roll your sneak normally. Instead of inflicting damage your foe must make a Reflex save (DC 10+your Dex modifier +your sneak attack damage). If he fails he falls prone. A foe suffers a -4

- penalty to his saving throw per size category smaller than you and gains a +4 bonus per size category larger than you. Your foe also receives a +4 bonus if they have 4 legs or are unusually stable.
- Strong Soul (Ancestor)** (Oriental Adv.)  
Pre: Unicorn blood  
B: +1 on Fort and Will saves, and a +1 bonus vs. energy drain attacks and death effects.
- Student of the Arts (General)** (Rokugan)  
Pre: Cha 14+, Dex 14+  
B: Gain a +2 bonus to all Perform checks and to 1 Craft or Profession skill of your choice.
- Student of the Path** (Way of Open Hand)  
Pre: Depths of the Void, Void Use, Wis 13+, Int 13+  
B: Your elements are balanced in such a way that makes them unshakable to most outside influences. You may spend any number of Void Points to heal and equal amount of ability score damage.
- Stunning Blade** (Way of the Ninja)  
Pre: Ninja Level 1+  
B: When you make a successful sneak attack against a foe, you may choose to have your sneak attack damage die total set the DC for a Fort save (doing so forgoes any sneak attack damage). If the victim fails this save, he is stunned for 1d4 rounds.
- Subtle Manipulator (Ancestor)** (Rokugan)  
Pre: Bayshi Akoru, Scorpion blood  
B: Gain a +3 bonus on Hide and Bluff checks, but a -2 penalty to Diplomacy checks.
- The Sudden Strike (Crane)** (Rokugan)  
Pre: BAB +2, Dex 13+  
B: When using a weapon you are proficient with you gain a +2 circumstance bonus to attack rolls against any foe whose Initiative total is lower than yours.
- Superior Element Focus** (Rokugan)  
Pre: Shugenja level 1+  
B: +2 to the DC for all spells from your element focus, doesn't stack with Spell Focus.
- Superior Expertise (General)** (Oriental Adv.)  
Pre: Int 13+, Combat Expertise, BAB +6  
B: When using the Expertise feat to improve your AC you can subtract any number from your attack roll to improve your AC (normally you can only subtract up BAB up to +5) Can be taken as a Fighter's bonus feat.
- Tactical Mind** (Hidden Emperor)  
Pre: Crane  
B: The 2nd or succeeding time a particular attack is used against you during a combat (such as the 2nd casting of the same spell, or the 2nd time a creature uses its breath weapon against you, you receive a +2 insight bonus to your AC against the attack or +2 to the appropriate saving throw. In addition you receive a +2 insight bonus to your Battle skill when leading troops if you have led troops into combat against the opposing commander.
- Tactical Prodigy** (Way of Daimyo)  
B: Gain +3 to all Maneuver Rolls and 2 Station (Warlord) Points that can only be used for troops and you may not take the Quartermaster Feat.
- Taint Binding [Secret Lore]** (Rokugan)  
Pre: Crab, Shugenja level 4+  
B: Can turn any Shadowlands creature as if it were undead, if you present a piece of untainted jade or crystal as a focus. You must spend a spell slot (as if casting a spell) to use this

- ability. Your turning check = 1d20+ the spell level expended. Your turning damage = 2d6+ your shugenja level +the spell level expended. If your turning check indicates the Tainted creature would be destroyed it instead takes 1d8 points of damage per level of the spell expended. You may assist the caster of a binding spell, by expending a spell slot instead of casting a *suggestion* spell. This feat is a supernatural ability.
- Taking the Measure (Way of the Ninja)**  
 Pre: Lion, Spot +2  
 B: You may, as a move-equivalent action, make a Spot check (DC = your foe's AC). If successful, you may add +2 to your next attack roll versus that foe. If you have a BAB of +1 or higher, you may use this technique while taking any other move-equivalent action.
- Teaching the Dragon's Mind (W. of Daimyo)**  
 Pre: Master Sensei  
 B: Make a Profession (Sensei) skill check with a DC of 25-the student's level. If successful the student you are teaching may add a +2 bonus to all skill checks made with that skill for 1 month. A student may benefit from this only once per level. You also gain +3 Station (Sensei) Points.
- Togashi's Technique (Dragon) (Rokugan)**  
 Pre: BAB +6, Wis 13+, Martial Weapon Proficiency; katana and wakizashi, Daisho Technique  
 B: When using a katana and wakizashi you gain 2 extra attacks per round, one with each weapon, at your highest BAB. All of your attacks this round receive a -5 penalty. This feat may not be used in conjunction with Improved Two Weapon Fighting. You must make a full attack to use this feat.
- Toku's Lesson (Way Samurai)**  
 Pre: BAB 5+, Void Use, honorable, not chaotic alignment  
 B: By Spending a Void Point you receive an enhancement bonus equal to your samurai level to your next roll.
- Touch of Thunder (Secrets of the Mantis)**  
 Pre: Mantis, BAB +6, Power Attack, Way of the Mantis  
 B: Any time you inflict more than 15 damage with a single attack, the target must make a Fortitude save (DC equal to damage dealt) or he staggered for one round. Targets immune to critical kits are not affected.
- Transcend the Mountain (Way Samurai)**  
 Pre: BAB +4, Str 14+  
 B: Double your Str modifier when calculating the total modifier for Str based skills.
- Travel Magic (Unicorn Secret) (M. of Rok.)**  
 Pre: Wis 15+  
 B: Your max range and weight allowance for teleportation spells is doubled and your base speed is increased by 5'. This feat can only be taken at 1st level, in lieu of an ancestor feat.
- Tread on the Blade (Crane) (Rokugan)**  
 Pre: BAB +10, Void Use  
 B: If your initiative check is higher than your foe's by 10 or more you may spend a Void Point to gain an additional attack against that opponent at your highest BAB once per turn.
- Triumphant (Way Samurai)**  
 Pre: Lion, BAB +4  
 B: Gain a +1 enhancement bonus to attack rolls when multiple opponents are attacking you.
- Truth is in the Killing (Secrets of the Dragon)**  
 Pre: Dragon, Depths of the Void, Void Use, BAB +10  
 B: As a standard action, you may spend a Void Point and target any opponent that you see within 30 ft. That opponent

- must make a Will save (DC 10 + half your level, round down + your Wisdom modifier). If your opponent fails this save, they may not spend Void for any reason for the duration of the encounter, and any technique feats that specifically target you have no effect. Once you have successfully used this feat, you may not use it again during that encounter.
- Truth of Ages**  
(Way of the Ninja)  
Pre: Tortoise, BAB +8, Way of the Tortoise, Void Use  
B: You may sacrifice an Honor point to gain a +2 competence bonus to any 1 skill check, saving throw, or attack roll. Up to 2 Honor points may be sacrificed per round in this manner. You may spend Void Points on the same roll to further increase the result in the normal manner.
- Twilight Strike**  
(Way of the Daimyo)  
Pre: Firefly, Void Use, Spot 6+  
B: Whenever you are fighting defensively and an opponent misses you with a melee attack roll, you may immediately make a Spot check with a DC equal to your opponent's total character level plus their BAB. If successful, you immediately gain a free attack against that opponent using your highest attack bonus. This does not count as your attack of opportunity for the round.
- Twist the Knife**  
(Way of the Ninja)  
Pre: Sneak attack +1d6, Weapon Focus (Dagger)  
B: When using a tanto, aiguchi or dagger (effectively the same weapon) against a humanoid foe (or monstrous humanoid foe), your critical threat range is increased by +1 and the weapon inflicts 1d6 damage instead of 1d4 damage.
- Twist the Weave**  
(Way Samurai)  
Pre: Void Use, Hide +6, Move Silently +6, Acceptance into the weavers.  
B: If you ever spend a Void Point on a Hide, Move Silently or Bluff roll you gain benefits as if you had spent two.
- Two Heavens**  
(Secretes of the Dragon)  
Pre: Dragon, Wis 13+  
B: You may add your Wisdom modifier to your AC in place of your Dexterity modifier, if your Wisdom modifier is higher. Your maximum bonus to AC is still limited by the Maximum Dexterity Modifier of whatever armor you wear. This bonus applies when you are flatfooted if your Wisdom modifier is higher than your attacker's.  
Note: If you have a class ability that already allows you to add your Wisdom modifier to your AC, this feat allows you to add your Wisdom modifier twice.
- Unbalancing Strike (General)**  
(Oriental Adv.)  
Pre: Improved unarmed Strike, Stunning Fist or monk's stunning attack, Wis 15+  
B: When attacking a humanoid foe you can make an unarmed attack that unbalances your foe. They must pass a Reflex save (DC 10 +1/2 your level + your Wis modifier). If the target fails they are off balance for 1 round losing any Dex bonus to AC and giving foes a +2 to hit.
- Unforgiving Steel**  
(Way of the Ninja)  
Pre: Crane, BAB +8, Way of the Crane, Void Use, Weapon Focus (any melee weapon)  
B: If a foe attacks you and misses the roll by 5 or more you may immediately make an attack of opportunity against that foe equal to your highest attack modifier. You may do this only once per round, and only if you have a weapon in hand for which you have taken the Weapon Focus feat.
- Unrighteous Will Fall, The**  
Pre: Dragon, Str 13+, BAB +1

- (Secrets of the Dragon) B: Each time you strike an opponent in combat, you gain a +1 damage bonus on further melee attacks against them. This bonus stacks each time you strike them, but you immediately lose all bonuses accumulated from the use of this feat should that opponent ever be more than five feet away from you. This added bonus may never be higher than your level. If you do not strike your opponent for one round, the bonus decreases by one.
- Untouchable  
(Way of the Ninja) Pre: Ninja level 12+, Tumble 15+  
B: As long as you are not helpless, you are always considered to have total concealment against ranged attacks. Foes suffer a 50% miss chance when attempting to strike you with such attacks.
- Utaku's Void of War (Unicorn)  
(Rokugan) Pre: BAB +3  
B: Before rolling initiative you may chose to impose a -4 penalty to your initiative check to gain a +2 dodge bonus to AC. Or you may give yourself a -4 penalty to AC to gain a +2 circumstance bonus to your Initiative Check. It is possible to acquire a negative AC or Initiative. The bonus and penalty remain until the end of the round. You may learn this feat up to your level/3, and its effects stack, but you don't have to use the full benefit.
- Vanish  
(Way of the Ninja) Pre: Ninja Level 6+  
Effect: You can make a Bluff check to create a diversion to hide a move-equivalent action. Further you may perform this action simultaneously with a movement (the two actions count as a single move-equivalent action). Normally creating a diversion and hiding a move action is a standard action.
- Vengeful Spirit (Ancestor)  
(Way of the Thief) Pre: Void Use  
B: Choose a Great Clan or Minor Clan and while raiding vessels of that clan you gain a +3 bonus when spending Void points instead of +2. However when raiding a vessel of another Clan you can't use Void Points.
- Versatile (General)  
(Rokugan) B: Select 2 cross-class skills that are considered class skills for you. This feat may be selected multiple times each time for two different skills.
- Veteran General  
(Way of Daimyo) B: Gain 2 Station (Warlord) Points, can take this feat multiple times.
- Virtues of Command  
(Way of the Samurai) Pre: Imperial Family, BAB +8, Diplomacy 15+, Void Use, Ear of the Emperor, Dividing the Stars  
B: You may issue a command to anyone with the samurai class, which they must follow. If they refuse they must either make a Will save (DC 30) or be so dishonored that seppuku or being made ronin are the only possible results.
- The Vision of Togashi  
(Way of Shugenja) Pre: Dragon, Shugenja level 1+, Wis 16+  
B: May select Divination spells as if they were Earth spells, they are always treated as spells of your element.
- Virtues of Command  
(Way Samurai) Pre: Imperial Family, BAB +8, Diplomacy 15+, Void Use, Ear of the Emperor, Dividing the Stars  
B: You may issue a command to anyone with the samurai class, which they must follow. If they refuse they must either make a Will save (DC 30) or be so dishonored that seppuku or being made ronin are the only possible results.

- Void Smite (Secrets of the Phoenix) Pre: Phoenix, Depths of the Void, Void Use  
 B: Once per day you can declare a smite attack against an enemy as a melee attack. You gain a Void bonus to your attack roll equal to your remaining Void Points and a damage bonus equal to your character level. If the attack misses, it is wasted for the day.  
 Special: You may gain this feat multiple times. Each time it is taken, it may be used an additional time per day.
- Void Use (Special, All Clans) (Rokugan) B: You can spend Void Points and begin with 2 Void Points. Before making an attack roll, skill check or saving throw you may spend a Void Point to gain a +2 Void bonus to your AC until your next turn. You may not spend more than 1 Void Point on any 1 skill or attack roll (unless you have other feats that allow this, Void bonuses stack). This requires focus so panicked or frightened characters may not use Void Points. All Void Points are recovered after 8 hours of rest, 1 hour of meditation and a Concentration Check (DC 15). Most samurai learn this feat at first level, only characters native to Rokugan and humans may select this feat (except for Nagas who call the feat Akasha Use, replacing all uses of the word Void with Akasha). The use of Void Points is an extraordinary ability unless otherwise noted. This feat may be selected in place of an Ancestor feat. If taken at 1st level you may choose an Ancestor feat as well.
- Warrior Instinct (Ancestor) (Oriental Adv.) Pre: Lion  
 B: Gain a +2 bonus on Initiative and Spot checks.
- Warrior Shugenja (Ancestor) (Oriental Adv.) Pre: Dragon blood  
 B: Gain +2 bonus on Concentration Checks when casting defensively and gain a +1 bonus on your Fort saves.
- Way of the Crab (Rokugan) Pre: Crab, Con 13+, BAB +1  
 B: You are proficient with heavy armor. Your normal speed and maximum running speed are unaffected by armor, unless the weight of the armor causes you to be encumbered. The maximum Dexterity bonus of any heavy armor you wear is increased by one, and check penalties are reduced by one. This feat counts as the Heavy Armor Proficiency feat for the purposes of determining prerequisites.
- Way of the Crane (Crane) (Rokugan) Pre: Dex 13+, Martial Weapon Proficiency (katana), Weapon Focus (Katana)  
 B: Gain a +2 circumstance bonus to your initiative check when using a katana, and you can draw a katana or wakizashi as a free action.
- Way of the Dragon (Dragon) (Rokugan) Pre: BAB +1, Wis 15+, Martial Weapon Proficiency (katana) and Martial Weapon Proficiency (wakizashi), Daisho Technique  
 B: When using a katana and wakizashi and wearing light armor or no armor you gain a +2 dodge bonus to your AC. If you have the Mirumoto Ancestor feat (Oriental Adv.) you gain an additional +1 to your AC. You may learn this feat multiple times gaining a +1 dodge bonus to AC for each extra time you take the feat.
- Way of the Falcon (Falcon) Pre: BAB +6, Wis 15+, Blind-Fight

- (Rokugan) B: Use this feat to focus on 1 foe within 5'. If this foe is invisible, ethereal (ethereal foes are still intangible), or concealed you may attack with no miss chance. If you are unaware of such foes within 5' this feat automatically detects them when they move within 5'. This feat may be selected multiple times, each time extending your range 5' and allowing you to track an additional foe.
- Way of the Firefly (Kirby Flake) Pre: Firefly, Void Use, Dex 13+, Improved Initiative  
B: As long as you have a Void Point, you gain double your Dexterity Modifier for initiative rolls.
- Way of the Fox (Fox) (Rokugan) Pre: Void Use, Wis 13+  
B: May spend a Void Point to gain a +8 Void bonus to any Survival check, survival is considered a class skill for you. Normally spending a Void Point only grants a +2 bonus to a skill check.
- Way of the Hare (Hare) (Rokugan) Pre: BAB +1, Dex 13+, Jump 1+  
B: Gain a +4 attack bonus on any attack involving a leap of 6' or more. Stacks with any bonus from the charge or a partial charge action.
- Way of the Lion (Lion) (Rokugan) Pre: BAB +1, Str 13+  
B: Gain a +2 competence bonus to your attack roll vs. a foe that has any armor or natural armor bonus to their AC. Your total bonus may not exceed the total bonus the creature gains from their armor or natural armor. This feat can be taken multiple times and its effects stack.
- Way of the Mantis (Mantis) (Rokugan) Pre: BAB 1+, Dex 13+  
B: Select 3 small or 2 medium weapons, or 1 large and 1 small weapon and gain proficiency with those weapons. You may not select a weapon with a value over 50 koku (50 gp). This feat may be taken multiple times, each time for new weapons.
- Way of the Ox (Way Samurai) Pre: BAB +3, Mounted Combat, Dex 13+  
B: When on horesback you double all higher ground bonuses against opponents on foot.
- Way of the Phoenix (Phoenix) (Rokugan) Pre: Void Use, Wis 13+  
B: You can spend up to your maximum Void Points on a single attack roll, saving throw or skill check.
- Way of the Scorpion (Scorpion) (Rokugan) B: Can add your Int modifier to your initiative checks as well as your Dex modifier.
- Way of the Sparrow (Sparrow) (Rokugan) Pre: Int 13+  
B: All knowledge skills are class skills for you. You gain a +2 bonus to all Perform Checks.
- Way of the Tortoise (Way of the Ninja) Pre: Tortoise, BAB +1, Dex 14+  
B: Choose a specific weapon: jitte, kama, nunchaku, sai, jo, tonfa, or bo. When utilizing your chosen peasant weapon you gain a +2 competence bonus to Initiative checks and a +1 competence bonus to attack rolls. This counts as Weapon Focus for the purposes of feat prerequisites. You may take this feat multiple times, each time for a different weapon.
- Way of the Unicorn (Unicorn) (Rokugan) Pre: Ride 1+, Dex 13+  
B: This feat counts as the Mounted Combat feat for the purpose of determining prerequisites and provides all of

the benefits of that feat. You also gain +2 circumstance bonus to all attack rolls made while mounted (both ranged and melee).

Way of the Wasp (Wasp)  
(Rokugan)

Pre: BAB +9, Dex 13+, Point Blank Shot, Precise Shot, Rapid Fire

B: Gain 2 extra attacks per round with a daiku, yumi or bow at your highest BAB, but each extra attack suffers a -5 penalty. Can't be used in conjunction with Rapid Fire, and using it is a full attack action.

Weaving, Dodging, Rolling  
(Way Samurai)

Pre: Dodge, Tumble +2

B: When executing the fight defensively standard action you gain an additional +1 dodge bonus to your AC. Tumble is always a class skill for you.

Well Connected  
(Way of the Thief)

Pre: Cha 13+, 1 level of Courtier or member of Crane Clan

B: When you need assistance or information, there is a chance that someone you know, or an acquaintance through a shared friend, is available and in the area. After spending one day in a large city, you may make a DC 20 Cha check to find a contact, modified by the size of the city.

City Size	Population	Modifier	Example
Small Farm	20-80	-1	Road's End Village
Hamlet	81-400	0	Nashi Mura
Village	401-900	+1	Friendly Traveler Village
Small Town	901-2,000	+2	City of Honor's Sacrifice
Large Town	2,001-5,000	+3	City of the Rich Frog
Small City	5,001-12,000	+4	Violence Behind Courtliness City
Large City	12,001-25,000	+5	Ryoko Owari Toshi
Metropolis	25,000+	+6	Toshi Ranbo

Wild Strike of the Moto  
(Secrets of the Unicorn)

Pre: Unicorn, BAB +8, Weapon Focus in a two-handed weapon

B: You may wield your selected two-handed weapon in one hand if you are holding no shield or weapon in your off-hand. When you do so, you lose the additional damage bonus for wielding a weapon two-handed, but your reach becomes 10 ft. (weapons that already have 10 ft. reach are not affected). If the weapon is not one size larger than you are, you suffer a -2 penalty to all attacks with extended reach. You can switch your grip from one to two hands as a free action, and may do so between attacks.

Note: Weapons that are one size larger than you must be wielded two-handed. Weapons that are the same size as you may be wielded with one or two hands.

Note: You can gain this feat multiple times. Each time it applies to a different weapon for which you have already selected the Weapon Focus feat.

Will of the Bear  
(Hidden Emperor)

Pre: Crab

B: If you fail a Skill Check for a task, but try again, the DC penalty for repeated attempts is waived. Repeat attempts still consume the normal amount of time and materials.

Will of the Waves, The  
(Secrets of the Lion)

Pre: Lion, BAB +5, Wis 18+, Void Use, The Current's Pull, The Patience of Tides

B: Any time you make an opposed roll, you may spend a

Wing of Thunder  
(Fortunes & Wind)

Void Point to replace the Ability Score normally used for the roll with your Wisdom or Charisma.

Pre: BAB +1, Kenku Teacher

B: 1/round gain a +1 insight bonus on your attack roll for every 2 points by which your initiative check is higher than your opponent's. The total bonus can't exceed your BAB.

Wisdom of the Universe (Ancestor)  
(Secrets of the Mantis)

Pre: Mantis

B: Gain a +2 to all saving throws vs. fire and air spell effects, and an additional +1 to all Will saves and Wis checks.

Yasuki's Glare  
(Secrets of the Crab)

Pre: Crab, Intimidate skill

B: You may use Intimidate in place of Bluff when feinting in combat. Intimidate is always a class skill for you.

### Kiho Feats

Air Fist  
(Way of Open Hand)

Pre: Improved Unarmed Strike, Void Use, Dex 13+

B: 1/turn, when making an unarmed strike, you can spend a Void Point to gain a bonus to your attack roll equal to your initiative modifier. If the attack is successful the resulting damage suffers an equal penalty (minimum 1).

Be the Breeze  
(Way of Shugenja)

Pre: +2 BAB, Dex 15+, Improved Unarmed Strike, Void Use

B: Once per round you can perform an unarmed attack as a ranged attack on a target up to +15' your reach, but it only inflicts subdual damage.

Breaking Blow  
(Rokugan)

Pre: BAB +5, Str 15+, Improved Unarmed Strike, Fist of Iron

B: If you spend an entire round to prepare an unarmed melee attack (not moving or attacking) you can inflict 1d6 x your Str modifier extra damage, double that vs. inanimate objects.

Brother of Blossoms  
(Way of the Open Hand)

Pre: Crane, Depths of the Void, Void Use, Concentration 4+

B: Any time you take 20 on a skill roll, you receive a +10 Void bonus to that roll.

The Calm of Shinsei  
(Way of Shugenja)

Pre: Void Use

B: If you take 20 on a Knowledge check or Wis based skill you can spend 40 minutes to get a bonus of 2x your level. You may also perform unskilled rolls as if you had 1/2 a rank in them. This requires intense focus and you may not move while using this feat.

The Celestial Wanderer's Favor  
(Way of Open Hand)

Pre: Order of Hoshi Dojo, Void Use

B: When spending a Void Point to enhance the result of a saving throw, the bonus is equal to your remaining Void Points before the Void Point was spent. The inkyo's Improved Void Use and Superior Void use abilities, as well as any other effects that increase the bonus offered by spending Void Points are added after this feat is factored in.

Chosen By the Kami  
(Rokugan)

Pre: Shugenja level 1+

B: You can continue to take shugenja levels after taking levels in another character class, provided your shugenja level remains within 2 levels of all your other classes (excluding prestige classes). Shugenja is your favored class, in addition to any other favored classes you might have.

Cleansing Spirit (Kiho)  
(Rokugan)

B: Can spend a Void Point to gain +10 void bonus on any save vs. poison or disease. If you enter a meditative trance for at least 4 hours per day for a week you can make a

Chosen By the Kami (Rokugan)	successful Concentration check each day (DC 25) to remove 1d6 points of Shadowland Points or Shadowlands Taint. May only be taken by inkyo monks. Pre: Shugenja level 1+ B: You can continue to take shugenja levels after taking levels in another character class, provided your shugenja level remains within 2 levels of all your other classes (excluding prestige classes). Shugenja is your favored class, in addition to any other favored classes you might have.
Daikoku's Blessing (Way of the Daimyo)	Pre: You must possess at least 5 Station (Keeper) Points from other sources. B: You receive an additional 5 Station (Keeper) Points. Special: You may this feat multiple times.
Death Touch (Rokugan)	Pre: Monk or inkyo level 13+, Wis 19+, Depths of the Void, Improved Unarmed Strike, Pain Touch, Stunning Fist or monk's stunning attack, Void Use B: Can spend 5 Void Points to deliver a Death Touch attack forcing the target to make a Fort save (DC 10 +1/2 your level + your Wis modifier) or take damage equal to your level once every 12 hours. This damage can't be healed by any means until the Death Touch is removed or making a Heal Check (DC 50). The healer gains +20 to their Heal check if they also have Death Touch. You must touch the target to remove Death Touch.
Elemental Shock (Way of Shugenja)	Pre: Monk of Inkyo Level 6+, Depths of the Void, Void Use B: When someone attempts to inflict a status on you via an attack, spell, feat or supernatural ability, you can inflict that same status on them by spending 3 Void Points. They get to make a Fort save against it (DC 15+your Void Point total before using this feat).
The Eternal Dragon's Favor (Way of Open Hand)	Pre: Order of Togashi Dojo, Void Use B: You may spend a Void Point to see a split second into the future and choose the more favorable destiny, forcing a foe to re-roll a single attack roll, skill check, or saving throw and keep the less favorable result. This ability may only be used against each foe once per encounter.
Eyes of the Wind (Way of the Ninja)	Pre: Concentration +8, Cleansing Spirit, Depths of the Void, Void Use B: By spending a Void Point you may extend the range of your sight and hearing to 1 mile. You must make a Concentration check (DC 25) to focus your senses on any 1 point within range.
Flame Fist (Way of Open Hand)	Pre: Improved Unarmed Strike, Void Use, Dex 13+ B: If you ever become stunned, you may spend 2 Void Points to make 1 unarmed attack against any living enemy within reach. If the attack is successful, the target takes no damage but instead must make a will save of the same type and DC as the original stun effect, but with a +4 circumstance bonus. If this save fails, you are no longer stunned and the target becomes stunned for the rest of the duration of the effect.
Flee the Darkness (Rokugan)	Pre: Monk of Inkyo level 3rd+, Wis 18+, Void Use B: Spend a Void Point to gain a +10 bonus to any Will save

Fortune's Breath (Rokugan)	<p>or gain SR 20 vs. magical effects that allow no save.</p> <p>Pre: Wis 15+, Inkyo or Monk level 1+</p> <p>B: You can hold your breath for a number of minutes equal to your Con, normally you can only hold it for 2 rounds per Con.</p>
Gift of the Water Dragon (Way of Shugenja)	<p>Pre: Monk or Inkyo Level 1+, Depths of the Void, Void Use</p> <p>B: Gain an extra attack at your highest BAB, once per round, against a foe who declares the total defense action or uses Combat Expertise to increase their AC.</p>
Harmony of the Body (Way of Open Hand)	<p>Pre: Concentration +8, Cleansing Spirit, Fortune's Breath, Void Use, Con or Wis 13+</p> <p>B: Whenever called upon to make a Fort or Will save the monk may spend 2 Void Points to add their base save from the other save type (Fort or Will) as an insight bonus to their saving rolls.</p>
Harmony of the Mind (Way of Open Hand)	<p>Pre: Spot +9, Int or Wis 3+, Alertness, Void Use</p> <p>B: Once per encounter you may make a Spot Check against 1 target (DC 10+ target's HD+target's Cha mod.). If this Spot Check is successful you learn 1 of the following: target's lowest ability score mod., the target's lowest saving throw type, 1 martial art style known by the target, or the target's highest class level (specific values are not learned, such as the exact bonus of the target's</p>
Heart of Stone (Rokugan)	<p>Pre: Monk or inkyo level 10+, Con 15+, Improved Unarmed Strike</p> <p>B: Can spend a Void Point as a free action to gain DR equal to your level/3 (round down) for a number of rounds equal to your Con modifier. The DR can't exceed 5/-.</p>
Heart of Suitengu (Hidden Emperor)	<p>Pre: 1 Level of Monk, inkyo, or shugenja, and Void Use</p> <p>B: Once per day by taking 1 hour to meditate and spending a Void Point you may select 1 Class Feature that has a limited daily use and gain more uses as if you had spent a complete day of rest (doesn't work with spells).</p>
Kharmic Unison (Way of Shugenja)	<p>Pre: Monk or Inkyo Level 1+, Depths of the Void, Void Use</p> <p>B: At the beginning of each combat, you may name 1 other individual whom you place under your protection. By spending a Void Point you can redirect any attack against this person against yourself instead. You immediately change places with that person. You must chose to use this feat before the attack roll is made. If the attack misses by 5 or more you may make an immediate attack of opportunity against the attacker.</p>
Kin to the Fortunes (Way of the Daimyo)	<p>Pre: Void Use, Monk, Inkyo, Shugenja or Master Keeper Level 1+, Knowledge (Fortunes) 4 ranks</p> <p>B: When you are about to make a skill, Saving Throw, or Ability check, you may spend a void point prior to rolling the dice. If you do, you may choose to re-roll your result. If you choose to re-roll your result, you must take the second roll even if it is worse than the first. If you a Keeper of the Temple, or ever become a Keeper of the Temple, you also gain an additional 3 Station (Keeper) Points</p>
Lady Moon's Favor (Way of Open Hand)	<p>Pre: Order of Hitomi Dojo, Void Use</p> <p>B: May spend a Void Point to summon Lady Moon's power suffusing your body in an eerie radiance. For a number of</p>

	<p>rounds equal to your character level your melee attacks ignore DR for targets with the Shadowlands or Lying Darkness subtypes as if you were wielding a crystal or jade weapon. In addition, your melee attacks damage incorporeal targets with either of these subtypes normally.</p>
Mountain Song, The (Way of the Open Hand)	<p>Pre: Depths of the Void, Void Use  B: Whenever you spend a Void point on any non-combat action, the bonus is increased by +1. This is cumulative with any class benefits similar increase your Void bonus.</p>
Palm of Fire (Way of Shugenja)	<p>Pre: Inkyo, level 10+, Improved Unarmed Strike, Void Use  B: Spend a Void Point when making an unarmed attack to release the Fire within you dealing 5d4 points of fire damage in all squares adjacent to you (Reflex 1/2 DC 10+your Dex modifier+1/2 your total monk or Inkyo levels). The target of your original attack is not allowed a saving roll.</p>
The Power of Nothing (Way of Shugenja)	<p>Pre: Void Point total of 8+  B: Once per round, spend a Void Point to reroll any skill check attack roll, or saving roll and keep the better result. If this reroll succeeds by 5 or more, you don't expend the Void Point.</p>
Remember the Mountain (Way of Shugenja)	<p>Pre: Monk or Inkyo level 3+, Con 15+, Depths of the Void, Void Use  B: With a successful saving roll against any effect that allows a "Fortitude partial" or "Fortitude half" result, you may spend 4 Void Points to be completely unaffected.</p>
Ryoku (Rokugan)	<p>Pre: BAB +3, Wis 15+, Void Use, Improved Unarmed Strike  B: After striking a target with an unarmed melee attack you may spend any amount of Void Points to activate this feat. Your foe is forced to spend an equal number of Void Points without effect. If your foe loses more Void Points than they have in reserve he can't recover Void Points for a number of days equal to the difference.</p>
Self/No Self (Rokugan)	<p>Pre: Void Use  B: 1/day with 5 minutes of meditation and passing a Concentration check (DC 15) allows you a full recovery of Void Points as if you had a full night's rest and 1 hour of meditation.</p>
Shatter the Elements (Way of Shugenja)	<p>Pre: BAB +7, Dex 15+, Improved Unarmed Strike, Void Use  B: Spend a Void Point while making an unarmed attack roll, if successful you disrupt the target's magical energies. When attempting to use any kiho feat, supernatural ability, spell-like ability, or cast a spell the target must spend a Void Point or make a Concentration Check DC 25 or the attempt fails. Targets with SR can use it against this feat, the effects of this kiho feat lasts for 1 round per Dex modifier.</p>
Soul of the Four Winds (Rokugan)	<p>B: Can turn any Shadowlands creature as if it were undead, if you present a piece of untainted jade or crystal as a focus. You must spend a spell slot (as if casting a spell) to use this ability. Your turning check = 1d20+ the spell level expended. Your turning damage = 2d6+ your shugenja level +the spell level expended. If your turning check indicates the Tainted creature would be destroyed it instead takes 1d8 points of damage per level of the spell expended. You may assist the</p>

Soul of the Raging Storm  
(Hidden Emperor)

caster of a binding spell, by expending a spell slot instead of casting a suggestion spell. This feat is a supernatural ability.

Pre: Dodge, Expertise BAB +4

B: Whenever a physical attack or spell that requires a to-hit roll targets you and you are aware of it, you may spend a Void Point to immediately receive a +4 bonus to your AC for the duration of the attack. You may do this even if you are flatfooted or otherwise denied your Dex bonus to your AC, but must declare your intent to use this kiho before the Attack dice are rolled.

Speed of the Waterfall  
(Way of Shugenja)

Pre: Depths of the Void, Void Use

B: Can double your speed as a free action. While your speed is increased you suffer a -4 penalty to attack and damage rolls and a -4 to AC. This is a supernatural ability.

Spirit Strike (Kiho)  
(Rokugan)

Pre; Improved Unarmed Strike, Void Use, Depths of the Void any two other kiho feats

B: Can spend a Void Point to gain a +1 bonus to your unarmed strikes for 1 minute/level as a free action. If you attack in the same round you spent the Void Point you gain a +2 to hit bonus. If you have the monk's ki strike ability, then this ability stacks for purposes of overcoming DR.

Strike of Silent Waters  
(Hidden Emperor)

Pre: Depths of the Void, Improved Unarmed Strike, Void Use, any two other Kiho Feats

B: Before making an unarmed attack spend a Void Point and declare your use of this feat. Make a touch attack vs. a living creature. If you succeed you may target another foe that is directly behind your original target up to 10 ft. away. Deal your unarmed damage against that foe. You do not need line of sight to the 2nd target; but if you don't have line of sight then you must make a Meditation check with a DC of 25.

Student of the Path  
(Way of the Open Hand)

Pre: Depths of the Void, Void Use, Wis 13+, Int 13+

B: As a student of the immortal heirdian masters, you have learned to touch the *greater* whole of the universe with your own spirit. Your Elements are balanced in a way that makes them unshakable to mortal side influences. You may spend any number of Void Point to heal an equal amount of ability score damage.

Tao Mastery  
(M. of Rok.)

Pre: 5+ Void Points, elemental attribute 10+

B: Select any 3 0 level shugenja or one 1st level shugenja spell (excluding Void and Maho spells), allowing you to cast them as spell-like abilities once per day. Your caster level = your character level and you can't chose a spell from an element that opposes yours. Your relevant ability score must equal 10+ the spell's level. Cha. for Air or All spells, Con. for Earth spells, Int for Fire, or Wis for Water. Can take this feat multiple times selecting different spells each time, provided you have Void Points equal to 5 + 3x the number of times you have taken this feat.

The Thunder's Clap  
(Way of Shugenja)

Pre: BAB +2, Improved Unarmed Strike, Void Use

B: You can make a special unarmed attack against a foe forcing them to make a Fort save (DC 15+your Dex modifier). If the save is failed the target is deafened for 24 hours. With this feat or with the Cleansing Spirit feat they

Thunderstroke (Way of Shugenja)	can heal the damage to their hearing. Pre: Inkyo level 13+, Improved Unarmed Strike, Void Use, Depths of the Void B: You can spend 3 Void Points when delivering a successful unarmed attack to add 1d6/level lightning damage (max. 10d6) to the target, as a supernatural ability.
Vigilant Rest (Way of the Ninja)	Pre: Inkyo level 1st+, Monk or Ninja B: You may make Spot and Listen checks without penalty while asleep, and can awaken as a free action when any living creature moves within 5'.
Water Fist (Way of Open Hand)	Pre: Improved Unarmed Strike, Void Use Str 13+ B: When you make a successful unarmed strike against a foe, you may spend 2 Void Points to have the attack initiate a bull rush against your foe, instead of inflicting damage. This must be declared before the strike is made; if the attack fails the Void Points are lost.
Whispers on the Wind (Way of the Ninja)	Pre: Monk, Inkyo, or shugenja level 8+, Concentration +6, Depths of the Void, Void Use B: By spending a Void Point you gain a +10 enhancement bonus to all Bluff, Diplomacy, and Intimidate checks for 20 minutes.
Zanji (Rokugan)	Pre: Concentration +10, Sense Motive +10, any other 2 Kiho feats B: You may make a Concentration check (DC 25) to suddenly become aware of the location of all living creatures within 20' regardless of obstructions. During the round this feat is used you can see invisible, ethereal, or concealed creatures. This feat doesn't function against tainted creatures. Use of this feat is a move action. If you have any attacks remaining you may attack them with no penalty or chance to miss, but ethereal creatures are still intangible.

### **Martial Arts Styles**

(Way of the Open Hand)

Martial Arts are reflected as feats that compose a chain where the preceding feats are required to be taken to advance in that martial art. Various unarmed martial arts are taught in dojos starting at a young age. Most Rokugani characters will earn an extra feat at first level to be applied to an unarmed martial art, they will also learn the kata of their dojo (See Oriental Dojos and Katas). Clans do foster other clan children in complex alliance so it is possible to be brought up in a different clan and so take their Novice Martial Arts feat, but you would have to take the [Different Schools](#) feat to continue in that feat progression or somehow find a willing instructor.

### **Art of the Sword**

Novice

Taught by the Lion

Pre: BAB +1, Improved Unarmed Strike, Martial Weapon Proficiency (Katana).

B: You may wield a katana in one hand as if you had the Exotic Weapon Proficiency feat for that weapon. Any of your feats that apply specifically to a katana (Daisho Focus, Daisho Specialization, Improved Critical etc.) now also apply to unarmed strikes.

Expert	<p>Pre: BAB +6, Improved Unarmed Strike, Martial Weapon Proficiency (Katana), Art of the Sword Novice.</p> <p>B: When fighting with a katana you may make an additional unarmed attack with your offhand as if you possessed the Two-Weapon Fighting feat (a total of -2 to hit with your katana and a -2 to hit with the unarmed attack.) Your unarmed damage is increased to 1d4 (if already greater than 1d4, you gain a +2 bonus to unarmed damage rolls instead).</p>
Master	<p>Pre: BAB +126, Improved Unarmed Strike, Martial Weapon Proficiency (Katana), Art of the Sword Novice and Expert.</p> <p>B: Any time a foe attempts to attack your katana or disarm you when wielding a katana, you gain an immediate attack of opportunity against them (you must use an unarmed strike for this attack, and this attack of opportunity is in addition to any attacks of opportunity these actions would normally incur). If this attack is successful, the foe attacks. Any time a foe attempts to grapple you and fails, you gain an immediate attack of opportunity against them using a katana.</p>
<b>Bariqu Wrestling</b>	
Novice	<p>Taught by the Unicorn</p> <p>Pre: Str 13+</p> <p>B: Receive a +2 bonus on all grapple attacks and opposed grapple checks. Your unarmed damage die, is less than d6, increases to d6 when in a grapple.</p>
Intermediate	<p>Pre: BAB +2. Str 13+, Bariqu Novice</p> <p>B: If you control a grapple you may make an opposed Str check as a free action. If you win this check, you release the grapple and shove your foe 5' away, +5' for every five points by which your beat his Str check. If you fail this Str check your foe immediately gains control of the grapple.</p>
Advanced	<p>Pre: BAB +4. Str 13+, Bariqu Novice and Intermediate</p> <p>B: You deal an +1d6 subdual damage on all unarmed strikes while in a grapple.</p>
Expert	<p>Pre: BAB +6. Str 13+, Bariqu Novice, Intermediate, and Advanced</p> <p>B: Once per round, immediately after any failed roll during a grapple, you may re-roll and keep the better of the two results. You may also re-roll any damage die that yields a result of 1 during a grapple.</p>
Master	<p>Pre: BAB +9. Str 13+, Bariqu Novice, Intermediate, Advanced and Expert</p> <p>B: Any time you deal a critical hit during a grapple your target suffers 2d4 temporary Str damage.</p>
<b>Chisaijutus</b>	
Novice	<p>Taught by the Ronin and the Iron Fans</p> <p>Pre: BAB +1, Dex 13+, Bluff skill</p> <p>B: You may use a tessen as a bludgeoning weapon, inflicting 1d6 damage per strike with a critical multiplier of x2. Any round you attack with a tessen, you lose the shield bonus to AC it normally provides. If you are wielding two tessen and take the Total Defense action, the shield bonus to AC from each tessen stacks. If you have the Two-Weapon Fighting feat you can wield 2 tessen, you can gain the shield bonus to AC in any round in which you only attack</p>

Advanced	<p>with 1 of the tessen. Normally a tessen provides a +1 shield bonus to AC, and multiple shield bonuses do not stack.</p> <p>Pre: BAB +6, Dex 13+, Chisaijutsu Novice, Bluff Skill</p> <p>B: If wielding 2 tessen, you may ready an action against a foe's melee strike. The first time this opponent attacks you, you may immediately make an opposed attack roll. If your foe wins, their attack continues as normal. If you win, you attempt to pin their weapon in one of your tessen. Treat this as a normal grapple, making an opposed Str roll as normal to maintain your hold. If you win the initial opposed Str check to pin the weapon, you may make an off-hand attack against your foe with your other tessen as a free action. Any time after this attack, your foe can instantly end the grapple by dropping their weapon.</p>
Master	<p>Pre: BAB +12, Dex 13+, Chisaijutsu Novice and Advanced, Bluff Skill</p> <p>B: If you are wielding a tessen, once per round you may make a bluff check in response to a single melee strike or ranged strike. You may use the result of this Bluff check as your AC against this attack. If you are wielding 2 tessen you gain a +2 bonus to this Bluff check.</p>
<b>Drunken Mantis</b> Novice	<p>Taught by the Mantis</p> <p>Pre: Con 13+, Improved Unarmed Strike</p> <p>B: You may ready a move action to stumble away from an attacker as they attempt to attack you. You need not specify a specific target, but may stumble away as the first melee or ranged strike that targets you. You gain a +4 dodge bonus to AC against this attack. You either move 10' directly away from the attacker or fall prone, your choice.</p>
Intermediate	<p>Pre: BAB +2, Con 13+, Improved Unarmed Strike, Drunken Mantis Novice</p> <p>B: You may gain an additional +2 bonus to attack and damage rolls with an unarmed strike when charging, but fall prone in your foe's square at the end of the charge.</p>
Advanced	<p>Pre: BAB +2, Con 13+, Improved Unarmed Strike, Drunken Mantis Novice</p> <p>B: You suffer no penalty to your AC for being prone. On our turn you may ready a free action against a specific foe. If this foe attacks you while you are prone and misses, you grab their weapon or body using the leverage to roll to your feet in your square and attack them with an unarmed strike. If you use this strike to begin a grapple, you gain a +2 bonus to your attack roll.</p>
Expert	<p>Pre: BAB +6, Con 13+, Improved Unarmed Strike, Drunken Mantis Novice, Intermediate and Advanced</p> <p>B: You may ready a move action to let your body go limp when someone attempts to attack you. You need not specify a specific target, but may do this in reaction to the first melee or ranged strike that targets you. You gain DR 5/- against this attack and stumble 10' away from your attacker, or DR 0/-- if you fall prone in their square. This feat may be used simultaneously with Drunken Mantis Novice.</p>
Master	<p>Pre: BAB +2, Con 13+, Improved Unarmed Strike, Drunken Mantis Novice, Intermediate, Advanced and Expert</p>

B: As a full round action you may move your full movement and return to your starting square, stumbling about and crashing into things (you must move at least 10' from your starting position at some point in your movement.) At the end of this action you gain +6 dodge bonus to AC that fades at a rate of +1 per round, starting at the end of your next turn. This bonus doesn't stack if applied multiple times. This dodge bonus applies only to attackers who witnessed your frenzied, confused movements.

## **Himitsuheiki**

Novice

Taught by the Mantis

Pre: BAB +1, Dex 13+. Combat Reflexes

B: You have no attack penalty when using an improvised weapon. You gain a 1 attack bonus when attacking with such weapons. Improvised weapons are statistically identical to a dagger, club, greatclub, whip or spear depending on their size and composition, and you also gain proficiency with these weapons as part of this feat. The statistics of a specific improvised weapon are left to the GM's discretion. A Mantis character may chose this feat as a fighter bonus feat.

Intermediate

Pre: BAB +6, Dex 13+, Combat Reflexes, Himitsuheiki Novice

B: Once per round, any time you are without a weapon you may make a Spot check (DC 10) to find a new weapon. If there is conceivably any sort of usable weapon in your immediate area you may pick it up as a free action (or as part of a charge or movement if it is not in your immediate grasp). You gain a +4 bonus when feinting in combat if you drop your weapon (shoving it toward your enemy or entangling it on his weapon) as part of your attack. A Mantis character may choose this feat as a fighter bonus feat.

Advanced

Pre: BAB +12, Dex 143+, Combat Reflexes, Himitsuheiki Novice and Intermediate

B: Your critical threat range is doubled with all improvised weapons. Once per round you gain a +2 dodge bonus to AC until your next turn if you intentionally drop a weapon. A Mantis character may choose this feat as a fighter bonus feat.

## **Kaze-do**

Novice

Taught by the Dragon

Pre: Dex 13+, Improved Unarmed Strike

B: As long as you are unarmed and have not made an attack for the current combat, you gain a +1 unarmed dodge bonus to your AC. You also gain a +1 bonus to unarmed attacks rolls if you are making an unarmed attack against someone who has attacked you within the last round. All feats in this chain that rely on unarmed attacks may also be performed with a bo staff (quarterstaff).

Intermediate

Pre: BAB +2, Dex 13+ Improved Unarmed Strike, Kaze-do Novice

B: Your size category for grappling is considered 1 higher while you are unarmed.

Advanced

Pre: BAB +4, Dex 13+ Improved Unarmed Strike, Kaze-do Novice and Intermediate

Expert	<p>B: Gain a +2 dodge bonus to AC against armed foes while unarmed. You receive a +4 bonus to disarm attacks.</p> <p>Pre: BAB +6, Dex 13+ Improved Unarmed Strike, Kaze-do Novice, Intermediate, and Advanced</p> <p>B: Gain a +2 bonus to attack and damage rolls on all attacks of opportunity. You deal an extra 1d8 subdual damage on all attacks while in a grapple.</p>
Master	<p>Pre: BAB +9, Dex 13+ Improved Unarmed Strike, Kaze-do Novice, Intermediate, Advanced, and Expert</p> <p>B: Any time a foe attempts to escape a grapple with you and fails, you may immediately make an attack of opportunity against them. Your reach for grapple attacks is extended by 5'.</p>
<b>Kinenhi</b>	Taught by the Phoenix
Novice	<p>Pre: Int 13+, Improved Unarmed Strike</p> <p>B: Gain a +2 shield bonus to AC when fighting unarmed</p>
Intermediate	<p>Pre: BAB +2 ,Int 13+, Improved Unarmed Strike, Kinenhi Novice</p> <p>B: Gain a +6 bonus on all rolls to confirm a critical threat with an unarmed strike.</p>
Advanced	<p>Pre: BAB +4 ,Int 13+, Improved Unarmed Strike, Kinenhi Novice and Intermediate</p> <p>B: Gain a + shield bonus to AC when fighting unarmed (this doesn't stack with the ability gained at Kinenhi Novice). At the beginning of the round you may forego this shield bonus till your next action to increase your threat range when fighting unarmed by +1 until your next action. This bonus is applied before bonuses such as the Improved Critical feat.</p>
Expert	<p>Pre: BAB +6 ,Int 13+, Improved Unarmed Strike, Kinenhi Novice, Intermediate, and Advanced</p> <p>B: Once per attack, if you roll a critical threat against a foe on an unarmed attack, you can give up the right to confirm the critical and instead make another unarmed attack (not necessarily against that foe) with the same bonus to hit. This free attack invites an attack of opportunity from the target. This ability may be used against targets normally immune to critical hits. You can't gain another free attack on a the free attack gained from this feat.</p>
Master	<p>Pre: BAB +9 ,Int 13+, Improved Unarmed Strike, Kinenhi Novice, Intermediate, Advanced and Expert</p> <p>B: On your action, before making attack rolls for a round, you may choose to subtract a number from all your AC and all unarmed melee attack rolls. This number may not exceed your BAB, and applies until your next turn. Any time you roll an unarmed critical threat against a foe before your next turn, they must make a Will save (DC 10 +2x your Wis modifier + the number you subtracted from your AC and unarmed melee attack rolls). If they fail this save, they are stunned until your next action. Targets immune to critical hits are also immune to this stun effect.</p>
<b>Kobo Ichi-Kai</b>	Taught by the Crab
Novice	Pre: Str +13, Improved Unarmed Strike

Intermediate

B: As a full attack action you gain a +2 damage bonus on a single unarmed attack, or gain a +2 bonus to a touch attack to start a grapple. You gain 1.5 times your Str bonus to all damage rolls when fighting unarmed (you may not gain this ability when using the monk's flurry of blows).

Pre: BAB +2, Str 13+, Improved Unarmed Strike, Kobo Ichi-Kai Novice

B: If you successfully use the Kobo Ichi-Kai Novice feat to gain a +2 bonus to damage vs. a foe, and strike them successfully, you may make a grapple attempt as a free action. This grapple provokes no attacks of opportunity, and gains the normal +2 bonus provided by Kobo Ichi-Kai Novice.

Advanced

Pre: BAB +4, Str 13+, Improved Unarmed Strike, Kobo Ichi-Kai Novice and Intermediate

B: When attacking a prone foe, your Str modifier on unarmed attacks increases from 1.5 to 2 times. Your critical threat range against prone and helpless foes increases by +1 (after effects such as Improved Critical are applied). This ability may not be used with the monk's flurry of blows ability. In addition, any time you are unarmed and would have successfully inflicted a critical hit against a foe that is immune to critical hits, you instead gain a +2 damage bonus. (If you take the Improved Critical feat and apply it to unarmed attacks, this damage bonus increases to +3).

Expert	<p>Pre: BAB +6, Str 13+, Improved Unarmed Strike, Kobo Ichi-Kai Novice, Intermediate and Advanced</p> <p>B: If you make a successful opposed grapple roll vs. a foe you may make a trip attack as a free action. This trip provokes no attacks of opportunity. You may chose to either maintain the grapple and go prone with your foe or to release them as a free action and remain standing over them in the same square.</p>
Master	<p>Pre: BAB +9, Str 13+, Improved Unarmed Strike, Kobo Ichi-Kai Novice, Intermediate, Advanced and Expert</p> <p>B: The critical multiplier for your unarmed attacks increases to x4. You may apply critical hits normally to foes normally immune to critical hits when making unarmed attacks, but your critical multiplier is on x2 (however you retain the damage bonus gained at Expert level). If you inflict more than 30 points of damage on a foe with a single unarmed attack they must make a Fort save (DC equal to 1/2 the damage dealt, round down) or be staggered until your next action.</p>
<b>Magari-yarijutsu</b>	Taught by the Lion
Novice	<p>Pre: BAB +1, Str 13+ Simple Weapon Proficiency (magari-yari (trident))</p> <p>B: When charging with a magari-yari (trident), you may gain additional +2 attack bonus but suffer an additional -2 AC penalty.</p>
an	
Intermediate	<p>Pre: BAB +3, Str 13+, Simple Weapon Proficiency (magari-yari (trident)), Magari-yarijutsu Novice</p> <p>B: If you charge and strike a foe with your magari-yari (trident), you immediately begin a grapple as if you made a successful touch attack, gaining a +4 bonus to your opposed Str roll. If this opposed roll succeeds, you have impaled your foe on the magari-yari (trident), and automatically damage them with it on each of your attacks until you release them, you drop the weapon, or they escape the grapple (you can't use your magari-yari to attack another foe until the hold is released). You do not need to move into your foe's square to maintain the grapple, and you may move while you maintain the grapple so long as your foe remains within reach of your magari-yari (trident) and you continue to hold it with both hands.</p>
Advanced	<p>Pre: BAB +6, Str 13+, Simple Weapon Proficiency (magari-yari(trident)), Magari-yarijutsu Novice and Intermediate</p> <p>B: Your reach with a magari-yari (trident) is increased by 5' while charging.</p>
Expert	<p>Pre: BAB +9, Str 13+, Simple Weapon Proficiency (magari-yari(trident)), Magari-yarijutsu Novice, Intermediate and Advanced</p> <p>B: If you successfully strike a foe with a magari-yari (trident ) while performing a charge, you may attempt to stagger your foe for 1 round. A Fort save (DC equal to damage dealt) negates this affect. This is not effective against targets immune to critical hits.</p>

Master	<p>Pre: BAB +12, Str 13+, Simple Weapon Proficiency (magari-yari (trident), Magari-yarijutsu Novice, Intermediate, Advanced and Expert</p> <p>B: You may attack multiple people within your reach during your movement while charging with a magari-yari (trident). This functions exactly as if you had performed the full attack action, with your normal number of attacks and each attack targeted at a different foe as you charge (you may not strike the same foe more than once) and your last attack must be reserved for the original target of the charge. The attack bonus for charging is applied only to the final target.</p>
<b>Marumojutsu</b>	
Novice	<p>Taught by the Scorpion</p> <p>Pre: Dex 13+, Improved Unarmed Strike</p> <p>B: When you declare Total Defense, your Dex bonus to AC is doubled. While you are on the Total Defense, each time a foe attacks you and misses in combat, your initiative for that combat increases by 2.</p>
Advanced	<p>Pre: BAB +4, Dex 13+, Improved Unarmed Strike, Marumojutsu Novice</p> <p>B: Any time a foe misses you in combat, you gain a +1 bonus to your next unarmed melee attack against them. This bonus is cumulative, but can't be greater than your BAB.</p>
Master	<p>Pre: BAB +9, Dex 13+, Improved Unarmed Strike, Marumojutsu Novice and Advanced</p> <p>B: You may target 1 foe in combat. Every round you perform no attacks and remain within 30' of this foe, you gain a +2d6 subdual damage bonus on your next unarmed melee attack against them. You may not gain more damage dice than double your character level. You may change the target at will, but each time you do so, the subdual damage dice pool is reset to 0.</p>
<b>Mizu-do</b>	
Novice	<p>Taught by the Crane</p> <p>Pre: Dex 13+, Improved Unarmed Strike</p> <p>B: You gain a +3 bonus to Tumble and Perform (Dance) checks. These skills are considered class skills for you.</p>
Intermediate	<p>Pre: Dex 13+, Improved Unarmed Strike, Mizu-do Novice</p> <p>B: Receive a +3 bonus to unarmed melee attack rolls against any foe who has attacked you and missed since your last action.</p>
Advanced	<p>Pre: Dex 13+, Improved Unarmed Strike, Mizu-do Novice and Intermediate</p> <p>B: Gain a +4 dodge bonus to AC. This bonus is lost if you have made an attack since your last action. Attacks of opportunity and readied attack actions in response to a foe attacking you do not count against this bonus.</p>

Expert	<p>Pre: Dex 13+, Improved Unarmed Strike, Mizu-do Novice, Intermediate and Advanced</p> <p>B: On your turn you may ready a move action against a single foe. If that foe makes a melee strike against you and misses, you may immediately grapple them. You gain a +4 bonus to this grapple attempt and the opposed grapple Str roll.</p>
Master	<p>Pre: Dex 13+, Improved Unarmed Strike, Mizu-do Novice, Intermediate, Advanced and Expert</p> <p>B: All of your unarmed attacks inflict double damage while in a grapple.</p>
<b>Mochatchikkan</b>	Taught by the Nezumi
Novice	<p>Pre: Improved Unarmed Strike</p> <p>B: You receive a +2 bonus to all Concentration checks, and a +1 to unarmed attack rolls when charging. Non-Nezumi must have a +2 or higher BAB to acquire this feat.</p>
Intermediate	<p>Pre: BAB +2, Improved Unarmed Strike, Mochatchikkan Novice</p> <p>B: Once per round, as a move action, you may make a Concentration check with a DC equal to your Str, Dex, or Con. If successful, you gain a +2 luck bonus to that ability score for 3d4 rounds. You may only have 1 of these bonuses at a time, but can cancel a previous bonus as a free action. Non-Nezumi must have a +4 or higher BAB to acquire this feat.</p>
Advanced	<p>Pre: BAB +4, Improved Unarmed Strike, Mochatchikkan Novice and Intermediate</p> <p>B: Once per attack you gain a +1 bonus on an unarmed attack roll against a foe you attacked within the last round (whether the attack was successful is irrelevant). This bonus is cumulative if applied to the same foe for consecutive attacks, but after the first bonus you must make a Concentration check as a free action (DC 10 +5x the current amount of the bonus). If this check fails, the bonus remains, does not increase, but remains as long as you continue to attack that foe. If you attack your foe for 1 round or more, or attack a different opponent, the bonus is lost. Non-Nezumi must have a +6 or higher BAB to acquire this feat.</p>
Expert	<p>Pre: BAB +6, Improved Unarmed Strike, Mochatchikkan Novice, Intermediate and Advanced</p> <p>B: Once per round as a move action, you may make a Concentration check with a DC equal to your Str, Dex, or Con. If successful, you gain a +4 luck bonus to that ability score for 3d4 rounds. Alternately, you may make a Concentration check vs. your current speed to gain a movement bonus of +20' for the same amount of time, but can cancel a previous bonus as a free action. Non-Nezumi must have a 11+ or higher BAB to acquire this feat.</p>

Master

Pre: BAB +9, Improved Unarmed Strike, Mochatchikkan Novice, Intermediate, Advanced and Expert

B: You suffer no AC penalties when performing the charge action. Each time you successfully strike a foe with an unarmed attack, you gain a +1 damage bonus on further unarmed attack rolls against them. This bonus is cumulative, but fades if you fail to attack a particular foe for 1 round or more unless you make a Concentration check (DC 10 x the number of rounds since you last attacked them).

**Nagai Michinori**

Novice

Taught by the Ronin

Pre: Improved Unarmed Strike

B: Once per round you may gain a +1 bonus to AC vs. an attack or a +1 bonus on a single unarmed attack roll. Your ability scores are considered to be 3 points higher for the purposes of meeting feat prerequisites for any kiho feat, technique feat, or feat on the fighter bonus feat list.

Intermediate

Pre: BAB +2, Improved Unarmed Strike, Nagi Michinori Novice

B: Select any other Intermediate or Novice level martial art feat for which you meet the prerequisites. You gain this feat as a bonus feat. You do not need the Novice prerequisite feat usually required for this feat, and the Naga Michinori Novice feat applies to this bonus feat's ability score prerequisites normally. You must be somewhat familiar with the feat you gain, having observed its use at length or fought several of its users. Members of a samurai clan can't learn this feat unless they take the Different Schools feat, applying it to Kaelung's teachings rather than to a clan.

Advanced

Pre: BAB +4, Improved Unarmed Strike, Nagi Michinori Novice and Intermediate

B: If you ready an action to attack a specific foe when they direct a melee attack against you, you gain a +4 dodge bonus to AC against their attacks for that round and +4 bonus to strike that foe with an unarmed attack (if they trigger your readied action or invite an attack of opportunity). Your initiative becomes 2 higher than that foe on subsequent rounds if they attack you and miss.

Expert

Pre: BAB +6, Improved Unarmed Strike, Nagi Michinori Novice

B: Select any other Advanced, Intermediate, or Novice level martial art feat for which you meet the prerequisites. You gain this feat as a bonus feat. You do not need the Novice or Intermediate prerequisites usually required for this feat, prerequisites usually required for this feat, and the Naga Michinori Novice feat applies to this bonus feat's ability score prerequisites normally. You must be somewhat familiar with the feat you gain, having observed its use at length or fought several of its uses. Members of a samurai clan can't learn this feat, unless they take the Different Schools feat and applying it to Kaelung's teachings rather than to a clan.

<b>Ninjutsu</b>	<p>Taught by the Scorpion</p> <p>Pre: BAB +1, Dex 13+ Sneak attack damage +1d6. The first two feats in this chain require the character to be wearing armor with a Dex penalty of 0 or less.</p> <p>B: Any time you successfully strike a flat-footed foe you may take a 5' step as a free action.</p>
Novice	
Intermediate	<p>Pre: BAB +3, Dex 13+, Sneak attack damage +2d6, Ninjutsu Novice</p> <p>B: At the start of a round you may select a specific foe. Each time that foe moves so that you are in their threatened area, you may make an opposed Dex check against them. If this check is successful, you may take a 5' step in any direction. If a foe move into your threatened area and you move away, their movement immediately stops (though they may use another move action to close in on you if they have one and you may use this feat again to try to stay out of range).</p>
Advanced	<p>Pre: BAB +6, Dex 13+, Sneak attack damage +3d6, Ninjutsu Novice and Intermediate.</p> <p>B: You may ready a move action against a single foe. If this foe moves into your threatened area you may use this move action to immediately make a melee attack against them. Normally you may not use move actions to perform an attack.</p>
Expert	<p>Pre: BAB +9, Dex 13+, Sneak attack damage +5d6, Ninjutsu Novice, Intermediate and Advanced</p> <p>B: Once per round when you are damaged in combat you may make a Reflex save (DC equal to the damage dealt). If this save is successful you still take damage normally, but may immediately take a free 5' step in any direction.</p>
Master	<p>Pre: BAB +12, Dex 13+, Sneak attack damage +6d6, Ninjutsu Novice, Intermediate, Advanced and Expert</p> <p>B: Once per encounter you may make a full attack against a flat-footed foe as a standard action.</p>

**Resplendent Crane Yarijutsu** Taught by the Crane

Novice	<p>Pre: BAB +1, Simple Weapon Proficiency (yari (spear))</p> <p>B: At the beginning of your turn each round you gain either a +1 bonus to attack rolls or a +1 shield bonus to AC while wielding a yari (spear). This bonus lasts until the beginning of your turn next round. You also add your BAB to all Perform checks when demonstrating Resplendent Crane Yarijutsu for an audience.</p>
Advanced	<p>Pre: BAB +6, Simple Weapon Proficiency (Yari (spear)), Resplendent Crane, Yarijutsu Novice</p> <p>B: When wielding a yari (spear) you may attack adjacent foes. The bonus gained from Resplendent Crane Yarijutsu Novice now increases to +2.</p>

Master	<p>Pre: BAB +6, Simple Weapon Proficiency (Yari (spear)), Resplendent Crane, Yarijutsu Novice and Advanced</p> <p>B: The bonus gained from Resplendent Crane Yarijutsu Novice increases to +3. This bonus may apply as a shield bonus to AC, and attack bonus, or a damage bonus. Alternately, you may gain a +2 to one of these and make a +1 to another, or a +1 to all three. In addition, you may make an offhand attack with the butt of your yari (spear) for 1d4 bludgeoning damage as if it were a double weapon. All the normal penalties for two-handed fighting apply.</p>
<b>Sainika</b>	<p>Taught on the Ivory Coast by Gaijin. Each feat can only be taken by Rokugani characters if they take the Different School feat for the Ivory Coast.</p>
Novice	<p>Pre: Dex 13+, Improved Unarmed Strike</p> <p>B: Can spend a move action to enter a defensive posture gaining a +4 dodge bonus to AC until your next action</p>
Intermediate	<p>Pre: BAB +2, Dex 13+, Improved Unarmed Strike, Sainika Novice</p> <p>B: Gain a +2 bonus to all attacks of opportunity or attacks made as a readied action.</p>
Advanced	<p>Pre; Pre: BAB +4, Dex 13+, Improved Unarmed Strike, Sainika Novice and Intermediate</p> <p>B: 1/round you may move 5' as a free action that doesn't count against your total movement for that round and can be done between 2 consecutive attacks</p>
Expert	<p>Pre: Pre: BAB +6, Dex 13+, Improved Unarmed Strike, Sainika Novice, Intermediate, and Advanced</p> <p>B: Foes that have a lower initiative are never flanking you. Foes with a higher initiative must make an opposed Dex roll to be considered flanking you. Those who have a higher initiative and succeeded on the Dex check are still flanking you if their ally failed to meet these conditions.</p>
Master	<p>Pre: BAB +9, Dex 13+, Improved Unarmed Strike, Sainika Novice, Intermediate, Advanced and Expert</p> <p>B: You must declare that you are using this feat before you make an unarmed attack roll (thus a failed attack roll ruins the attempt). This attack forces a foe damaged by your unarmed strike to make a Fort save (DC 19 +1/2 your character level +your Dex modifier) in addition to dealing damage normally. If this save fails, the target suffers 2 points of temporary ability damage to Str, Wis and Dex. You may attempt this feat once per day per 4 levels you have. An inkyo with Sainika master may attempt to use this feat a number of times per day equal to his inkyo level +1/4 levels they have in classes other than inkyo. Rokugani characters can't take this feat without taking the Different School feat and applying it to the Ivory Kingdom.</p>

## **Sagasu-do**

Novice

Taught by the Crab and most often used by the Kuni Witch Hunters

Pre: Wis 13+, Improved Unarmed Strike or Element Focus (Earth) class ability, Void Use.

B: As a full attack action you may gain a +2 damage bonus on a single unarmed attack. If your target has the Shadowlands subtype, and you are aware of this fact beyond a shadow of a doubt, you may spend a Void Point to increase this damage by your Wis modifier. (If the target turns out to not be Tainted, the Void Point is still spent. Thus, if there is the possibility the target not tainted there is no true way for you to be sure by using this feat.)

Expert

Pre: BAB +3, 4 kiho feats or 2nd level divine spells, Improved Unarmed Strike or Element Focus (Earth) class ability, Sagasu-do Novice, Void Use.

B: Any time you are affected by any spell that detects, harms or provides special protection against creatures with the Shadowlands subtype, you gain a damage bonus equal to your Cha modifier against targets with the Shadowlands subtype on all unarmed attacks. In addition any time such a spell would normally end (either due to being dispelled or due to the end of the spell's duration) you may spend a Void Point to make the spell last a number of additional rounds equal to your Wis modifier. This may be done once per spell effect, and does not affect spells with an instantaneous duration.

Master

Pre: BAB +6, 6 kiho feats or 6th level divine spells, Improved Unarmed Strike or Element Focus (Earth) class ability, Sagasu-do Novice and Expert, Void Use.

B: Any time you successfully kill a foe with the Shadowlands subtype you immediately regain a Void Point. Any time you make a successful save against a maho spell, you regain a Void Point.

## **Sebun-do**

Novice

Taught by the Monks of the 7 Fortunes

Pre: Dex 13+, Heal Skill, Improved Unarmed Strike

B: Gain a +2 dodge bonus to AC when fighting defensively and get a +2 benefit to Heal Checks.

Intermediate

Pre: Dex 13+, Heal Skill, Improved Unarmed Strike, Sebun-do Novice

B: When making attacks of opportunity, you may add your foe's Str modifier to your unarmed damage (as well as your own).

Advanced

Pre: Dex 13+, Heal Skill, Improved Unarmed Strike, Sebun-do Novice and Intermediate

B: You may impose a penalty on your unarmed damage roll against a foe to gain an equal insight bonus on any trip or grapple attempts (both attacks rolls and the ensuing opposed rolls). The penalty must be declared before the damage is rolled, and can't be greater than your BAB. If the penalty you declare is greater than the damage you roll, the bonus is reduced to the damage rolled.

Expert

Pre: Dex 13+, Heal Skill, Improved Unarmed Strike, Sebun-do Novice, Intermediate and Advanced

	B: As a free action you may choose to give 1 foe a +6 circumstance bonus to hit you until your next action. You may make an attack of opportunity against them after their first melee attack against you (assuming you survive their attack).
Master	Pre: Dex 13+, Heal Skill, Improved Unarmed Strike, Seibundo Novice, Intermediate, Advanced, and Expert B: At the beginning of combat, you may select 1 foe. The first time this foe makes an attack roll against you, you may make a Reflex save (the DC is the damage done). If this save is successful you take no damage. If you attack this foe first the benefit is lost. You gain a +2 bonus on all Str checks to trip foes and opposed grapple checks, and a +2 Dodge bonus to AC on total defense.
<b>Shiotome-do</b>	Taught by the Unicorn
Novice	Pre: BAB +1, Dex 13+, Improved Unarmed Strike B: Any time you make a successful unarmed attack against a foe you gain a +2 bonus on attack rolls to initiate a grapple with that same foe for 1 round. You also gain a +2 bonus on the subsequent opposed grapple check.
Advanced	Pre: BAB +6, Dex 13+, Improved Unarmed Strike, Shiotome-do Novice B: Once per round if you control a grapple, you may make a trip attack against your foe s a free action. This attack provokes no attacks of opportunity, and you gain a +2 bonus on your opposed Str check. If successful you may choose to maintain the grapple (falling prone with your foe) or release it (leaving them to fall prone in your square). If this trip attack fails, your foe may not trip you in return.
Master	Pre: BAB +12, Dex 13+, Improved Unarmed Strike, Shiotome-do Novice and Advanced B: Any attacks made against a prone, grappled foe are automatically critical threats.
<b>Tasaii-do</b>	Taught at the Mountain Song Monastery, this martial art may be used with a bo staff (quarterstaff).
Novice	Pre: Improved Unarmed Strike B: If you give yourself a penalty to your attack roll (due to Power Attack, Combat Expertise or similar abilities) and miss your target due to the penalty you impose, you may reroll your attack once with the same penalties. If this attack is successful you strike your target but lose any benefits you gained when the penalty was imposed (heightened Damage, AC etc.)
Intermediate	Pre: BAB +2, Improved Unarmed Strike, Tasaii-do Novice B: If you ready an unarmed attack against a foe's attack, you may make an opposed attack roll. If you attack roll is higher than your attacker's, their attack automatically misses you.
Advanced	Pre: Tasaii-do Novice and Intermediate, BAB +4, Improved Unarmed Strike B: For every 3 points by which you lower your attack bonus when using Power Attack, Combat Expertise, or similar

Expert	<p>abilities while fighting unarmed, the bonus you receive is +1.</p> <p>Pre: Tasaii-do Novice, Intermediate, and Advanced, BAB +6, Improved Unarmed Strike</p> <p>B: Gain a +2 bonus to unarmed attack and damage rolls vs. any foe who has used a feat or ability to lower their attack bonus (such as Power Attack or Combat Expertise) since their last action.</p>
<b>Tenshido</b>	<p>Taught by the monks of Mikokami at the Garan Kolonmurui Monastery.</p>
Novice	<p>Pre: Wis 13+, Improved Unarmed Strike</p> <p>B: Any time a foe charges you, you may make an opposed attack roll vs. their attack roll. If your attack roll is higher, their attack is canceled and they continue moving 10' past you or to the extent of their movement, whichever is less. If they invite and attack of opportunity from you for this movement, you may only use attack for a trip or grapple attempt.</p>
Intermediate	<p>Pre: BAB +2, Wis 13+, Improved Unarmed Strike, Tenshido Novice</p> <p>B: Gain a +2 attack bonus on any attacks that deal no damage (such as trip, disarm, bull rushes and grapple attacks) or on attacks that deal only subdual damage.</p>
Advanced	<p>Pre: BAB +2, Wis 13+, Improved Unarmed Strike, Tenshido Novice and Intermediate</p> <p>B: If you have readied an attack action in response to a foe's melee attack against you and you use this attack action to make a trip attack, you gain a +4 bonus to your attack roll and a +4 bonus to your Str check to trip your foe.</p>
Expert	<p>Pre: BAB +2, Wis 13+, Improved Unarmed Strike, Tenshido Novice, Intermediate and Advanced</p> <p>B: When performing the total defense maneuver, you may select a single foe. You are considered to have readied an attack against this foe's next melee attack against you until your next turn. You may use this attack only for trip and grapple attacks.</p>
Master	<p>Pre: BAB +2, Wis 13+, Improved Unarmed Strike, Tenshido Novice, Intermediate, Advanced, and Expert</p> <p>B: Any time you successfully trip a foe they must make a Fort save (DC 10+your Wis modifier +1/2 your character level) or suffer 2 points of temporary Dex damage. Unlike normal Dex damage, this damage heals at the rate of 1 point per hour.</p>

**Notes:**

(Rokugan) = Rokugan Campaign setting

(Oriental Adv.) = Oriental Adventures

(M. of Rok.) = Magic of Rokugan

(Secrets of Mantis) = Secrets of the Mantis; LR5 Series

(Way of Sh.) = Way of Shugenja