

Oriental Prestige Classes

Prestige Class	Prerequisites
Akodo Champion ★ (Oriental. Adv.)	Human (Lion), Lawful Good, BAB +5, Knowledge (History) +4, Iron Will, Ki Shout, Weapon Focus (Katana) - A class taken by the Lion leaders; they gain the Leadership feat and improve on it. They have an Aura of Courage and can Inspire Greatness in their battle companions.
Akodo Forward Sentries ★ (Way Samurai)	Lion, BAB +6, Battle +4, Move Silently +6, Ride +6 - A short class that gains Sneak Attack damage, bonus feats, and a bonus on Battle, Move Silently, Ride and Spot checks.
Artisan ★ (Rokugan)	Crane, Craft (any) or Profession (Artisan) +5, Student of the Arts, Versatile - The class used by chiefs, acrobats, jesters, dancers and other performers that provides a constant improvement in your reputation.
Asahina Archer ★ (Hidden Emperor)	BAB +8, Hide +8, Move Silently +8, Spot +6, Point Blank Shot, Precise Shot, Shot on the Run, Weapon Focus (Yumi) - A short class taken by Crane archers, it offers Ranged Sneak Attack, and extra attack with the character's Yumi and they gain the Great Cleave Feat usable only at range and with a Yumi.
Asahina Sohei ★ (Way of Shugenja)	Crane, BAB +2, Combat Reflexes, Void Use, The ability to cast 2nd level Air spells. - A short spell casting class that turns the Crane peaceful nature toward that of war. It offers a +4 to Battle skill, training with Weapon Focus and Weapon Specialization with the wakizashi.
The Asako Inquisitors (Way of Shugenja)	Phoenix, BAB +3, Gather Information +6, Sense Motive +8, Alertness, Seeker of Truth, Must have the ability to cast divine spells. - A short, slow spell level progressing, spell casting site that gives you the ability to cast <i>detect magic</i> at will, a bonus to the saving rolls vs. elemental spells, an improvement to Sense Motive skill and attacks of opportunity.
Battle Maiden ★ (Oriental Adv.)	Female, Lawful Alignment, BAB +7, Handle Animal +10, Ride +10, Mounted Combat, Ride by Attack, Spirited Charge - Mounted Female Samurai with a bond to their horse similar to that of a Paladin giving them extra powers.
The Bayushi Deceiver ★ (Oriental Adv.)	Human (Scorpion), nonlawful, BAB +3, Bluff +8, Diplomacy +8, Improved Initiative, Sneak Attack +2d6 - A class usually taken by courtiers and spies for the Scorpions, it offers poison use, improved Sneak Attack, and improved feint and an improved disarm.
The Bayushi Elite Guard ★ (Way of Samurai)	Scorpion, Lawful, BAB +10, Knowledge (any 1 Clan or Rokugan family) +6, Know the School, Strike at the Tail - A short class that selects 1 Clan as their enemy gaining a +1 bonus to Bluff, Knowledge, Listen, Sense Motive and Spot checks vs. members of these Clans, they are then able to select another Clan and improve their bonus by +1, they are allowed to negate up to 3 enemy Clan Feats that could be used against them.
Bear Warrior (Oriental Adv.)	BAB +7, Power Attack, Rage, Fury or Ki frenzy ability - A class that allows the character to transform into a bear (black, brown, then dire) while in Rage or Fury.
Black Lotus Smuggler	Bluff +10, Forgery +6, Sleight of Hand +8, Black Lotus Initiate

- (Way of the Thief) - A short class that grants the character the ability to pick a skill and then make two rolls and take the best roll for results when using that skill and a bonus to hit against flat-footed foes.
- Blade Dancer (Oriental Adv.) Lawful Alignment, BAB +7, Jump +12, Tumble +12, Dodge, Mobility, Spring Attack, Able to cast arcane or divine spells, proficiency with any sword.
- A nonspell using class that combines acrobatics and combat, with fast movement and the ability to temporarily enchant their blades.
- The Blessed Guard (Fortunes & Winds) BAB +7, Depths of the Void, Void Use, any 3 other technique feats, including clan technique feats, honorable
- A class that allows the character to spend Void Points to gain bonuses on damage rolls, can add their honor as a saving roll bonus, is able to last beyond -10 hit points and eventually able to turn spirits as a cleric, of their level in the Prestige Class, vs. undead.
- Bloodspeaker Cultist ★ (Way of the Shugenja) BAB +1, Knowledge (Maho) +1, Skill Focus Knowledge (Maho), at least 10 points of Taint, Must be trained by a Bloodspeaker and a member of a cell.
- A medium size spell casting class, that improves the character's resistance to Taint, the ability to spread Taint, learn artimancy and eventually become a sorcerer.
- Brotherhood Wayfinders ★ (Way of Open Hand) Diplomacy +4, Gather Information +4, Knowledge (Shinato) +4 or Knowledge (Religion, Rokugan) +4
- A short class, typically taken by monks or members of the Inkyo class that improves the character's unarmed combat skills, giving them a +4 modifier to any skill/save/attack roll usable once per day, improves the character's ability to aid others, giving them an improved dodge ability allowing them to use a Void Point to use their best modifier for any save roll and the ability to spend 2 Void Points to repeat a failed skill roll.
- Butei ★ (Rokugan) Scorpion, BAB +5, Disguise +8, Bluff +8, Skill Focus Disguise, Skill Focus Mimic, Sneak attack ability +3d6 or better. Must have pierced another butei's disguise and survive the encounter.
- The class used by Scorpion performers to disguise themselves; it grants the skill of a 1,000 faces, poison use, and improves the sneak attack every other level. They often pretend to be courtiers and ninjas are attracted to this class.
- Daidoji Bodyguard ★ (Oriental Adv.) Human (Crane), Lawful, BAB +5, Improved Initiative, Dodge, Toughness
- Bodyguards, smugglers and spies from the Crane Clan often take this class; it features DR, Evasion, the ability to avoid being flanked and to make a defensive roll to reduce damage taken.
- Daigotsu's Elite Guard ★ (Way Samurai) BAB +9, Taint +8, Power Attack, Weapon Focus, at least 2 Clan specific feats.
- A short class that grants the guardsmen the Undead creature type, allows them to double their taint modifier for 1 task and eventually immunity to critical attacks.
- Dead-Eyes Berserker ★ (Way Samurai) Chaotic, BAB +6, Power Attack, Way of the Crab, Rage class ability at least 2x day, must be approved by a Dead-Eye Berserker
- A short class that increases the number of times a character can go into rage, renders them immune to mind affecting effects and eventually eternal rage.
- Doji Elite Guard ★ (Way Samurai) Crane, BAB +10, Indefatigable Hero, Kakita Technique, Void Use, Way of the Crane, Weapon Focus (Katana). Must be invited to join the Elite Guard by the Crane Champion. Must have the ancestral daisho class

ability.

- A short class that offers an ability to gain a bonus to their attack with a Spot Check, the ability to apply the Weapon Finesse feat to a katana and the ability to add their Dex modifier to both their attack and damage rolls when using a katana or wakizashi.

- Dragon Swordmaster ★ Dragon, Lawful Alignment, Honorable, BAB +5, Iaijutsu Focus, Knowledge (Arcana) +3, Combat Expertise, Daisho Technique, Void Use
(Rokugan) - The class taken by Dragon samurai who specialize in the sword duel, and in the use of two-weapons (katana and wakizashi).
- Elemental Guardsman ★ Phoenix, BAB +3, Spellcraft +8, Concentration +8, Knowledge (elemental) or (the Planes) +8, Ritual Magic, Superior Elemental Focus, Able to cast 3rd level divine spells. Must have an elemental focus and the ability to sense elements as a shugenja.
(Rokugan) - A spell casting class that offers additional spells usually taken by the battle shugenja that improves the character's elemental focus.
- Emerald Magistrate ★ BAB +5, Gather Information +5, Knowledge (Law) +5, Alertness, Leadership
(Rokugan) - The class taken by those who make judgments and enforce the emperor's law, it features imperial backing and the ability to deal with combat between multiple foes.
- Eunuch Warlock Male, Evil Alignment, Spell Focus, Able to cast 5th level arcane spells, Must be a eunuch in the emperor's service. The operation is given as often as punishment, but some volunteer for it.
(Oriental Adv.) - A class that limits your spell casting, granting Spell Focus and Leadership for free, along with the ability to Empower a spell at each even level.
- The Forgotten Sons ★ BAB +2, Ronin, Decipher Script +6, Spellcraft +6, Void Use
(Way of the Thief) - A very short spell casting class that gains spells with each level and gains an ability to increase the DC of their spells and an improvement to one Knowledge Skill.
- Gentrified Samurai ★ Cha 11+, Void Use
(Way of Daimyo) - A very short class that grants the character duty points and allows them to spend Duty (City) points to build a city or stronghold.
- Goju Stalker ★ BAB +5, Bluff +8, Concentration +8, Hide +8, Sense Motive +8, Iron Will, The character must be a Goju (an NPC).
(Way of the Ninja) - A class that grants sneak attack, uncanny dodge, *detect thoughts* as a spell-like ability, a bonus to Bluff, Disguise, Sense Motive and Diplomacy, a dodge bonus to AC, *charm person* and *improved invisibility* as spell-like abilities, the ability to sense allies in 1 mile and SR.
- Governor ★ BAB +5, Knowledge (Law) +8, Knowledge (Local) +8, Leadership
(Way of Daimyo) - A class that grants Duty (City) points to allow the character to build their city, it also provides a level bonus to the character's guards and Improved Leadership.
- Gunso ★ Station (Warlord)
(Way of Daimyo) - A very short class taken by Samurai battle leaders; it is similar to the rank of sergeant. It improves the character's Maneuver, Camp and Station points.
- Hatamoto ★ Pre: Station (Ambassador)
(Way of Daimyo) - A very short class that grants an Ambassador the ability to speak for his lord by doubling their class level in social skills, extra Station (Ambassador) points, the Skill Focus feat and allowing them to add their

- Cha modifier to any skill check (even one that uses Cha modifier) 3 times per day.
- Henshin Mystic ★
(Oriental Adv.) Lawful Alignment, BA +7, Knowledge (Arcana) +6, Knowledge (Religion) +13, Purity of body class ability (typically from monk levels).
- A class that adds extra monk abilities, including Blindsight, and Immunity to Flanking and Ki Strike.
- Heaven's Wing Initiate ★
(Way Samurai) BAB +11, Concentration 10+, Depths of the Void, Shield of Honor, Way of the Phoenix, Special; must be born into or have sworn fealty to the Phoenix Clan and have the Ancestral Daisho Class ability. You must be approved by the existing members of the brotherhood. So far only men have been allowed into the Brotherhood of Heaven's Wing.
- A Short class that gives the character the ability to heal up to their level by expending a Void Point, increasing their Void Points, allowing them to add their maximum Void Points score as a bonus to their AC even if denied their Dex bonus, eventually allowing them to keep the effects of their kata for 3 hours (360 minutes) and to make two 5' steps.
- The Hida Defender ★
(Oriental Adv.) Human (Crab), nonevil, BAB +5, Armor Proficiency (Heavy), Power Attack, Weapon Focus (battleaxe, warhammer, or greatclub)
- A class that offers Rage, DR, Smite and Critical Focus which increases the chance to score a critical hit.
- Hiruma Stalkers
(Way of the Ninja) Crab, BAB +8, Knowledge (Shadowlands) +8, Move Silently +6, Power Attack, Skill Focus (Move Silently)
- A short class that grants the character with a bonus to attack Shadowlands or tainted creatures, they can pierce the DR of flat-footed or flanked Shadowland creatures, a bonus to Fort saves vs. the Taint, the ability to negate any 1 armor or shield bonus up to +4 and a +4 bonus to save vs. any maho spell or spell-like abilities of creatures with the Shadowlands subtype.
- Hoturi's Blade ★
(Way Samurai) Crane, BAB +8, Diplomacy +4, Versatile, Weapon Focus (Katana), Must possess the ancestral daisho ability.
- A short class that offers a bonus equal to their class level to Diplomacy and Iaijutsu Focus Checks, allowing the character to add their Diplomacy bonus to any Iaijutsu Focus Check, the ability to reroll one missed attack roll as a free action and they gain a permanent +1 bonus to Dex and Cha.
- Iaijutsu Master ★
(Oriental Adv.) Lawful Alignment, BAB +6, Iaijutsu Focus +9, Improved Initiative, Quick Draw, Weapon Focus (Katana)
- The class used to allow a Samaria to become an iaijutsu master (master of the quick draw combat).
- Jade Magistrate ★
(M. of Rokugan) BAB +3, Human, Nonchaotic, Must be Honorable, Knowledge (Elements) +3, Knowledge (Law) +5, Knowledge (Maho) +3, Combat Casting, Void Use, Must be able to cast 3rd level divine spells. Must have been sponsored for the post by a provincial diamyo or higher.
- The class used for a military based shugneja who directly serve the Jade Champion. It is a spell casting class that an improved rapport and so better benefits from the Kami.
- Kishi Charger
(Oriental Adv.) BAB +6, Ride +9, Mounted Combat, Ride-by-Attack, Spirited Charge, Proficient with Lance (uma-yari).
- A combat class that allows the rider to become a better rider and gain a deadly charge attack, giving them Expertise and a ride bonus.
- Kitsuki Investigator ★
(Way of the Ninja) Dragon, Lawful, non-evil and honorable, BAB +5, Bluff +4, Sense Motive +4, Gather Information +4, Spot +6, Listen +6, Alertness, Void Use, Versatile

- The famous investigators who use evidence to establish guilt. The class Offers Uncanny Dodge, improves the investigators Spot, Sense Motive and Listen checks, gives them the ability to penetrate a lie, an improved AC, an extra attack each turn and the ability to stagger a foe.
- Kolat Agent ★**
(Rokugan) Lawful Evil, Lawful Neutral, or Neutral Evil Alignment, Honor of 2 or less, BAB +3, Gather Information +4, Bluff +4, Sense Motive +4, Perceived Honor (Rokugan), The character must be chosen by the 10 Masters to be indoctrinated into their techniques. Only a handful are chosen, and it is always the Kolat who decide who will become one of their number. One need not be a member of this prestige class to be associated with the Kolat, but all of the most skilled agents have taken at least 1 level in this class. Advancing in this class is a privilege, not a right. Only one of the 10 Masters reach 10th level though.

 - The Kolat is a secret society that doesn't follow the Kami's choice of the emperor and the current empire. They are working against it behind the scenes. Even knowing about the existence of the Kolat is a rare secret, never mind getting permission to join, and even fewer are allowed to take a level in this class. The class features improved sneak attack, increased saving rolls vs. enchantments and mind affecting spells and the use of sleeper agents; people who are unconsciously members of the Kolat.
- Kolat Assassin ★**
(Way of the Ninja) BAB +5, Non-good, non-honorable, Hide +8, Move Silently +8, Lightning Stealth, Twist the Knife NPC class normally, must join the Kolat.

 - Gives sneak attack, uncanny dodge, evasion, allows vital strikes and provides an attack of opportunity against foes that see you when you attempt to hide.
- Kuroiban ★**
(Way of Shugenja) Scorpion, BAB +3, Enhance Wards, Extend Spell. Must be chosen. Those with taint may not be chosen and can't advance in this prestige class.

 - A short spell casting class that lets a character use a damaging spell to try and pierce a tainted subject's subterfuge, reduces by 10% the casting time for warding spells, causing them to inflict +1 damage/die and gives them a free metamagic feat.
- Kuni Crystal-Binders ★**
(Way of Shugenja) Crab, BAB +2, Knowledge (Shadowlands) +8, Taint Binding, Void Use, Must be able to cast 2nd level divine spells.

 - A short spell casting class giving the character +2 to turning Shadowlands creatures, access to some extra spells, allowing them to substitute crystal for a divine focus and eventually to allow the use of Void points to make a spell permanent and the ability to destroy the tainted creatures you turn.
- The Legion of 2,000 ★**
(Hidden Emperor) BAB +8, Battle +10, Knowledge (Law) +5, Any to Technique Feats

 - A short class that offers a bonus to saves when with another legionaire the Emperor's Seal to help you when dealing with honorable people and a bonus to Ride and Survival checks.
- Lion's Pride ★**
(Rokugan) Lion, Lawful Alignment and Honorable, BAB +6, Iron Will, Ki Shout, Must be female and accepted by the Lion's Pride, an elite combat unit.

 - A class that grants bonus feats, improves the character's resistance to mind affecting spells and allows them to apply their Cha bonus to all saving rolls.
- Maho-Bujin ★ NPC**
(Oriental Adv.) Taint score of 10+, Must enter the Shadowlands and travel to the Pit of Fu Feng.

 - A class taken Tainted warriors, that allows them to suppress their Taint symptoms, grants them death knell, to make additional attacks and eventually DR.

- Maho-Tsukai ★ NPC Base Will Save +4, Taint Score 4+, Concentration 8+, Knowledge (Oriental Adv.) (Shadowlands) +4, able to cast divine or arcane spells, Must either read maho writings to learn the practice, study under another maho-tsukai, or summon a Shadowlands spirit.
- A class taken by maho spell casters that allows them to suppress their Taint, to trade their spells for maho spells, to substitute material components with blood, and to use blood to perform metamagic. It is a seductive class that requires the character to make a saving roll each time they advance a level to not take a level in Maho-Tsukai.
- The Mantis Mercenary ★ Human (Mantis), Neutral, BAB +5, Dodge, Weapon Focus (chain, chijiriki, jitte, kama, kusari-gama, nunchaku, sai, shikomi-zue, siangham, or tonfa)
- A band of mercenaries who adopt a rolling motion in combat and use peasant weapons. The class offers the ability to use two weapons, to improve their balance and to call upon their ancestor's to improve their strength for 1 round and their Dodge ability.
- Master of the Akasha ★ BAB +5, Naga, Lawful Alignment, Knowledge (Akasha) +5, Aksaha (Rokugan) Use Depth of the Akasha (Akasha is the Naga's version of the Void)
- A class that allows nagas to tap into their group mind, scrying the position of other naga, the ability to learn 3 cross-class skills and the ability to detect Void or Akasha use within 50' with the use of a Akasha point. Eventually the naga can gain the use of 1 feat for 5 Akasha points.
- Master General ★ BAB +6, Battle +10, Leadership, 10 Station (Warlord) Points, The (Way of the Daimyo) character may replace 2 of these requirements with teh feat Master's Tactics from the Gunso Prestige Class
- A class that increases the number of Station Points, improves their unit's Moral Level and Tactical Level and improves the Scouts and Saboteurs as well as providing a way to succeed on failed morale checks.
- Master Horse Archer ★ BAB +6, Ride +9, Mounted Archery Combat, Point Blank Shot, Rapid (Way Samurai) Shot, Rapid Fire, Weapon Focus (Daikyu), Weapon Specialization (Daikyu), Another master horse archer must agree that you have enough potential to be trained. Most horse masters are found among the Unicorn and they do not share their secrets easily.
- The short class offers the mounted archer the ability to reduce their penalties to mounted archery, grants them Greater Weapon Specilization with the Daikyu, a bonus feat with the Daikyu, the ability to strike multiple foes with 1 arrow and the Supreme Mounted Archery feat.
- Master Sensei ★ None (Way of the Daimyo)
- A short class taken by Samurai to become instructors and teachers it provides them with extra Station (Sensi) Points, a free rank in two class skills and a method to increase one ability score by 2 points.
- Master Smith ★ Craft (Armorer) +10, Craft (Weaponsmith) +10, Knowledge (Elements) (M. of Rokugan) +5, Skill Focus (any Craft skill), Must craft a katana and wakizashi of masterwork quality. Must have the ancestral daisho class ability.
- A class that improves a master smith's ability to craft weapons and armor.
- Mastermind ★ Bluff +12, Diplomacy +12, Sense Motive +12, Knowledge (Etiquette) (Rokugan) +12, Iron Will, Versatile, Leadership, Skill Focus (Sense Motive), Diplomacy Must have some political affiliation with an Imperial Family or Clan (Great or Minor). Masters of this class might have enough power to form their own Minor Clans.

- A class taken by powerful courtiers and those who work behind the scenes to control the Empire, it features improved leadership, improved cohorts, and an escalating number of favors from their network of associates and courtiers.

Matsu Elite Guard ★ (Way Samurai) Lion, BAB +10, Power Attack, Must be invited by the Matsu family daimyo and must have the Ancestral Daisho special ability.

- A short class that allows you to sacrifice an attack for a bonus to hit, an improved ability to catch a foe flat-footed, to make a roar that cancels an opponents attack, a way to double your Str modifier to damage and a permanent +1 to Str and Dex.

Mirumoto Elite Guard ★ (Way Samurai) Dragon, lawful alignment and honorable, BAB +6, Knowledge (Arcana) +4, Spellcraft or Knowledge (Religion) +4, Iaijutsu Focus +6, Way of the Dragon

- A short class that grants an ability to reduce the effects of any magical attack to nil with a successful saving roll, the ability to spend a Void Point to cause a spellcaster's Concentration Check to fail, the ability to use *true sight* and SR.

The Mirumoto Niten Master ★ (Oriental Adv.) Human (Dragon), BAB +5, Knowledge (Arcana) +3, Exotic Weapon (Katana), Combat Expertise, Two-Weapon Fighting

- The original style of combat that uses a katana and a wakizashi simultaneously, the wakizashi is used defensively (+2 AC), this is a style unique to the Dragons. The style allows the samurai to add his personal energy to aid a shugenja's spellcasting.

Monk-Henshin Mystic Monk (Oriental Adv.)

Monk-Shintao Monk (Oriental Adv.)

The Moto Avenger ★ (Oriental Adv.) Human (Unicorn), Good, BAB +5, Ride +8, Mounted Combat, Spirited Charge, Trample

- Rarely seen in Rokugan, this class is taken by those fighting the Shadowlands it offers; the ability to *detect Taint*, a way to improve combat against Tainted creatures, to smite Shadowlands creatures and an increased use of their Rage ability.

Naga Hunters ★ (Hidden Emperor) Naga, BAB +6, Knowledge (Shadowlands) +6, Knowledge (Lying Darkness) +6, Track, Void Use

- A short class that grants 2 favored enemies determine if your foes have any Taint, the ability to ignore the AC penalty for being Large and a bonus to damage vs. any Tainted creature.

Naga Slayer ★ (C. of Rok.) Naga, BAB +4, Knowledge (Enemy type chosen) +2, Akasha Use, Combat Reflexes, Iron Will, Must have a favored enemy that is of the slayer's hated enemy type or subtype.

- A class devoted to those trained to fight a single type of enemy; Shadowlands, undead, Outsiders, Nezumi, Zokujin, Ashalan, Lying Darkness or some other type. The class allows Void use to help tracking, to provide a damage increase and to locate a hidden enemy, it also allows the Slayer to make an attack of opportunity against an enemy that attacks, and eventually to make an automatic critical hit with a full attack.

Nezumi Chuk'tek "Chieftain General" (C. of Rok.) Nezumi, BAB +5, Knowledge (Battle) +2, Knowledge Shadowlands +4, Leadership

- A class taken by the leaders and heroes of Nezumi tribes, it features

- bonus feats, Sneak Attack, a way to increase the bonus on any roll, save or check made by forgoing an action and trying to inspire their fellows.
- Nezumi Remember (C. of Rok.) ★ Nezumi, Craft (Memory Sticks) +8 or Craft (Wonderous Item) +8, Knowledge (Nezumi History) +8, Perform +4, Skill Focus; Knowledge (Nezumi History)
- The class taken by the historians of the Nezumi tribe; they gain Sneak Attack, bonus feats, and to use their pheromones to leave messages and create Memory Sticks.
- Ninja Spy ★ (Oriental Adv.) Nonchaotic, nongood, Bluff +10, Disguise +7, Hide +7, Tumble +7, Dodge, Evasion class ability.
- One of several types of spies that gain poison use, slow fall, improved evasion, sneak attack and other acrobatic based skills.
- Ratling Shaman ★ (Rokugan) Nezumi, Concentration +10, Knowledge (Arcana) +10, Able to cast 3rd level arcane spells without preparation. Must be visited in a dream by a Transcendent.
- A spellcasting class for Nezumi (Rat folk) who can look into the spirit world once each day to learn someone's true name; and giving them a wide range of supernatural powers based on knowing names.
- Reibai (Medium) ★ (M. of Rokugan) Non evil, not dishonorable, Diplomacy +4, Knowledge (Elements) +4, Must be able to cast 2nd level divine spells. Must be female and adhere to vows of celibacy and spiritual purity. Must have had an encounter with a ghost or other spirit.
- A spell casting class that improves the characters relationship with spirits, thus improving their power with them.
- Seppun Miharu ★ (Way Samurai) Seppun, BAB +10, Depths of the Void, Void Use, Weapon Focus (Katana), lawful and not evil
- A short class that makes it harder to catch the character flat-footed, an improved ability to resist any act that would impair their duty, true sight, the ability to use a Void Point to transfer any damage done to the character's charge is done to you the character instead and the character gains an additional partial action per round.
- Shadow Hunter ★ (Way of the Ninja) BAB +7, Move Silently +10, Spot +10, Alertness, Combat Reflexes, Sneak Attack +4d6
- The class usually taken by bounty hunters. It improves the character's sneak attack, grants them the track feat a bonus to their Hide and Move Silently, the ability to Smite their foes and a bonus vs. mind influencing attacks
- Shadow Scout ★ (Oriental Adv.) Nonevil, BAB +4. Hide +9, Move Silently +9, Spot +5, Run, Track, In Rokugan member of Crab Clan, or trained by Hiruma school.
- A class that grants fast movement, evasion, detect enemy and smite ability.
- Shadow Veteran ★ (Rokugan) BAB +7, Knowledge (Shadowlands) +4, Spot +4, Iron Will, Void Use, Weapon Focus (any). The character must have been involved in at least one mission (of at least 3 days) into the Shadowlands. Shugenja who attend this prestige class may later continue to take levels of the shugenja class.
- A class that improves the character's strength, their survival chance and their ability to avoid contracting Shadowlands Taint.
- Shadow-Walker ★ (C. or Rok.) Nonlawful, BAB +5, Hide +4, Move Silently +4, The character must make contact with the Living Darkness and the character's alignment shifts toward Chaotic Evil once each level (if it is not already).
- A ninja-like class that removes a character's spell casting ability (starting

- from 9th level and falling to the next level each level. The character also gains increased speed, a bonus to Hide and Move Silently, the ability to cast illusionary magic, to Shadow Walk up to 200', immunity to aging and to throw a Shadow Bolt that cuts off the target's use of Ancestor Feats, Void Use, 10% spell failure and does 5d6 points of damage.
- Shahadet's Legionnaire ★ Naga, BAB +6, Knowledge (Battle) +4, Aksha Use, Endurance, (C. or Rok.) Power Attack
- A class taken by the leaders of Naga armies, a fighting style that features lightning strikes with an improved strike range, and additional attack each round and improved archery.
- Shapeshifter BAB +3, Concentration +10, Alternate Form from either *polymorph self*, (Oriental Adv.) *alter self*, *shapechange* or a natural shape changing ability.
- A class that features slow advancing spell casting levels improving the characters shape changing ability.
- Shiba Elite Guard ★ Phoenix, BAB +9, Depths of the Void, No Illusions, Shiba's Technique, (Way Samurai) Sheild of Honor, Void Use, Way of the Phoenix, Must be invited to join the Elite Guard by the Phoenix Champion or the Elemental Council and must have the ancestral daisho class ability.
- A short class that allows the character to better protect their charge, usually a shugenja, they can add DR 10/+1, can grant themselves +1d6 temporary hit points for 1 hour by spending a Void Point. This ability can only be used once per hour, but its benefits stack.
- Shiba Protector ★ Human (Phoenix), BAB +5, Knowledge (Religion) +4, Alertness, Combat (Oriental Adv.) Expertise, Iron Will
- A class taken by the protectors of the Isawa family, it offers the ability to add your Wis modifier to damage, to aid a shugenja, adding their personal energy to the spell, and an ability to haste themselves.
- Shinjo Elite Guard ★ Unicorn, BAB +9, Dancing with the Fortunes, One Spirit, Shinjo's (Way of the Samurai) Technique, Way of the Unicorn, Must be invited to join the Elite Guard by the Unicorn Champion. Must have the ancestral daisho class ability.
- A short class that allows the character to use a Void Point to add twice the character's Dex modifier to their initiative as an insight bonus or to add 3x to 5x their Dex modifier as an insight bonus to their movement (even when mounted), gives them the Lightning Reflexes Feat, a bonus feat, the ability to reroll a die roll when using the Dancing with the Fortunes feat and eventually a permanent +2 bonus to Dex.
- Shinjo Explorer ★ BAB +5, Unicorn, Handle Animal +5, Intuit Direction +5 or Survival +5, (Rokugan) Ride +5, Wilderness Lore +5, or Knowledge (Nature) +5, Track
- A class that grants the character animal companions an improvement on their chance to survive in the Wild, a sense of direction and extra proficiency in some armor or exotic weapons.
- Shintao Monk ★ Lawful Good, BAB +4, Knowledge (Religion) +8, Still Mind as a class (Oriental Adv.) ability.
- A monk class that grants the character extra monk like abilities, as well as a smite taint ability.
- Shosuro Tejina ★ Non-lawful, not honorable, BAB +5, Hide +10, Knowledge (Lying (Way of the Ninja) Darkness) +6, Move Silently +10, Spellcraft +6, Void Use, Depths of the Void. Sneak attack +1d6, must be approached by the Hidden Moon Dojo
- A limited (4th level) spellcasting class that casts the spells like a sorcerer, provided the character has enough Void Points. They gain their Cha as a dodge bonus and sneak attack plus DR and eventually SR.
- Siegemaster ★ BAB +5, Crab, Battle +5 or Knowledge (War) +5, Craft (Armorer or

- (Rokugan) weaponsmithing) +3, Alertness, Endurance, Weapon Focus (any)
 - A class that improves leadership and typically used by those who study battle and operate the siege equipment that the Crab Clans is famous for.
- Singh Rager ★
 (Oriental Adv.) Lawful Alignment, BAB +7, Iron Will, Ki Shout. In Rokugan come from or trained by the Lion Clan trained in the Matsu school.
 - A class that improves the character's rage ability, allows them to pounce, use their Ki Shout, even grant themselves the effects of a *haste* spell.
- Sodan-Senzo ★
 (Way of Shugenja) Pre: Lion, Knowledge (3 different spirit Realms including Yomi) +4 or Knowledge (the Planes) +4, Knowledge (Ancestry) +6 or Knowledge (Rokugan History) +6, Pure Kitsu Blood, and one ancestor feat including Void Use.
 - A short spell casting class that allows the character to sense openings to other Realms, determine a person's ancestor feats, a bonus ancestor feat and the ability to use the spell *spirit sight* at will.
- The Storm Legion ★
 (Rokugan) Pre: BAB +7, Mantis, Balance +4, Dodge, Power Attack, Weapon Focus (chain, chijirki, jitte, kama, kusari-gama, nunchaku, sai, shikomi-zue, or tonga)
 - Mantis Sailors use this class to improve their movement, attacks and AC while on board a ship, even granting them Two-Weapon Fighting and Ambidexterity.
- The Storm Riders ★
 (Way of Shugenja) Pre: Mantis, BAB +2, Profession (Sailor) +6, Knowledge (Religion) +8, Superior Elemental Focus (Water or Air)
 - A short slow progressing spell using class that gives the character a +2 to their saving rolls, the ability to cast *control weather*, and gain an extra spell slot.
- The Sword of Yotsu ★
 (Rokugan) Must not belong to a clan, must be ronin, Human (or in special cases a honorable naga, or nezumi), BAB +4, non-evil, at least 1 rank in honor, Knowledge (Law) +4, Sense Motive +4, Spot +4, Alertness, Combat Expertise, Must swear fealty to the Yotsu family and take their name.
 - Only those who have never known fealty to another clan may take this prestige class. It offers the character immunity to taint (except when casting maho spells) and the ability to improve their attack rolls or AC while in combat. It is used to defend the weak and to carry on the fight against the Bloodseekers.
- Tamori Yamabushi
 (Way of Shugenja) Pre: BAB +3, can't be CE, Craft (Alchemy) +4, Spellcraft +8, Innate Ability, Martial Weapon Proficiency (Kkatana) or Exotic Weapon Proficiency (Bastard Sword), Void Use. The character must be able to cast 3rd level shugenja spells. Shugenja are allowed to multiclass with this class.
 - A short slow spell progressing, spell using class that can use Void Points to cast a spell without expending a spell slot, and increasing the DC of all their spells by +2 with binding a kami to their soul.
- Tattooed Monk ★
 (Oriental Adv.) Lawful Alignment, BAB +3, Knowledge (Religion) +8, Improved Grapple Improved Unarmed Strike (or monk class ability). In Rokugan they are typically from the Dragon Clan, trained in the Togashi (ize zumi monks) or Hitomi (kikage zumi) schools.
 - A monk class that uses tattoos to grant the monk extra powers; once every two levels up to a maximum of five.
- The Thunder Guard ★
 (The Way of the Thief) Intimidate +6, Knowledge (Local) +8, Power Attack, Honor of 3 or less
 - A short class that increases a character's Intimidate skill, their chance to hit (by sacrificing AC), lend some of one guard's AC to another and forcing Honorable foes to make a Will save before attacking them.

- The Thunder Sohei ★ Trained by the Temple of Osano-Wo, Not evil, BAB +3, Knowledge (Way of Shugenja) +8, Improved Unarmed Strike, Void Use and at least 2 kiho feats
- A class that gives more hit points, additional kiho feats, improves the character's Con and adding a bonus to their fist damage and eventually DR.
- Tsuno Bushi ★ Race; Tsuno, BAB +10, Cleave, Power Attack, Weapon Focus (Huge Falchon)
(Way Samurai)
- A short class that gives the character a dodge bonus when damaged, the ability to take a 5' step before making a Cleave, the ability to determine where their pack mates are and the ability to track someone who has been wounded by them or that they have wounded.
- Tsuruchi Kenkyaku ★ BAB +6, Clan: Mantis, Tumble 6+, Cleave, Dodge, Improved Initiative, (Secrets of Mantis) Mobility, Power Attack, Spring Attack
- A short class that allows a character to use their Tumble skill to improve their AC and their Reflex saves and to use their Tumble skill to dodge an attack.
- Tsuruchi's Legion ★ Mantis (member of the Tsuruchi family of the Mantis Clan), Good, Way of the Wasp, Void Use, Must be invited to join the Legion by the daimyo of the Tsuruchi family.
(Way Samurai)
- A short class that offers a bonus to damage for archers, the ability to bypass DR, the ability to make as many archery attacks as a monk makes unarmed attacks and finally to infuse Void energy to make an arrow lethal to a guilty party.
- The Ujina Family ★ BAB +3, Move Silently +5, Hide +5, Sneak Attack +1d6
(Hidden Emperor)
- A short class that improves your sneak attack, gives you an additional attack, a bonus feat and improves your ability to Hide in Shadows.
- Unicorn Traveler Unicorn, BAB +2, Ride +4, Spellcraft +8, Wildernes Lore +4 or
(Way of Shugenja) Knowledge (Nature) +4
- A short spell casting class granting +10' to the character's mount's speed, giving them the Travel Magic feat and allowing them to use a Void Point to teleport once per day.
- Void Disciple ★ Neutral Alignment, Scry +10, Heighten Spell, Spell Penetration, able to
(Oriental Adv.) cast 3rd level arcane or divine spells. In Rokugan typically from the Phoenix Clan or trained in the Iswa school.
- A spell casting class that extends the character's natural senses to allow them to detect the Void at an increasingly greater distance and allows the character to temporarily improve ability scores, an ability or skill check, and at 13th level they can strike and grant 1d4 negative levels to a foe.
- Wasp Bounty Hunter ★ BAB +6, Wasp (Tsuruchi family of the Mantis), Gather Information
(Rokugan) +4, Knowledge (Law) +4 or Knowledge (Nobility) +4, Weapon Proficiency (Bow), Weapon Focus (Bow)
- A class that grants Quick Shot and improves the characters damage bonus and chance to hit with ranged attacks.
- Weapon Master ★ BAB +5, Intimidate +4, Dodge, Mobility, Combat Reflexes, Combat,
(Oriental Adv.) Expertise, Weapon Focus, Whirlwind Attack
- A class that incorporates a character's Ki abilities, gaining Superior Weapon Focus, and Superior Combat Reflexes.
- Witch Hunter ★ Nonevil Alignment, BAB +5, Knowledge (Arcana) or Knowledge
(Oriental Adv.) (Shadowlands) +10, Track, Able to cast magic circle against taint or magic circle against evil. Must have been mentored by another witch and trained with them prior to entering this class.

- Yakuzza
(Oriental Adv.) - A slightly slow advancing spell caster class that grants detect evil at will, the ability to smite evil, bonus feats and eventually and improved resistance to resist evil magic.
Nonchaotic, Nongood Alignment, Bluff +10, Gather Information +10, Hide +7, Dodge
- Yorei-Ryoushi (Phantom Hunter) ★ BAB +5, Knowledge (Gaki-do) +4, Knowledge (Ghosts) (M. of Rokugan) +4, Spellcraft +4, Iron Will
- A class for the criminal underworld of Japan; it offers Uncanny Dodge, Improved Evasion, Leadership, Improved Knowledge and Leadership.
- Yoritomo Elite Guard ★ Mantis, BAB +9, Soul of the Storm, Power Attack, Void Use, Way of (Way Samurai) the Mantis, Must be invited to join the Elite Guard by the daimyo of the Yoritomo family
- A class that improves a character's ability to combat ghosts and other spirits; granting spirit sight and the ghost touch abilities.
- A short class that allows the character to add their class level to their Str modifier for 1 round, and later to add their Str modifier to Balance, Intimidate, Tumble and Use Rope Skills, then they gain an extra feat and finally to allow the character to gain a modified form of Combat Expertise.

Notes:

★ = Available in Rokugan

(Oriental Adv.) = Oriental Adventures Campaign Setting

(Rokugan) = Rokugan Campaign Setting Book

(M. of Rokugan) = Magic of Rokugan, Rokugan Campaign Setting

(Secrets of Mantis) = Secrets of the Mantis an LR5 Book, not official WotC material

(Way Samurai) = The Way of the Samurai, Rokugan Campaign Setting