

Skills in the Oriental World

Battle (Wis): Makes you into a skilled officer and manager of troops, that you can command effectively on the field of battle. Knowledge (War) represents the knowledge of tactics and warfare while the Battle skill represents battlefield cunning and the ability to put tactics into action.

Find Advantage: allows you to quickly read the field of battle for a momentary advantage. Once per round, as free action, you can use this skill to find the quickest route to high ground, cover, concealment, or an effective place to hide (gaining a +2 circumstance bonus to any Bluff checks made to create a diversion to hide this round).

Hunch: Allows you to sense if the enemy's goals are what they seem to be; essentially a Sense Motive check on a grand scale. A successful check can reveal if the army is fighting defensively to delay you, intends to concentrate on a specific objective, or simply wishes to retreat (+2 synergy bonus with 5+ranks in Sense Motive).

Recognize Ambush: Allows you to recognize areas that would make effective ambush points allowing you to either avoid them or set up one. The skill only bestows a general wariness of what could happen; detecting enemies still requires a successful Spot check.

Find Weakness: An opposed check made against the enemy leader used to find some weakness in their strategy.

Battle Task	DC	Battle Task	DC
Find Advantage	15	Recognize Ambush	20
Hunch	20	Find Weakness	Special

If you have 5+ ranks in Knowledge (War) you get a +2 synergy bonus on Battle checks. A failed roll can't be re-rolled unless something significant alters the makeup of battle. A ranger may apply his favored enemy bonus to Battle checks against an enemy mostly of, or led by their favored enemy. This is a class skill for Barbarians, fighters, rangers, samurai, and rogues (Rokugan).

Games (Varies): The skill used to play games, often for purposes of gambling. Characters playing the game make opposed rolls with this skill and the character who scores the highest wins that game.

Game	Key Ability	Game	Key Ability
Kemari	Dex	Sadande	Cha
Go, Shogi	Wis	Sumai	Str

A retry can't be made, but you can challenge other characters to another game or another hand. It is a class skill for Bards and Courtiers (Rokugan).

Heritage Table: For the cost of one skill point a character is allowed to roll on the Heritage Tables in the Way of the Thief (page 91). The tables use a master table that accesses 5 tables giving your character some sort of criminal background or skills. It is possible to double your starting wealth. You can spend a maximum of 3 skill points on these tables. Although the rules don't say it, they imply that this has to be done at character creation.

Iaijutsu Focus (Cha) (Trained Only): The skill to gather your personal energy (ki) in an iaijutsu duel. If you attack a flat-footed foe you can deal extra damage based on the result of your Iaijutsu Focus check. In a formal iaijutsu duel you can substitute your Iaijutsu Focus check for your initiative check..

Check Result	Extra Damage	Check Result	Extra Damage
10-14	+1d6	35-39	+6d6

15-19	+2d6	40-44	+7d6
20-24	+3d6	45-49	+8d6
25-29	+4d6	50+	+9d6 (maximum)
30-34	+5d6		

Your damage is halved against objects, normal. This is the skill martial artists use to smash through a stack of bricks. (Oriental Adventures p.59)

Knowledge (Int) (Trained Only): There are a number of new Knowledge skills in Rokugan.

- Ancestors (bloodlines, ancestry and prominent shiryo)
 - Etiquette (Social mores, politics, rokugani customs, important politicians)
 - Elements (the minor kami, the ebb and flow of elements, kiho, in most situations this skill supersedes Knowledge (Aracana)).
 - Law (crime, punishment, enforcement and other legal manners).
 - Shinato (The Tao of Shinsie, the path of enlightenment, sects of the Brotherhood of Shinsei, general philosophy and wisdom)
 - Fortunes (the Fortunes, the Kami, shugenja lore and the Celestial Order).
 - Spirit Realm (chose a specific Spirit Realm--Chikushudo, Gaki-do, Jigoku, Meido, Sakkaku, Tengoku, Toshigoku, Yomi, or Yume-do. Provides specific information about that Realm). *See Cosmology section for details on Spirit Realms* (Rokugan).
- Knowledge (elements, Fortunes, and Shinto) are class skills for monks and inkyo. Knowledge (law) is a class skill for samurai, Knowledge (etiquette, history, local nobility and royalty) are class skills for courtiers.

Knowledge Research (Int): Skill in using libraries, historical archives and other resources of knowledge. You may use them to quickly and efficiently research information. Check: If your source of reference contains information relevant to what you are researching, you get a circumstance bonus to the subsequent Knowledge check according to the result of your Research check. The bonus equals +2 (Research DC 10) with an additional +2/5 points which you exceed this DC. A successful Research check can take anywhere from an hour to days depending on how obscure the knowledge and how extensive the resources. You may retry, for an equal time, however if the DM decides the resources don't have the information then no amount of research will find it. If you have 5+ ranks in Gather Information you gain a +2 synergy bonus on Knowledge (Research) checks.

Kuji-Kiri (Cha) (trained only): Available to Bards, Inkyo Monks, Monks, and Ninja only. Allows you to make a distracting hypnotic gestures, confusing and misleading your foes. As a full round action, and only when within 20' of your foe with a clear view of him, you can force the target to make a Will save (DC your Kuji-Kiri check). If you succeed your foe can take no actions for one round. Any strong outside stimulus such as shaking, shouting, attacking or an obvious threat cancels this effect immediately. You can't use this skill twice on the same target within 1 hour. You need both hands free to use this skill and targets immune to mind-affecting effects are immune to Kuji-Kiri (Way of the Ninja).

Mimic (Cha) (trained only): You can reproduce the voices of others, or sounds you have heard. Check: You can attempt to disguise your voice as that of another person or trick others into believing they have heard whatever sound you wish to mimic. You must spend at least a day practicing your mimicry, or suffer a -5 circumstance penalty to

your check. You can't try to mimic voices or sounds that you haven't heard before. Those that hear you make an opposed Listen check to realize that what they are hearing is not authentic. **Retry:** Generally, once you have failed you can't fool the target again, any other Mimic checks made against the same person during that encounter suffer a -2 penalty. **Special:** If you have +5 ranks in Listen, you receive a +2 synergy bonus on Mimic checks. This is a class skill for Bard, Druid, Ninja and Rogue (Rokugan).

Poison (Int) (Trained): Allows you to prepare and brew poisons. **Check:** As per the usual rules for Craft skills (like Craft (Poison)). Making any poison requires a Poison Lab (Rokugan p51). Any time a person brews a poison they have a 10% chance of poisoning themselves. Crafting an animal poison carries a 20% chance of self poisoning. This skill negates those chances. **Increasing potency:** Increasing the brew DC by 5 increases the save DC by 2, you can't increase the DC by more than 4. Poison is a class skill for ninjas, and rogues (Rokugan).

Sense Motive (Wis): Characters with this skill in an iaijutsu duel and at other times can appraise the skill of another character, it becomes a class skill for Samurai (Oriental Adventures).

Information	DC
Opposing character's Level	15
Opposing character's rank in Iaijutsu Focus	20
Opposing character's total attack and damage bonus with primary weapon	25

Speak Language (none) (trained only): Rokugan Languages

Ashalan: used by Ashalan and known to a few Unicorn

Assassin: a secret language of the Assassin's Guild of distant Medinaat-al-Salaam, almost unknown in Rokugan.

Bakemono: spoken by goblins

Chikushudo: spoken by animal spirits

High Rokugani: ceremonial language spoken only by the samurai cast and monks.

Ivory Kingdoms: the root of a variety of different tribal dialects, spoken by denizens of the gaijin Ivory Kingdoms.

Kami: secret language spoken only by shugenja when conferring with kami.

Mekhem (Farsi): common language of the gaijin peoples of the burning sand.

Moto: adapted from the Ujik-hai language now spoken exclusively by the Unicorn.

Mujina: the language of tricksters, spoken by mujina and known by the Nezumi.

Naga: spoken by the Nagas.

Nezumi: spoken by the Ratlings (Nezumi).

Ogre: spoken by free ogres.

Oni: spoken by the demons of Jigoku, maho-tsukai, and other Tainted creatures.

Rokugani: spoken by the general populace of Rokugan.

Senpent (Common): gaijin language spoken by citizens of the distant Senpet Empire.

Sign Language: a bonus language for Daidoji or Kolat characters. It gives you a +4 circumstance bonus to pass a message to someone else who knows sign language without being noticed.

Yobanjin: gaijin language spoken by the barbarians of the northern mountains.

Speak Language
Language

Typical Speakers

Alphabet

Rokugani/Rokugan Common	Humans	Rokugan Common
Bakemono	Bakemonon, Shadowlands Ogres	Dwarven
Buso	Buso	---
Draconic	Dragons, hannya	Draconic
Dwarven	Korobokuru	Dwarven
Giant	Oni, wang-liang	Dwarven
Hengeyokai	Hengeyokai	Common
Kappa	Kappa	Common
Nezumi	Nezumi	Common
Shadowlands	Bog hags, dokufu, Shadowlands oni	Common
Sign Language	Daidoji, Kolat and some Ninja	---
Spirit Tongue	Spirit folk, celestials, dragons	Draconic
Tasloi	Tasloi	Common
Tengu	Tenug	Common
Vanara	Vanara	Common
Yeti	Yeti	---
Yuan-Ti	Yuan-Ti	Draconic

Tea Ceremony (Wis) (trained only): you are a master of the art of the tea ceremony. You may use the beauty of your art to banish ego and desire, restoring focus to yourself and others. The tea ceremony can be emulated with the Perform Skill, but this skill indicates true mastery. If you have the proper utensils (a tea set and green tea) you may perform the tea ceremony. A successful (DC 15) check requires an hour or more of preparing and drinking tea; it restores 1 Void Point in all characters with the Void Use Skill who participate, up to a maximum equal to the Tea Ceremony skill. It is a class skill for courtier, inkyo monks, monks, samurai and shugenja.

Tumbling (Dex): Extreme Tumbling; characters with a high tumble score can attempt these acrobatics.

DC Task

- 30 Treat a fall as if it were 20' shorter when determining damage.
- 35 Stand up from prone as a free action (instead of as a move action).
- 40 Move 10' as a "5'-step", while performing a full round action without provoking an attack of opportunity (do a back flip to reach the other side of an opponent).
- 45 Treat as fall is if it were 30' shorter when determining damage.
- 50 Climb to a height up to 20' (as part of normal movement) by jumping and bouncing off walls of trees, which must be within 10' of each other.
- 60 Treat a fall as if it were 40' shorter when determining damage.
There is no limit to how far a character can fall without taking damage simply add +15 to the DC for each extra 10'.

Characters with 15+ ranks in Tumble gain a +4 dodge bonus to AC when fighting defensively (normally only +2). Characters with 15+ ranks in Tumble gain a +8 dodge bonus to AC when using the Total Defense action (normally +4)

New Skills

laijutsu Focus (Cha): The skill to gather your personal energy (ki) in an iaijutsu duel. If you attack a flat-footed foe you can deal extra damage based on the result of your laijutus Focus check. In a formal iaijutsu duel you can substitute your laijutsu Focus check for your initiative check.

Check Result	Extra Damage	Check Result	Extra Damage
10-14	+1d6	35-39	+6d6

15-19	+2d6	40-44	+7d6
20-24	+3d6	45-49	+8d6
25-29	+4d6	50'	+9d6 (max.)
30-34	+5d6		

When striking an inanimate object, assuming no distractions, you can use 1/2 of your extra damage (Oriental Adventures).

Some skills are considered Low Class skills and are only performed by Eta (nonpeople) and Hemin (commoners). All members of the samurai class should be familiar with High skills

Low

Anything to do with touching dead bodies, Samurai caught using these skills are embarrassed and face losing honor or *on* (face).

Bluff

Craft (leatherworkers, poison, traps)

Disguise

Escape Artist

Forgery

Gather Information

Handle Animal

Hide

Move Silently

Open Lock

Perform (common entertainment, except ghesia)

Pick Pocket

Profession (gambler, mortician, torturer)

High

Craft (Calligraphy, Flower Arranging, landscape, gardening, origami, painting and other fine arts)

Diplomacy

Knowledge (any)

Perform (fine arts, tea ceremony)

Profession (courtier, weaponsmith)

Ride

Scry

Speak Language

Spellcraft

A samurai can challenge another to a contest (test of contested skills) instead of a duel. The challenged person gets to make the decision on what the challenge will be, but challenging a great duelist to a flower arrainging contest is likely to brand the challenged samurai a coward. However, it is not uncommon to see samurai competing with poetry contests or origami contests. The Crab clan tend to do poorly at these kind of contests, while the Crane tend to excel at them.