

# LEGEND OF THE FIVE RINGS ROLE-PLAYING GAME, 4TH EDITION

## GREAT CLANS SOURCEBOOK PREVIEW: ASAKO HENSHIN

LEGEND OF THE FIVE RINGS RPG 4TH EDITION HC

AEG 3300 .....\$59.99 | Available June 2011!

In the spring of 2011, AEG will release *The Great Clans*, the definitive sourcebook on all nine Great Clans of Rokugan for the 4th Edition of our role-playing game. This book will give old and new players everything they need to represent every family of every clan in Rokugan in their campaigns, from the history and customs of each clan to a slew of new mechanics meant to ensure that every family has at least one School available for player characters.

### PHOENIX CLAN: ASAKO HENSHIN

There are few groups in the Emerald Empire that are as enigmatic and poorly understood as the monastic sect of the Asako family known as the Henshin. Even among the Phoenix, a clan well known for its unique and individualistic forays into the study of magic and other supernatural phenomenon, few have any real understanding of the Henshin's ways. For much of history, many believed that the Henshin were merely another group of courtiers and historians within the Asako, but eventually their strange behaviors led others to distinguish them from the Asako representatives to the courts and other groups within the family's organization. Unfortunately, that distinction does little to assist in others understanding the Henshin's ways.

The first secrets of the Henshin began with the woman named Asako. She perceived the spiritual journey of mankind as a path that she described as the Path of Man. The Henshin embrace the concept by that developing perfect unity with the universe, one can attain absolute perfection of the soul, which in turn grants divinity. The majority of Henshin are essentially monks of a sort, and are known as *michibuku*. Once they have learned the secrets of the Path, they are inducted into the secretive *fushihai*, the masters of the Henshin order. Their knowledge of the universe and absolute harmony with it essentially makes the *fushihai* immortal. Some among the *fushihai* ascend to the Celestial Heavens upon their mortal death, becoming minor Fortunes and validating the entire concept of the Path of Man.

**New School:** Asako Henshin [Monk]

**Benefit:** +1 Willpower

**Skills:** Calligraphy, Jiujutsu, Lore: Elements (pick an Emphasis),  
Lore: Theology, Meditation 2, any one Skill (must not be a Low Skill)

**Honor:** 5.5

**Outfit:** Robes, Bo, scroll satchel, Traveling Pack, 5 koku

**Techniques:**

### RANK ONE: THE FOUR MYSTERIES

The first lesson of the mysterious Henshin is the relationship between the individual and the elements that comprise all things. You may, as a Simple Action, increase or decrease both Traits associated with one of your Rings by an amount equal to your School Rank. This lasts for a number of minutes equal to your Insight Rank and may be done a total number of times per day equal to five times your Insight Rank. You may instead increase or decrease the Traits of another in a similar manner, but only by an amount equal to half your School Rank, rounding down (to a minimum of 1). Altering the Traits of an unknowing or unwilling target requires a Contested Willpower Roll. Traits reduced in this manner do not affect a target's Rings (and thus do not change Wound Ranks when the Earth Ring is targeted, etc.).

### RANK TWO: THE RIDDLE OF EARTH

The stoic and straightforward kami of earth are the simplest to entertain with one's riddles, and their blessings are potent indeed. As a Simple Action, you may invoke this Technique and gain earth's blessing; you are immune to all Conditional Effects (excluding Grapple and Mounted) for a number of hours equal to your Earth Ring.

GTM JUNE 2011



### MYSTERIES & RIDDLES

The abilities of the enigmatic Asako Henshin are difficult to describe and virtually impossible for outsiders to comprehend. However, the spirits who confer them are limited in their willingness to work together. A Henshin character may never invoke more than one Mystery or Riddle simultaneously, and any given Riddle may only be employed a maximum number of times per day equal to the character's relevant Ring. Additionally, it is strongly recommended that GMs consider restricting a Henshin's access to Kiho due to potentially unbalanced interactions between the Kiho and a Henshin's Mysteries. Alternately, you may wish to prevent a Henshin from benefiting from a Kiho at the same time that he is under the effects of a Mystery or Riddle.

### RANK THREE: THE RIDDLE OF AIR

The capricious spirits of air can be delighted into conferring their blessings upon you. As a Simple Action, you may invoke the blessing of air. The blessing lasts a number of hours equal to your School Rank. For the duration of this effect, you cannot be deceived by any illusion or other false images, and can perceive them as transparent falsehoods. If created by a spell of higher Mastery Level than your Insight Rank, you and the spell's caster must engage in a Contested Air Roll. If you are defeated, you do not perceive the illusion as anything but real.

### RANK FOUR: THE RIDDLE OF FIRE

The wrathful spirits of fire can be entertained by your riddles, if only briefly. As a Complex Action you may invoke fire's blessings to increase the number of kept dice on an unarmed damage roll (which is normally 0k1) to your Fire Ring. This effect lasts a number of Rounds equal to your School Rank. Alternatively, when an opponent strikes you with a melee attack, you may spend a Void Point to force a Contested Fire Ring Roll. If you are successful, the number of damage dice your opponent rolls is reduced by your Fire Ring.

### RANK FIVE: THE RIDDLE OF WATER

The mercurial spirits of water can confer their speed and fluidity in exchange for your riddles. You must succeed at a Water / Lore: Elements (Water) Skill Roll against TN 20. If successful, you may take one Complex and one Simple Action per Turn, or you may instead take three Simple Actions per Turn. This effect lasts a number of Rounds equal to your Water Ring.

•••

*Shawn Carman has walked the Path of Man for so long, his machismo has a life of its own.*