

Character Name

Silent Skitter

Player Name

Experience Points

Class & Level Pilgrim, 10

Archetype Path of Redemption

Pronouns —

Species Nezumi

Alignment Chaotic Good

Affiliation —

Adventures in Rokugan

STRENGTH

+0
10

DEXTERITY

+3
16

CONSTITUTION

+5
20

INTELLIGENCE

+0
11

WISDOM

+3
16

CHARISMA

+5
20

PROFICIENCY BONUS

+4

SAVING THROWS

- +0 Strength
- +3 Dexterity
- +9 Constitution
- +0 Intelligence
- +9 Wisdom
- +5 Charisma

SKILLS

- +8 Acrobatics (Dex)
- +7 Animal Handling (Wis)
- +0 Arcana (Int)
- +0 Athletics (Str)
- +5 Deception (Cha)
- +0 History (Int)
- +7 Insight (Wis)
- +5 Intimidation (Cha)
- +0 Investigation (Int)
- +3 Medicine (Wis)
- +4 Nature (Int)
- +3 Perception (Wis)
- +5 Performance (Cha)
- +5 Persuasion (Cha)
- +0 Religion (Int)
- +3 Sleight of Hand (Dex)
- +7 Stealth (Dex)
- +3 Survival (Wis)

ARMOR CLASS

18

INITIATIVE

+3

SPEED

25 ft.

CURRENT HIT POINTS

Hit Point Maximum 130

TEMPORARY HIT POINTS

HIT DICE

Total 10d8

DEATH SAVES

Successes

Failures

EQUIPMENT

Traveling Clothes

Cooking Kit, Weaver's Kit, and Painter's tools
30 ft rope

Small tent

5 days' worth of rations

Field Medicine Kit.

This is a simple first aid kit that contains all the necessary items to treat many kinds of injuries.

Currency 8 koku/gold

A typical kit contains needle and thread, cloth bandages, herbal disinfectants, various balms and tinctures, and other healing items. When making a check to stabilize a creature, a character with a medicine kit has advantage on the check.

FEATURES, TRAITS & FEATS

You are size category Small.

Adapted to the Shadowlands

You are able to eat the food and water of the Shadowlands without risk, have advantage on saving throws against the powers and abilities of Lost creatures, and do not suffer the usual penalties for undertaking a long rest in the Shadowlands (see Provisions and Resting in the Shadowlands on page 360).

Evade by a Whisker

Increase your AC against opportunity attacks by +2.

Sharp Senses

You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Skitter

You can run on all fours at impressive speeds. By spending a bonus action, you can drop onto all fours to skitter.

You can wield only a single one-handed weapon, and your base walking speed becomes 40 feet. You also gain a climb speed of 40 feet.

You can stop skittering by spending a bonus action to stand back up onto your hind legs.

Strength of Body and Spirit. (AiR p. 100)

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Constitution modifier.

Additionally, you are proficient with your unarmed attacks.

You can use your Constitution modifier instead of your Strength modifier for the attack and damage rolls of your unarmed attacks, and you use a d4 in place of the normal damage of your unarmed strike.

Battle Meditation (AiR p. 100)

Starting at 2nd level, you can use your bonus action to move one step in either direction along the Yin and Yang track.

INSPIRATION

PASSIVE WISDOM (PERCEPTION)

13

OTHER PROFICIENCIES & LANGUAGES

Leaf-Rustle, Common Rokugani

Simple Weapons

Cooking Kit, Weaver's Kit, Painter's Tools

ATTACKS

NAME	ATK BONUS	DAMAGE/TYPE	PROPERTIES
Daggers (3)	+7	1d4+3 slashing	Light, finesse, thrown 20/60
Unarmed Strike	+7	1d4+5 bludgeoning +1d4 psychic	

Character Name

Bayushi Kagerou

Player Name

Experience Points

Class & Level Duelist, 10

Archetype Deathdancer

Pronouns

He/Him

Species

Human

Alignment

Lawful Neutral

Clan Affiliation

Scorpion

Adventures in Rokugan

STRENGTH

+0
10

DEXTERITY

+3
17

CONSTITUTION

+2
14

INTELLIGENCE

+0
11

WISDOM

+2
14

CHARISMA

+3
16

PROFICIENCY BONUS

+4

SAVING THROWS

- +0 Strength
- +7 Dexterity
- +2 Constitution
- +0 Intelligence
- +5 Wisdom
- +3 Charisma

SKILLS

- +7 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +0 Arcana (Int)
- +0 Athletics (Str)
- +3 Deception (Cha)
- +0 History (Int)
- +2 Insight (Wis)
- +3 Intimidation (Cha)
- +0 Investigation (Int)
- +2 Medicine (Wis)
- +0 Nature (Int)
- +2 Perception (Wis)
- +7 Performance (Cha)
- +7 Persuasion (Cha)
- +0 Religion (Int)
- +3 Sleight of Hand (Dex)
- +7 Stealth (Dex)
- +2 Survival (Wis)

ARMOR CLASS

13

INITIATIVE

+3

SPEED

30 ft.

CURRENT HIT POINTS

Hit Point Maximum 70

TEMPORARY HIT POINTS

HIT DICE

Total 10d8

DEATH SAVES

Successes ○○○
Failures ○○○

EQUIPMENT

Mask, Personal Seal, Rope, Sword Maintenance Kit, Invisible Ink Set, Painter's Tools

Unremarkable Garb.
The wearer has advantage on checks to blend into a crowd in any populated area, and others have disadvantage on checks to notice them

Currency 10 koku/gold

as standing out from the crowd. At the GM's discretion, the correct type of unremarkable garb might be required to gain this benefit in a particular area.

Traveling Clothes.
The wearer has advantage on Constitution saving throws made due to the environment.

FEATURES, TRAITS & FEATS

Evasive Footwork

You can avoid attacks through prediction, instinct, or cunning manipulation of your foe's position. Choose Intelligence, Wisdom, or Charisma. When you are not wearing armor and not wielding a shield, your Armor Class equals 10 + your Dexterity Modifier + the modifier for the ability score you chose.

Additionally, while you are dueling, you have a +2 bonus to your Armor Class against any attack made by a creature that is not participating in the duel.

Martial Techniques & Combat Stance

At higher levels, you gain access to additional martial techniques chosen from the list beginning on page 253. The number of martial techniques you know increases with your duelist level, as shown in the Martial Techniques column of the Duelist table. You can't use the same martial technique more than once per turn.

Each stance has different strengths and gives you a specific bonus along with an additional way to gain focus points. You can have only one combat stance active at a time.

When you roll initiative, you choose a stance to adopt, and you can switch between stances by spending your full movement or an action. Stances can only be used during combat encounters. Choose two stances you have mastered from the following list:

See **Using Techniques** on page 249.

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Decisive Blade

Starting at 6th level, your finesse in the art of the deathmatch becomes even more refined. When you perform a finishing blow against an opponent and roll the danger dice that opponent has been assigned, you can reroll all dice with a result of 1 or 2 and must use the new result, even if it is a 1 or 2.

Swift Evasion

Starting at 9th level, your combat instincts let you evade hits or pursue fleeing foes with practiced speed. On your turn, you can spend a bonus action to perform a Dodge action. After you perform a Dodge action, your movement speed is increased by 10 feet until the end of your turn.

Confident Demeanor

Starting at 3rd level, you become skilled at maintaining an air of braggadocio or icy competence as the situation demands. You gain proficiency on Charisma saving throws.

Edge of Fear

Starting at 3rd level, you study the ways of using fear to your advantage in battle. While you are dueling, when your foe would be assigned a d6 danger die, that foe is assigned a d8 danger die instead if it is not frightened of you, or a d10 danger die instead if it is frightened of you.

Prey on Panic

Starting at 7th level, you learn to take full advantage of your target's fear. When you attack a frightened creature, you gain a bonus to your damage roll equal to your Charisma modifier. Additionally, whenever you cause a creature you are dueling to become frightened, it gains two d10 danger dice.

INSPIRATION

PASSIVE WISDOM (PERCEPTION)

12

OTHER PROFICIENCIES & LANGUAGES

Rokugani, Courtyl Rokugani

Invisible Ink Set, Sword Maintenance Kit, Painter's Tools, Simple & Martial Weapons

ATTACKS

NAME	ATK BONUS	DAMAGE/TYPE	PROPERTIES
Wakizashi	+7	1d6+3 slashing	Finesse, Light, Thrown (10/30)
Katana	+7	1d8+3 slashing	Finesse, Versatile
Dagger (4)	+7	1d4+3 piercing	Finesse, Light, Thrown (20/60)

Character Name

Rini

Player Name

Experience Points

Class & Level Bushi, 10

Archetype Samurai Armsmaster

Pronouns

They/Them

Species Bat Yōkai, Lost

Alignment Chaotic Neutral

Affiliation

Court of the Path of Mischief

Adventures in Rokugan

STRENGTH

+0
10

DEXTERITY

+6
22

CONSTITUTION

+5
20

INTELLIGENCE

+0
11

WISDOM

+4
18

CHARISMA

+2
14

PROFICIENCY BONUS

+4

SAVING THROWS

- +0 Strength
- +10 Dexterity
- +9 Constitution
- +0 Intelligence
- +8 Wisdom
- +6 Charisma

SKILLS

- +6 Acrobatics (Dex)
- +12* Animal Handling (Wis)
- +0 Arcana (Int)
- +8* Athletics (Str)
- +6 Deception (Cha)
- +8* History (Int)
- +4 Insight (Wis)
- +2 Intimidation (Cha)
- +0 Investigation (Int)
- +4 Medicine (Wis)
- +0 Nature (Int)
- +4 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +0 Religion (Int)
- +6 Sleight of Hand (Dex)
- +10 Stealth (Dex)
- +4 Survival (Wis)

ARMOR CLASS

17

INITIATIVE

+6

SPEED

30 ft.

CURRENT HIT POINTS

Hit Point Maximum 120

TEMPORARY HIT POINTS

HIT DICE

Total 10d12

DEATH SAVES

Successes ○○○○
Failures ○○○○

EQUIPMENT

Invisible Ink Set, Tent (Basic), Quiver, Whetstone, Willow-Leaf Arrows (20)

Silk Armor.

Wearer reduce nonmagical piercing damage they take by 3.

Humming-Bulb Arrows (3).

These arrows have heads carved to produce a loud noise that serves as a warning signal. A humming-bulb can be heard at a distance of 500 feet from every point along its path. If it

strikes a creature, it deals 1 bludgeoning damage.

Armor-Piercing Arrows (5).

Armor-piercing arrows are worked with sharp tines that punch through protective gear. When an armor-piercing arrow hits a creature, that creature must make a DC 15 Dexterity saving throw. On failure, the creature suffers the distracted condition (-2 AC, removed when hit by an attack) for 1 minute.

Currency 4 koku, 5 bu, 12 zeni

FEATURES, TRAITS & FEATS

Dreamwalker

When you take a long rest, you can journey into the Realm of Dreams to gain hints of what is to be, performing divine the omens invocation (see page 269) on the completion of the rest. You gain additional favor to spend on this invocation's empowerments equal to your proficiency bonus.

Martial Techniques & Combat Stance

At higher levels, you gain access to additional martial techniques chosen from the list beginning on page 253. The number of martial techniques you know increases with your duelist level, as shown in the Martial Techniques column of the Duelist table. You can't use the same martial technique more than once per turn.

Each stance has different strengths and gives you a specific bonus along with an additional way to gain focus points. You can have only one combat stance active at a time.

When you roll initiative, you choose a stance to adopt, and you can switch between stances by spending your full movement or an action. Stances can only be used during combat encounters. Choose two stances you have mastered from the following list:

See **Using Techniques** on page 249.

Sudden Clarity

Starting at 2nd level, you can center yourself quickly on the battlefield, taking note of the opportunities and risks before you. At the start of your turn as a free action, you can use this feature to gain 1 focus point for each hostile creature you can perceive within 10 feet of you. Once you use this feature, you must complete a short or long rest before you can use it again.

Starting at 9th level, when you use this feature, you also gain 3d6 temporary hit points. At 17th level, when you use this feature, you gain 3d12 temporary hit points instead of 3d6.

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Veteran's Instincts

Starting at 6th level, you become adept at steeling yourself against harm you have faced before. When you use your weave through the storm martial technique, you can use this feature to gain resistance to all damage types the attack deals for 1 minute. This is applied to that attack before the damage reduction of weave through the storm.

Once you use this feature, you must finish a short or long rest before you can use it again. At 15th level, you can use this feature one additional time before finishing a short or long rest.

Honed Senses

At 10th level, your training lets you react to danger instinctively. At the start of any combat encounter, before the first character acts, you can perform a Dodge action. You can do this even if you are surprised.

INSPIRATION

PASSIVE WISDOM (PERCEPTION)

14

OTHER PROFICIENCIES & LANGUAGES

Rokugani, Animal Speech

Light & Medium Armor, Lacquered Armor, Simple & Martial Weapons, Invisible Ink Kit

ATTACKS

NAME	ATK BONUS	DAMAGE/TYPE	PROPERTIES
Dagger (2)	+10	1d4+6 piercing	Finesse, Light, Thrown (20/60)
Longbow +1	+11	1d8+7 piercing	Ammunition (range 150/600), heavy, two-handed

SILENT SKITTER

BOUNDLESS VITALITY

Starting at 5th level, you suffer the effects of exhaustion as if you had one fewer levels of exhaustion. For example, if you have two levels of exhaustion, you suffer only the penalties of having one level, and if you have one level, you do not suffer any penalties at all. Additionally, when you complete a long rest, your exhaustion level decreases by two instead of one.

WELL OF STRENGTH

Starting at 5th level, you are able to push yourself past the physical limitations that restrain most people. On your turn, you can spend your full movement and gain one level of exhaustion to recover up to two of your expended Hit Dice. The amount of recovered Hit Dice increases to four at 10th, and six at 18th level.

YIN ALIGNMENT

At 2nd level, your innate energy shifts towards Yin, moving your resting energy position to the balanced state closer to the Yin apex. Additionally, when your energy is at the Yin apex, your Yin value is 5 instead of 4.

SILENT SKITTER

FORMS OF ENLIGHTENMENT

Starting at 7th level, you can use your bonus action to enter a form of enlightenment. You can only enter a given form if you meet its Yin and Yang requirements. Activating a form of enlightenment ends the effect of any other form of enlightenment you had previously entered. At the beginning of your turn, you can choose to exit your current form of enlightenment. Each form of enlightenment has different effects.

Form of Air

You align your Yin energy to the wind and sky, moving in tune with the subtle grace of air.

Activation Requirements: Yin flowing or Yin apex state

While in the Form of Air, gain the following effects:

- ⊗ Your walking speed increases by 10 feet. At the end of your turn, if you have moved more than 30 feet, you gain a bonus to your Armor Class against ranged attacks equal to half your proficiency bonus (rounded down) until the start of your next turn.
- ⊗ When you make a Dexterity check or Dexterity saving throw, after rolling the die, you can spend one Hit Die to roll it and add it to the result.
- ⊗ At the end of your turn, move your energy one step toward the Yang apex, then if you are in the Yang rising or the Yang apex state, exit this form.

SILENT SKITTER

Form of Earth

You align your Yang energy to the subtle shifts of the earth, letting you move with inexorable purpose.

Activation Requirements: Yang rising or Yang apex state

While in Form of Earth, gain the following effects:

- ⊗ When you take nonmagical bludgeoning, piercing, or slashing damage, reduce the total damage by your proficiency bonus.
- ⊗ When you make a Constitution check or Constitution saving throw, after rolling the die, you can spend one Hit Die to roll it and add it to the result.
- ⊗ At the end of your turn, move your energy one step toward the Yin apex, then if you are in the Yin rising or the Yin apex state, exit this form.

SILENT SKITTER

Form of Fire

You align your Yang energy to flame, and your power bursts forth from your body in torrents of heat.

Activation Requirements: Yang rising or Yang apex state

While in Form of Fire, gain the following effects:

- ⊗ When you hit a creature with an unarmed attack or externalization that deals damage, it takes additional fire damage equal to 1d4 + your proficiency bonus.
- ⊗ When you make a Strength check or Strength saving throw, after rolling the die, you can spend one Hit Die to roll it and add it to the result.
- ⊗ At the end of your turn, move your energy one step toward the Yin apex, then if you are in the Yin rising or the Yin apex state, exit this form.

SILENT SKITTER

Form of Water

You align your Yin energy to flowing water, letting you shift from stillness to rapid movement with the speed of a rippling pond.

Activation Requirements: Yin flowing or Yin apex state

While in Form of Water, gain the following effects:

- ⊗ When you use an externalization or pilgrim feature that rolls Hit Dice, you can add or subtract your proficiency bonus to the result of one Hit Die rolled.
- ⊗ You gain a second reaction each round. You cannot use more than one reaction per turn.
- ⊗ When you make a Charisma check or Charisma saving throw, after rolling the die, you can spend one Hit Die to roll it and add it to the result.
- ⊗ At the end of your turn, move your energy one step toward the Yang apex, then if you are in the Yang rising or the Yang apex state, exit this form.

SILENT SKITTER

Form of Void

You align your inner energies with the Void, the emptiness that is, paradoxically, the summation of the other four elements.

Activation Requirements: Balanced state

While in Form of Void, gain the following effects:

- ⊗ When you hit a creature with an unarmed attack or externalization that deals damage, you can cause it to lose one of the following: 1 focus point, 1 favor, 1 intrigue die, an unused spell slot of the defender's choice with level lower than or equal to your proficiency bonus, or another class or archetype resource at the GM's discretion. If it has abilities with the Recharge keyword, the GM chooses one of those abilities to exhaust.
- ⊗ When you make a Wisdom check or Wisdom saving throw, after rolling the die, you can spend one Hit Die to roll it and add it to the result.
- ⊗ At the end of your turn, you must move one step toward your choice of the Yin or Yang apex, then if you are in a state other than balanced, exit this form.

SILENT SKITTER

ANIMAL COMPANION [FUWA FUWA]

You have an animal companion who aids you in your travels and combat. You gain proficiency in the Animal Handling skill. Additionally, choose a beast with CR based on the chart below to be your animal companion.

Your animal companion generally follows your direction and assists you both in combat and narrative scenes. In battle it takes a turn immediately before or after yours instead of generating its own initiative. On your turn, you can spend your bonus action to have your animal companion perform an attack or use the Aid action. If you are within 5 feet of the enemy you order it to attack, the attack roll has advantage.

If your animal companion is lower than the maximum animal companion CR for your character level, it gains the following:

Increase its hit points by 4 per step on the table it is under your maximum.

It gains a +1 bonus to attack and damage rolls per step on the table it is under your maximum.

For example, if your animal companion is a wolf (CR 1/4) and your character is level 5, your wolf gains 8 hit points and a +2 bonus to attack and damage rolls.

When your animal companion is reduced to 0 hit points by an attack, it narrowly avoids harm by fleeing the battlefield instead of being killed or becoming incapacitated (even if it would normally suffer instant death). It finds you and returns to your side with 1 hit point 1d12 minutes after the encounter ends, or after you complete a long rest. If your animal companion ever does perish, during your next long rest, you can either replace this feat with a different feat or, at the GM's discretion, acquire a new animal companion.

SILENT SKITTER

Shinomen Cat "Fuwa Fuwa"

- ⊗ CR 2
- ⊗ +3 Attack & Damage
- ⊗ Small Beast, Unaligned
- ⊗ AC 13
- ⊗ HP 22 (10+12)
- ⊗ Speed 40ft, 30ft climb
- ⊗ **Skills:** Acrobatics +5, Perception +5, Stealth +5
- ⊗ **Ability Scores:** Str 4 (-3), Dex 16 (+3), Con 12 (+1), Int 5 (-3), Wis 13 (+1), Cha 8 (-1)
- ⊗ **Swipe & Bite.** Melee Weapon Attack. +6, reach 5ft, Damage 1d4+3. On Hit. Target must succeed at a DC 14 Constitution saving throw or take an additional 1d4 poison damage.

SILENT SKITTER

YIN AND YANG (1/3)

Starting at 2nd level, you gain access to a unique resource meter: a balance track to reflect your Yin and Yang energy. Yin energy is covert, shadowy, receding, and palliative, evoking the power of the moon and the starry sky. Yang energy is overt, bright, advancing, and direct, evoking the glowing rays of the sun. Both are part of what it is to be alive, and both exist in all aspects of the universe in an eternal, swaying balance.

A pilgrim's energy travels along a seven-state balance track. In addition to having a passive bonus for being in that state, each state has a Yin and a Yang value that is used by some externalization abilities (see page 105). The effects of each state are shown, below.

Unless your cosmic path feature gained at 2nd level states otherwise, you begin each combat in the balanced state. At the end of each combat encounter, you return to your resting position on the Yin-Yang scale. Normally this is in the balanced position, but the cosmic path you choose can change this resting position. You can adjust your Yin and Yang state freely while out of combat.

Certain effects adjust your energy one or more steps along the scale, usually toward the Yin or Yang apex as specified. This shift in your energy is mandatory unless the effect specifies otherwise.

You can't benefit from the bonuses granted to you by the Yin and Yang Balance Track if you are wearing armor.

SILENT SKITTER

YIN AND YANG (2/3)

TABLE 2-8: YIN AND YANG

STATE	YIN	YANG	EFFECTS
Yang Apex	0	4	You gain a +2 bonus to damage with unarmed attacks
Yang Rising	1	3	You gain a +1 bonus to damage with unarmed attacks
Neutral Energy, Path of Justice Resting Position	2	2	You gain a +2 bonus to passive Perception
Neutral Energy, Path of Harmony Resting Position	2	2	You gain a +2 bonus to all of your saving throws
Neutral Energy, Path of Redemption Resting Position	2	2	You gain a +2 bonus to passive Perception
Yin Flowing	3	1	When you regain HP or cause another creature to regain HP, add +1 to the total
Yin Apex	4	0	When you regain HP or cause another creature to regain HP, add +2 to the total

SILENT SKITTER

YIN AND YANG (3/3)

Yang Apex Yang Rising



Balanced Balanced Balanced



Yin Flowing Yin Apex



SILENT SKITTER

EXTERNALIZATIONS

Externalizations allow a pilgrim to project their energy out into the world around themselves to produce miraculous effects. Unlike the power of a ritualist, which is invoked from spirits and gods in the world, a pilgrim's abilities are manifested by resonating their inner energy with the elements of the outer world. When a pilgrim uses an externalization, their energy shifts toward the other pole of Yin or Yang to balance out the change they have affected in the world. Externalizations are amplified by the pilgrim's current Yin value or Yang value.

To activate an externalization, you must spend 1 or more Hit Dice, and Hit Dice acquired by transforming into a different creature cannot be used this way.

Externalization Attack Modifier = Your proficiency bonus + your Constitution modifier.

Externalization Save DC = 8 + your proficiency bonus + your Charisma modifier.

SILENT SKITTER

Impetus of Rejuvenation

You amplify a creature's Yin energy, helping its body to heal itself rapidly.

Activation: 1 action

Range: Touch

Effects: You can spend your action to choose yourself or another creature within range.

If you chose yourself, you can spend and roll a number of your Hit Dice up to your Yin value and immediately regain hit points equal to the total value of those Hit Dice + your Constitution modifier.

Alternately, if you chose another creature, you and that creature can spend and roll one or more Hit Dice. These Hit Dice can come from you and that creature in any combination, but cannot exceed your Yin value in total. The chosen creature regains hit points equal to total result of the rolled dice + your Constitution modifier.

Energy Shift: Move your energy one step toward the Yang apex for each result of 5 or higher among the Hit Dice the creature rolled.

SILENT SKITTER

Resonating Strike

You infuse your Yang energy into a strike, causing it to reverberate throughout the foe's body and inflicting ongoing harm.

Activation: 1 action

Range: Touch

Effects: You can spend your action to make an unarmed attack against a creature in range. On a hit, you can roll and spend a number of Hit Dice up to your Yang value. At the end of its next turn, your target suffers radiant damage equal to 1d6 + your Constitution modifier. It suffers this radiant damage again at the end of each of its turns for number of rounds equal to the highest result among the Hit Dice you rolled. Using *resonating strike* on a creature already suffering from its effects does not increase the damage dealt but instead increases the number of rounds they are affected by the highest result among the Hit Dice you rolled. At 10th level, the damage is increased by an additional 1d6.

Energy Shift: Move your energy one step toward the Yin apex for each result of 5 or higher among the Hit Dice you rolled.

SILENT SKITTER

Cleansing Touch

You project your Yin energy into another person, dispelling a malaise or condition from them.

Activation: 1 action

Range: Touch

Effects: You can spend your action to choose a number of creatures in range up to your Constitution modifier. Spend and roll a number of Hit Dice up to your Yin value. For each die that is of the listed value or higher, you can remove one of the following conditions from a chosen character:

- ⊗ **4 or higher:** bleeding, disoriented, distracted, provoked
- ⊗ **5 or higher:** blinded, charmed, deafened, maimed, weakened
- ⊗ **6 or higher:** frightened, paralyzed, poisoned
- ⊗ **7 or higher:** invisible, marked for death, petrified
- ⊗ **8 or higher:** any one ongoing effect of a spell, invocation, externalization, or other magical effect the GM deems appropriate

Energy Shift: Move your energy one step toward the Yang apex for each result of 5 or higher among the Hit Dice you rolled.

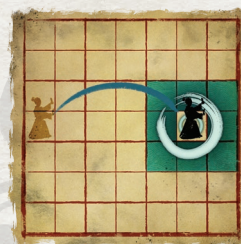
SILENT SKITTER

Fearsome Leap

You launch yourself forward with a burst of Yang energy, soaring upward with impressive velocity.

Activation: 1 bonus action

Range: Self



Effects: You can spend your bonus action on your turn to make a heroic leap or extend a jump you already began as part of an action (or any other way). Spend and roll a number of Hit Dice up to your Yang value. You leap 10 feet + 5 feet for each Hit Die with a result of 5 or higher, or extend your leap by that distance. You can't be the target of opportunity attacks during this movement. When you land, you suffer no falling damage, and each creature within a 5-foot-sphere around you must make a Dexterity saving throw. On failure, a creature suffers radiant damage equal to the sum of the Hit Dice rolled and the disoriented condition (it can't make opportunity attacks) until the end of your next turn. On a successful save they take half damage instead.

Energy Shift: Move your energy one step toward the Yin apex for each result of 5 or higher among the Hit Dice you rolled.

SILENT SKITTER

Infuse Energy

You touch a creature and amplify its Yang energy, empowering its next strike to superhuman heights.

Activation: 1 bonus action

Range: Touch

Effects: You can spend your bonus action to choose yourself or another creature within 5 feet. Spend and roll a number of Hit Dice up to your Yang value. The chosen creature's next attack roll or multitarget attack roll before the end of its next turn has advantage, and the creature gains a bonus to damage equal to the total of the rolled Hit Dice + your Constitution modifier. Additionally, the creature's walking speed is increased by 10 feet until the end of its next turn.

Energy Shift: Move your energy one step toward the Yin apex for each result of 5 or higher among the Hit Dice you rolled.

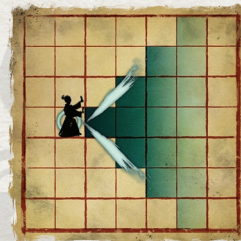
SILENT SKITTER

Breath of Life

You exhale your Yin energy, surrounding and healing creatures nearby.

Activation: 1 bonus action

Range: Self (wave: 10 feet + 5 feet per Hit Die with a result of 5 or higher see page 250)



Effects: On your turn, you can spend your bonus action to choose a number of creatures up to your Yin value within range. Spend and roll Hit Dice up to your Yin value, then divide the results among the chosen creatures. Each chosen creature must be assigned at least one Hit Die result this way. Each chosen creature regains hit points equal to the sum of the Hit Dice results you assigned it + your Charisma modifier. Then, each chosen creature whose current hit points are less than or equal to half of its maximum hit points regains 1d8 additional hit points.

Energy Shift: Move one step toward the Yang apex for each result of 5 or higher among the Hit Dice you rolled.

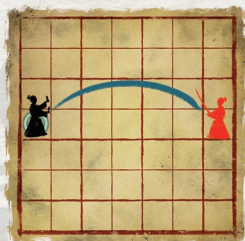
SILENT SKITTER

Challenging Grasp

You draw a creature's aggressive impulses away from your allies and toward yourself using your Yin energy, forcing it to strike at you.

Activation: 1 action

Range: 30 feet



Effects: You can spend your action to choose one creature within range that can perceive you. Spend and roll Hit Dice up to your Yin value. The chosen creature must make a Wisdom saving throw with DC increased by the highest result among the Hit Dice you rolled. If you are within 5 feet of this creature, it has disadvantage on its saving throw. On failure, the creature cannot make attacks or use other harmful abilities that do not target you. If that creature uses an ability that targets or affects multiple characters, you must be one of the targets. This persists for 1 minute or until you are incapacitated. It also ends if, at the start of the creature's turn, it cannot perceive you or you are more than 40 feet away from it. On success, that creature suffers the provoked condition (disadvantage on attack rolls targeting creatures other than you) for 1 minute or until you are incapacitated.

Energy Shift: Move one step toward the Yang apex for each result of 5 or higher among the Hit Dice you rolled.

SILENT SKITTER

TABLE 2-9: PATH OF REDEMPTION/ADDITIONAL EXTERNALIZATIONS

SRD SPELL	PILGRIM LEVEL REQUIRED	YIN/YANG VALUE REQUIRED	HIT DICE COST	ENERGY SHIFT
Darkness	2nd level	Yin 2+	1	Toward Yang apex
Calm emotions	3rd level	Yin 3+	2	Toward Yang apex
Suggestion	4th level	Yin 3+	2	Toward Yang apex
Beacon of hope	6th level	Yin 4+	3	Toward Yang apex
Revivify	7th level	Yin 3+	3	Toward Yang apex
Compulsion	8th level	Yin 4+	4	Toward Yang apex
Geas	10th level	Yin 4+	4	Toward Yang apex

SILENT SKITTER

CHILLING STRIKES

Starting at 3rd level, your strikes seem to linger, weighing down upon your foe's mind. When you make an unarmed attack, you can have it deal an additional 1d4 psychic damage. At 12th level, this increases to 1d6 additional psychic damage.

FLOWING DEFENSE

At 6th level, your calm demeanor and elegant motions frustrate attackers. When a creature misses you with an attack, you can use your reaction, then spend and roll one Hit Die; on a result of 5 or higher, move your energy one step toward the Yang apex. Then the creature must make a Wisdom saving throw, adding the result of the Hit Die to the DC. On failure, the creature has disadvantage on attack rolls against you. This effect persists for 1 minute or until this creature hits you with an attack.

BAYUSHI KAGEROU

FOCUS POINTS

By understanding the rhythm of battle, you can find the exact right moment to begin pressing an attack, defend, or launch a finishing strike. This clarity in combat grants you access to the focus points that fuel your martial techniques. Your bushi level determines the maximum amount of focus points you can have, as shown in the Focus Maximum column of the Bushi table. Additionally:

- ✦ You start each encounter with 0 focus points.
- ✦ You gain 1 focus point at the end of each of your turns.
- ✦ When you unlock combat stances at 2nd level, you accrue additional focus points at the end of your turn based on your combat stance (see page 49).
- ✦ At the end of an encounter, unspent focus points are lost.
- ✦ You can't gain focus points while unconscious.

Focus Point Maximum: 7

BAYUSHI KAGEROU

CRESCENT MOON DEFENSE

You retaliate without hesitation after blocking or evading, striking during the instant that your defense puts you inside of your foe's guard.

Activation Time: 1 Reaction

Focus Cost: 3

Range: Weapon's range

Mandatory Movement: None

Weapon Used: Any melee weapon or unarmed

Effect: After you are missed by an attack, if the attacker is in range, you can spend your reaction to make a melee weapon or unarmed attack against it. On hit, a creature takes your weapon's damage + your ability modifier.

Bonus Effects: If you use a weapon that deals slashing damage, whether you hit or miss, you gain advantage on the next attack roll or multitarget attack roll you make using that weapon before the end of your next turn.

BAYUSHI KAGEROU

FLOWING WATER STRIKE

You use fluid footwork to open or close gaps, sticking to your foe or rolling away from them at a key moment.

Activation Time: 1 Attack

Focus Cost: 2+

Range: Self (sweep: weapon's range)

Duration: Instantaneous

Mandatory Movement: None

Required Weapon: Any melee weapon or unarmed

Effects: Make a multitarget melee weapon or unarmed attack against each creature in range. On a hit, a creature takes your weapon damage plus your ability modifier and suffers the disoriented condition (it can't make opportunity attacks) until the end of your turn.

Before or after making this attack, you can move 10 feet, plus 5 feet per additional focus spent.

Bonus Effects: If you use a weapon that deals bludgeoning damage, each creature you missed has disadvantage on opportunity attacks until the end of your next turn.

If you spent at least 4 focus points, increase the range to "weapon's range + 5 feet."

If you spent at least 7 focus, increase the range to "weapon's range + 10 feet."

BAYUSHI KAGEROU

IAIJUTSU CUT: CROSSING BLADE

Iaijutsu is the art of the draw cut, practiced by many of Rokugan's warriors to assure they can react swiftly to unexpected danger. You focus all of your energy into one devastating draw cut, by twisting your scabbard outward to cut horizontally.

Activation Time: 1 Action

Focus Cost: 4+

Range: Self (sweep: weapon's range)

Duration: Instantaneous

Mandatory Movement: 5 feet

Required Weapon: Any sheathed melee weapon

Effects: Draw your weapon and make a multitarget weapon attack against each creature in range. On a hit, a creature takes your weapon damage times the maximum number of attacks you can perform with the Extra Attack class feature.

Bonus Effects: If you use a slashing weapon, each creature you hit suffers additional slashing damage equal 1d4 per focus spent beyond the base cost.

If you spent at least 6 focus points, increase the range to "weapon's range + 5 feet."

If you spent at least 9 focus points, increase the range to "weapon's range + 10 feet."

BAYUSHI KAGEROU

SOUL-SUNDERING STRIKE

You focus deeply on your weapon, and throw a probing strike to find a mortal weakness in your foe's resolve. This can allow you to cut even beings that steel will not normally bite.

Activation Time: 1 attack

Focus Cost: 3+

Range: Weapon's range

Duration: Instantaneous

Mandatory Movement: None

Required Weapon: Any melee weapon or unarmed

Effects: Make a weapon or unarmed attack targeting a creature in range, using its passive Perception score in place of its armor class to set the DC for the attack roll. On a hit, your target takes your weapon damage. Additionally, it suffers the marked for death condition (your next successful melee attack against it deals an additional 1d8 force damage) for one minute.

Bonus Effects: If your target is a celestial, fiend, undead, or Lost creature and you hit, it suffers the weakened condition (it loses its damage resistances and its damage immunities become resistances) until the end of its next turn. If you spent at least 8 focus, it suffers the weakened condition for 1 minute instead.

BAYUSHI KAGEROU

COMBAT STANCE

Cormorant Stance

You hold yourself ready to throw probing strikes or dive for deadly blow at your foe's moment of greatest vulnerability.

Stance Effects: When you hit with a standard attack or opportunity attack, your target suffers the distracted condition (-2 AC, removed after it is hit by an attack) for 1 minute.

Focus Generation: At the end of your turn, gain 1 additional focus point for each attack you have made since the end of your last turn.

Swallow Stance

You set an evasive stance, ready to dart back swiftly at a moment's notice to exhaust your foes and leave them open to your reprisal.

Stance Effects: Attacks of opportunity made against you have disadvantage. Additionally, when attacking a creature that has expended all of its reactions, you gain a bonus to damage equal to your proficiency bonus.

Focus Generation: At the end of your turn, gain 1 additional focus point for each opportunity attack that missed you this turn.

BAYUSHI KAGEROU

Viper Stance

You shift slowly and subtly, maintaining a posture that lets you stay alert to subtle cues in your environment and compensate for injuries you have suffered.

Stance Effects: You have advantage (a +5 bonus) on your passive Perception score and on Wisdom saving throws. Additionally, when a negative condition you are suffering would impose disadvantage on any check, saving throw, or attack roll you make, you make that roll without advantage or disadvantage.

Focus Generation: At the end of your turn, gain 2 additional focus points if you are suffering at least one negative condition or have at least one danger die assigned to you, and 1 additional focus point per condition or danger die beyond the first.

BAYUSHI KAGEROU

LETHAL INSTINCT

Starting at 2nd level, you can detect the subtle ebbs and flows of the duel that leave one combatant dead and the other standing, their blade running red. After the staredown at the start of the round during a duel (see page 296), you can use this feature to gain focus points equal to the number danger dice assigned to you, to a maximum of your duelist level or your proficiency bonus (whichever is lower). After you use this feature, you cannot use it again until you complete a short or long rest.

Starting at 15th level, you regain the use of this feature whenever you win a duel.

CHALLENGE OF STEEL

Starting at 3rd level, you can attempt to draw an enemy in a combat encounter into a duel with you. Once on your turn as a free action, you can issue your challenge targeting one creature that can perceive you. That creature must make a Wisdom saving throw with DC equal to 8 + your proficiency bonus + your Charisma modifier. On success, it can choose whether or not to enter the duel. On failure, it must duel you, and starts that duel with danger dice equal to half your proficiency bonus (rounded down). See **Duels** on page 296 for more information on integrating a duel into a skirmish.

After you enter a duel using this feature, you cannot use it again until you win that duel or complete a short or long rest.

BAYUSHI KAGEROU

SPIDER STANCE

At 3rd level, you master the following stance.

Spider Stance

You adopt a neutral stance that projects almost undue confidence, forcing your foe to consider complex patterns of attack you might take and where you could have set deadly snares for them in your footwork, your balance, or the wielding of your blade.

Stance Effects: When you make a standard attack roll, you can choose to give the attack roll disadvantage. If you do and it hits, you must make a Charisma (Intimidation) check contested by the target's Wisdom saving throw. If you win the contested check, it becomes frightened of you until the end of your next turn. If you lose the contested check, it suffers the disoriented condition (it can't make opportunity attacks) until the end of your next turn.

Focus Generation: At the end of your turn, gain 1 additional focus point for each standard attack you made that did not hit.

BAYUSHI KAGEROU

ENCROACHING DISMAY

Starting at 5th level, you become skilled at turning your foes' trepidation into dread, and even unnatural creatures pause at your presence. If you aren't proficient in Intimidation, you become proficient in it. You double your proficiency bonus for Charisma (Intimidation) checks. Further, creatures within 5 feet of you that can perceive you lose condition immunity to being frightened by you.

Additionally, on your turn, you can spend a bonus action and choose a disoriented creature that can perceive you. Make a Charisma (Intimidation) check with DC equal to that creature's passive Perception score + its CR or character level. On success, that creature becomes frightened of you for 1 minute. After you frighten a creature this way, you can't use it again until you complete a long or short rest, or reduce a creature that was frightened of you to 0 hit points.

RINI

TRUE FORM (BAT)

Your true form is a bat spirit. Each time you transform into your true form, you become a beast that is a Tiny or Small (your choice). Your walking speed becomes 5 feet, and you gain a flying speed of 40 feet. You have advantage on Wisdom (Perception) checks that rely on hearing and blindsight (60 ft) as long as you can hear. You cannot wield weapons in this form, and your unarmed strike profile becomes a bite that deals 1d4 piercing damage.

INNATE SHAPESHIFTING

You have two forms: your mortal form and your yōkai form. After you complete a short rest, you can switch between these forms. Your mortal form appears to be human (or, with the GM's permission, another species of your choice) in all anatomical ways, save for the occasional tail poking out from a robe that quickly vanishes when inspected more closely. In mortal form, your size is that of the species you chose.

Your yōkai form is determined by your lineage: choose bat (kōmori), fox (kitsune), or otter (kawauso), below. When you transform into your yōkai form, you can choose for any or all of your items to be safely stored within Senkyō, returning to you when you change back into your mortal form.

RINI

FOCUS POINTS

By understanding the rhythm of battle, you can find the exact right moment to begin pressing an attack, defend, or launch a finishing strike. This clarity in combat grants you access to the focus points that fuel your martial techniques. Your bushi level determines the maximum amount of focus points you can have, as shown in the Focus Maximum column of the Bushi table. Additionally:

- ✪ You start each encounter with 0 focus points.
- ✪ You gain 1 focus point at the end of each of your turns.
- ✪ When you unlock combat stances at 2nd level, you accrue additional focus points at the end of your turn based on your combat stance (see page 49).
- ✪ At the end of an encounter, unspent focus points are lost.
- ✪ You can't gain focus points while unconscious.

Focus Point Maximum: 7

RINI

WEAVE THROUGH THE STORM

As a foe lunges toward you, you sidestep, bracing your weapon against the exposed side of your arm or body to deflect any strike that catches you away from your center of mass. If executed properly, this defense can leave your foe unbalanced, giving you a chance to slip back or move in for a finishing blow.

Activation Time: 1 reaction

Focus Cost: 1+ (you must spend at least 1 focus point, and can optionally spend any amount of additional focus points from among those you have available)

Range: Self

Mandatory Movement: None

Weapon Used: You must be wielding a weapon to use this technique

Effect: After a creature chooses you as a target for an attack, but before it rolls its attack die, you can spend your reaction to increase your AC against that attack by 1 per focus point you spent. Additionally, if the attack hits, the damage you take is reduced by that amount as well.

Bonus Effects: If you cause the attack to miss or reduce its damage to 0, the attacker suffers the disoriented condition (it can't make opportunity attacks) until the end of your next turn.

RINI

IRON FOREST DEFENSE

You use your spear to control spacing and the flow of battle, forcing your foes to weigh the risk of impalement each time they advance.

Activation Time: 1 Reaction

Focus Cost: 3

Range: Weapon's range

Duration: Instantaneous

Mandatory Movement: None

Required Weapon: Any reach melee weapon

Effects: After a creature moves into range, you can spend your reaction to make a melee attack roll against it. On a hit, it suffers your weapon's damage + your ability modifier. Additionally, it suffers the maimed condition (–10 feet. of speed and disadvantage on Dexterity saving throws, removed after it regains HP) until the end of your next turn. If this reduces its unused movement for the turn to 0, it must stop at its current location.

Bonus Effects: If you use a piercing weapon, on a hit, the creature suffers the maimed condition for 1 minute instead.

RINI

FALLING HEAVENS SHOT

You arc your shot high into the sky, angling it to hit your foe at the moment they least expect it.

Activation Time: 1 Action

Focus Cost: 2+

Range: Weapon's short range

Mandatory Movement: None

Weapon Used: Any ranged or thrown weapon

Effects: You launch a projectile in a high arc, carefully planning out where and when it will land. Choose a 5-foot cube within range as the landing location and inform the GM where the landing cube is.

For the next minute, on any of your subsequent turns, you can spend a bonus action to have your launched projectile land at the chosen location. If one or more creatures are standing in the cube, choose one to be struck by the projectile. Make an attack roll against that creature with the weapon you fired, using the creature's passive Perception score instead of its AC for the attack roll. On a hit, the creature takes damage equal to your weapon damage, plus an additional 1d6 piercing damage per round that has elapsed since you fired the launched projectile. You can do this once before the effect's duration ends. If all projectiles have not landed by the end of the duration, any projectiles that are still in the air land harmlessly at a location of the GM's choosing.

After you have launched a projectile this way, you cannot use this technique again until all of your projectiles have landed.

Bonus Effects: If you use a weapon that deals piercing damage, a creature hit by this attack suffers an additional 1d8 damage per round, instead of 1d6.

If you spent at least 4 focus points, the range becomes "weapon's range."

If you spent at least 8 focus points, you can launch up to 3 projectiles, choose up to 3 5-foot cubes within range, and resolve the landing effect up to 3 times (spending one bonus action per use) before the effect's duration ends. You can only use each landing location once, but you can overlap the landing locations if you desire.

RINI

HEARTPIERCING THRUST

You launch yourself forward in a thrust, stabbing out with your weapon to skewer your foes.

Activation Time: 1 Attack

Focus Cost: 3+

Range: Self (Line: weapon's range + 5 feet)

Duration: Instantaneous

Mandatory Movement: 10 feet (before attacking)

Required Weapon: Any melee weapon

Effects: Make a multitarget weapon attack against each creature in range. On a hit, a creature suffers two times your weapon damage + your ability modifier.

After this attack, you lose any remaining unused movement speed that you did not use before the attack.

Bonus Effects: If you use a weapon that deals piercing damage, each creature you hit suffers an additional 1 damage for every 5 feet you have moved this turn.

If you spent at least 5 focus points, increase the range by +5 feet for every 2 focus points you spent beyond the base cost.

RINI

Mountain Stance

You set your stance to protect against foes from multiple directions, using the fray of battle to guard the angles you must leave vulnerable.

Stance Effects: When there is at least one hostile creature within 5 feet of you, you benefit from half-cover (+2 bonus to AC and Dexterity saving throws) against other hostile creatures' attacks, invocations, spells, and other negative effects.

Focus Generation: At the end of your turn, gain 1 additional focus point for each hostile creature within 5 feet of you.

Ember Stance

You adopt a menacing stance that makes your foes think twice about approaching you.

Stance Effects: When a hostile creature that you can perceive ends its movement within 10 feet of you, you can spend your reaction to have it suffer the marked for death condition (your next successful melee attack against it deals an additional 1d8 force damage) for 1 minute.

Focus Generation: At the end of your turn, gain 3 additional focus points if you reduced at least one hostile creature to 0 hit points since the end of your last turn.

RINI

River Stance

You keep mobile, swirling past your foes with a flowing stance.

Stance Effects: Your movement speed is increased by +5 feet. Additionally, on your turn, you can spend a bonus action to perform a Dash, Disengage, Help, or Search action.

Focus Generation: At the end of your turn, gain 1 additional focus point for each of the following actions that you performed: Dash, Disengage, Help, or Search.

RINI

THE SIX GREAT WEAPONS OF AKODO

At 3rd level, your technique is flawless when wielding the six traditional weapons of Rokugani warfare: the spear, the bow, the long and short swords, the knife, and unarmed strikes. You gain proficiency in unarmed strikes, and your unarmed damage die becomes a d4. Additionally, your weapon attacks score a critical hit on a result of 19 or 20 whenever you make an attack with any of the following weapons: dagger, greatbow, katana, longbow, spear, wakizashi, warspear.

HEROIC PRESENCE

At 5th level, you become adept at inspiring others to follow you on the field through your courageous deeds. When you reduce a creature to 0 hit points with a weapon attack, you can have each friendly character who can perceive you gain temporary hit points equal to the creature's number of hit dice plus your Charisma modifier. Once you use this feature, you cannot use it again until you complete a long rest.

RINI

SHADOWLANDS MIGHT

Prerequisite: You can choose this feat only if you have come into contact with a Lost creature, traveled in the Shadowlands, or otherwise been exposed to its cursed essence

You are marked by the Shadowlands, and the agony of Fu Leng burns in you, granting you the following benefits and drawbacks:

- ☒ Choose an ability score (Dexterity). That ability score is increased by +2, and can now be raised to a maximum of 22 by this or a future increase.
- ☒ You become a Lost creature.
- ☒ Shadowlands Power: Vile Depredation. Normally you do not have access to this power, but whenever you begin your turn, if your current hit points are lower than or equal to half your maximum hit points, you can tap into your latent power. You can do this even if you are at 0 hit points. If you do, you immediately regain 2d8 hit points and gain this power until the end of the encounter. You cannot use this feat again until you complete a long rest.

RINI

VILE DEPREDATION

This horror's flesh gruesomely knits back together after it is injured, and feasting upon the viscera of its foes hastens this process. The horror regains 1d12 hit points at the start of its turn if it has at least 1 hit point. When it inflicts a critical hit on another creature, it immediately regains 3d10 hit points.



RINI

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