

PBEM Constitution:

- 1) I, The GM, will hereafter no longer mess with the Rules of the Game in anyway.
 - a) The only way a change will be considered is if 4 or more players come together and ask for the change to be considered. Once they have done so, it will go to the board for debate. If the change is an Action, it will only be accepted if approved unanimously.
 - b) The Battle system has been set and the kinks debated. It will not change. In addition, I will not allow, encourage, or enable any other character Action other than what is listed below.
 - i) Even if I think it would be cool.
 - ii) ESPECIALLY if I think it would be cool.
- 2) I, The GM, over the next two turns, will be pulling back the Shadowlands as an active Clan. Certain Corrupt units may remain with certain Corrupt players, but the Shadowlands are being caught up in a civil war, as two Oni Lords, long thought dead, return and attempt to establish control. Kyoso is returning to defend its territory, and leaving Tonsu, Tenko, and Megwari to deal with these “Keys” with no more troop support. Ishak shall also remain in the RoTD. But on the whole, this shall be a game between Player Clans.
 - a) Should the Wall be breached or occupied by those who wish the Shadowlands to have access to Rokugan, then for each turn they have a direct, non-sea route past the Wall, 6 Goblins, 4 Moto Cavalry, 2 Orges, and a Lesser Oni will cross over to join with that Clan. They will be under the control of that Clan, who will have to pay upkeep and deal with the honor loss of having them.
 - b) Should either Tonsu, Tenko, or Megwari die (or in Tenko’s case, stop moving around permanently) they will not be replaced.
 - c) Should Toyotomi desire to have it out with the Kyoso no Oni once and for all, he just has to go to Hiruma (or the nearest border to the Shadowlands) and call it out. It wants him big time, and it will come.
- 3) The Keys and their associated locations shall remain in the game.
- 4) Character Turns: Character Turns consist of two phases: Move and Action.
 - a) Move occurs first. A character can decline to move, if they are already at the location they wish to take an Action.
 - b) Actions occur second. You cannot move from the location you have taken an Action in, even if you did not want to move before taking the Action.
- 5) Actions: The following is THE list of possible character actions. There shall not be any actions added to this list unless approved by all players unanimously. It is big, as it includes actions that can only be taken by certain specific characters, characters using maho, or characters under the power of the Shadow Dragon.
 - a) Assassinations
 - i) A Character may attempt to assassinate an enemy Clan member who is at the same location. This is usually used in courtly settings, but there is a place for assassination upon the battlefield as well.
 - ii) In order to assassinate a character, the Assassin must be in the same province as his target AFTER the Move phase is complete.
 - iii) A Character and his target must both make opposed Fire rolls. If the assassin succeeds, he has successfully struck at his target – be it with poison, blades, or

a trap. His target must then make an Earth roll at a TN equal to the assassin's Fire x 5. If the target fails, he is killed. If he succeeds, then he is incapacitated for the turn as a result of his wounding in the attempt. Any action he was going to take is canceled.

(1) *Example: Agasha Ruko, a wily Dragon shugenja, is ordered by her Champion to attempt to assassinate Bayushi Kurai, a Scorpion courtier who has been spreading insidious rumors about the Dragon.*

(2) *Ruko has a Fire of 3, and Kurai a Fire of 2. Ruko rolls a 2, 4 and 1 – a total of 7. Kurai rolls a 2, 2 and 4 – a total of 8. Kurai marginally escapes assassination, and Ruko escapes into the night.*

b) **Battle:** This is action of Fighting in a Mass Battle. It lead into the Battle Duel and General actions, depending on the battle's outcome.

c) **Cooperation**

i) In many tasks, characters can cooperate to complete them. Investigations, Crafting, Explorations, Falsifications, Battle Duels, and Tests of Skill can all be completed cooperatively. When cooperating, the characters involved each make the required roll. The highest roll of the group is used, and +5 is added for each character involved after the first.

ii) Other Actions may be cooperated on only if it unanimously decided on by the players.

d) **Court**

i) Court may not always be an option. Certain events may preclude the the vast, opulent audiences packed with supporters, plotters, sycophants, and intrigue that represent another battlefield for the Clans, albeit one that is slightly less likely to have bloodshed. However, in the months that the Emperor is holding court, either at Otosan Uchi, or the location of Winter Court, a character can try their best to catch the eye and gain the favor of the vast political power brokers in the Empire.

ii) By sending a character to court, a Clan can lobby for the Imperial Favor. All courtiers make an Air roll, and the winner gains the Imperial Favor for that turn. This roll can be modified in three ways.

(1) A courtier adds his Honor rating to the outcome of his roll.

(2) In addition, the character can present gifts to the Emperor. Each 2 Koku spent can add +1 to the Air roll, up to a total of a +10 bonus.

(3) Finally, the Clan holding the position of Voice of the Emperor has a +10 bonus they can give to any character. The same is true of the Clan holding Otomo Province.

iii) **Example:**

(1) *Hida Tampako (Air 4, Honor 1), Hitomi Rietosi (Air 3, Honor 2), and Doji Kwanai (Air 4, Honor 4) are all vying for the Emperor's Favor in Winter Court. In addition, Rietosi presents an influential Otomo with a carved jade dragon worth 8 Koku.*

(2) *Hida Tampako rolls a 3, 5, 6, and 8 – plus her honor of 1, for a total of 23. Rietosi rolls a 4, 6, and 8 – plus 2 for his honor and 4 for his Clan's gift, for a total of 24. Kwanai rolls a 3, 5, 7, and 9 – plus his honor of 4, for a total of 28. Kwanai has gained the Imperial Favor.*

- iv) The Imperial Favor can be used once by the Clan that gained it in the turn after their success. They may also lobby for it again, as alliances break and interests wane. The Imperial Favor does not carry over from one turn to the next. If it is not used, it is lost, even if there is no Court the next turn. There are 4 uses of the Imperial Favor:
 - (1) **Honor.** The Court can grant a target character 2 Honor, which they roll to acquire normally. If this takes a Dishonored character from negative to positive, they are returned to Honorable status. Or, the Court can target a character who then loses a potential 2 honor.
 - (2) **Emerald Legions.** The Emperor will send a number of units of the Emerald Legions (AV 6, MV 6, Fear 2) equal to the character's Honor to assist the Clan in any mass battle, so long as that Clan is not using Mercenaries, Shadow, or Shadowlands units. The Emerald Champion may or may not choose to accompany the Legion.
 - (3) **Imperial Edict.** The Emperor will demand that a particular Clan cease any mass battle attack. The Clan may choose to defy the Imperial Edict, but each character in the Clan will suffer a 1 point automatic Honor loss.
 - (4) **Trade Subsidies.** The Empire requires trade to flourish, so in the name of promoting said trade and increasing the Imperial tax base, the Emperor will provide 20 Koku toward any type of trade treaty.
- e) Craft
 - i) Each Clan is capable of making a minor artifact, the best of the craftsmanship the clan is capable of. These objects are:
 - (1) Crab: Kaiu Armor, +1 rolled Earth dice for taking a hit in a duel or a battle only.
 - (2) Crane: Kakita Dueling Blade, +1 rolled Fire dice for Duels only.
 - (3) Dragon: Togashi Climbing Hook, +1 rolled Earth and Water dice for Explorations only.
 - (4) Lion: Akodo War Fan, +1 rolled Water dice for land Mass Battles only.
 - (5) Mantis: Moshi Wind Banner, +1 rolled Water dice for naval Mass Battles only
 - (6) Phoenix: Isawa Scrying Glass, +1 rolled Water dice for Investigations only.
 - (7) Scorpion: Shosuro dagger, +1 rolled Fire dice for Assassination rolls only.
 - (8) Unicorn: Shinjo Shield, +1 rolled dice for any Guard action.
 - ii) To Craft an item, a Clan has to spend 30 Koku, and a character must commit time to crafting it.
 - (1) The first turn spent Crafting, a character makes an Earth check, TN 40. If this succeeds, the item is done.
 - (2) If it fails, the character may try again the next turn, and the TN drops by 10. If they fail a second turn, the TN drops to 20 the third turn. If they fail again, they may try any number of consecutive turns, but the TN does not drop below 20.
 - (3) Should they stop and do something else, the TN resets to 40. The money remains spent, but at any time any other character may pick up the materials and restart the crafting.

f) Denounce

- i) A Character may also attempt to denounce another Character. This is done by spreading insidious rumors regarding this Character's personal life, loyalties, and affiliations. It is a delicate process, made harder if the Character being denounced is not in the same location.
- ii) Both the Character being denounced and the Character doing the denouncing must make Air rolls. If the Character being denounced is not at the same location as the denouncer, he may add 20 to his roll.
- iii) If the target succeeds, the denouncer loses 1 Honor – his claims seem ludicrous and foolish. If the denouncer succeeds, he must once again roll his Air. For every 10 points he rolls over 10, rounded up, the target loses 1 Honor, with a minimum of 1.
 - (1) *Examples: The recent antagonism between the Lion and the Phoenix has led to a confrontation between the two Clans in the Winter Court. Ikoma Soyuko, a Lion bard, targets Shiba Senchi, a Phoenix yojimbo, with her slander. Soyuko has an Air of 4, while Senchi only has an Air of 2.*
 - (2) *Soyuko rolls a 3, 7, 7 and 11 – a total of 28. Senchi rolls an 8 and a 13 – a total of 21. Soyuko has successfully denounced the Phoenix. Soyuko now rolls her Air once more – rolling a 4, 9, 9 and 15, for a total of 37. As this is 27 more than 10, Senchi loses a total of 3 Honor.*

g) Duels

- i) Duels are the lifeblood of Rokugan, a time-honored method for deciding contests of skill and matters of honor. While they may be fatal, there is no greater arbitrator of the truth. There are two types of duels, the formal Duel of Honor, and the less formal Battle Duel. Advantages that affect duels (such as Ambidextrous and the Crane Bushi school) affect both types of duels, but they operate a little differently.
 - (1) A Duel of Honor is the formal duel of Rokugan, the iajatsu challenge. Two opponents, one strike. To challenge an opponent to a Duel of Honor, your Character should be at the same location as them. Duels may be issued over distance, but the challenged party has three months or until the next public event to respond. The challenged party then accepts – they must enter “duel” as their action on the turn sheet as well. Failure to do so means that they are considered to have refused the duel – complete with requisite honor loss.
 - (2) Each Samurai rolls and keeps their Fire, plus any modifiers. Whoever rolls the higher total is considered to have won the duel, and gains the appropriate Honor (See Part Five: Honor)
 - (3) Things aren't over for the loser, though, who risks death at the hands of their opponent. The loser must make an Earth roll, at a TN equal to their opponent's Fire x 10. Success means that they have survived the duel, although they have probably come away with a disfiguring scar of some sort. Failure means that they have been killed.
 - (a) *Example: Daidoji Mijako challenges Mirumoto Uko to a duel. Mijako has a Fire of 4, while Uko has a Fire of 3. Mijako accepts the duel.*

(b) *Mijako rolls a 1, 4, 6 and 14 – a total of 25. Uko rolls 6, 7 and 7 – a total of 20. Mijako wins the duel, and gains the requisite Honor. Uko must now roll to see if she survives the duel. Her Earth is 2, and her TN for the Earth roll is a hefty 40 (Mijako's Fire x10). Uko rolls a 3 and 8 – a total of 11, not enough to survive. Uko is killed.*

(4) It is possible for a personality challenged to a duel to nominate another personality of their Clan as a champion – or possibly even a personality of another Clan, if agreement can be made between the two Clans. The only requirement is that their champion be in the same location. In this case, the champion and the challenged each suffer the penalties of loss and benefits of victory – except, of course, that the challenged need not make an Earth roll if he loses the duel.

(5) Cheating at Duels of Honor is also possible. If a character wishes to cheat at a Duel of Honor, they must declare they are doing so on their turn sheet by adding to the addendum 'cheat' to their Character's actions.

(6) A Character who cheats at a Duel of Honor and his opponent both roll their Void. If the Character who is cheating rolls the lower, he is caught cheating, and the Duel of Honor proceeds, although he takes an Honor loss. If the Character who is cheating rolls the higher, he may roll (not keep) one extra die for every 5 points or part thereof his roll exceeded his opponent's by.

(7) It is possible for both Characters in a Duel of Honor to cheat, in which case each one of them rolls twice – once to oppose the other Character's cheating, and once to establish their own.

(a) *Example: Soshi Raikamado and Hida Oru are due to duel the next morning. Raikamado decides to even the odds in his favour and cheat at the duel.*

(b) *Raikamado has a Void of 2, as does Oru. Each Character rolls their Void. Raikamado rolls 2 and 15 – total 17. Oru rolls 1 and 9 – total 10. As Raikamado has made 7 over Oru's roll, he may roll, but not keep, 2 extra dice to his Fire pool on the duel the next day.*

ii) Battle Duels, however, represent the less formal martial struggles that frequently occur. Battle Duels occur in mass battles, and they also occur when opponents in other situations look to start a fight without using the formal rules of the Duel of Honor. There are a few differences. The spontaneous nature of the Battle Duel often makes Cheating impossible, unless one of the fighters has made preparations at least a turn beforehand. In addition, without the devastating Chi focus of the Duel of Honor, the Earth TN to survive a Battle Duel is only 5 x the opponent's Fire. Battle Duels cannot be refused, and a second can only be used if they are present (i.e. can leap into the fray). And unlike the Duel of Honor, multiple opponents can use the cooperation rules to team up on one target.

h) Enhance

i) Certain maho and Shadow powers can enhance an existing unit. Enhanced units gain +1 AV/ +1 TV. For Example, Fleshcrafted Goblins have AV 3, TV 3. Their name and appearance changes, and they can be spotted by spies.

Units Enhanced by a power take on that power's characteristic. For instance, Fleshcrafted Bushi become Shadowlands units for the purposes of Honor loss and Crab stomping.

- ii) A character can Enhance a number of units equal to his Void.
- i) Excavate
 - i) This action is only in play so long as Bieden Pass and Night's Wind Pass are blocked. A shugenja character can focus the power of a unit of shugenja to aid in the excavation. They may reduce their School Rank x 4 in Koku from the Removal Total.
 - ii) You need to have a shugenja unit for each character conducting this action, so they have helpers for the ritual magic.
 - iii) On the flip side, a shugenja character with a unit behind them can focus the magic to add their School Rank x 4 in Koku to the Removal Total. This is the only way to increase the Removal Total. Once the Passes are clear, this action cannot be taken.
- j) Falsify
 - i) Sometimes it is not in a Clan's best interest for certain information to come to light. Also, occasionally certain Clans may resort to less honorable tactics to achieve their ends. Any time a character or Clan wants to either alter the results of an event, or create their own version of events, this is considered Falsifying.
 - ii) If a Clan is deciding to Falsify information or events, they report to the Gamemaster the information they would like to be made public. In addition, they need to have a character lead the effort to obscure the information. Henceforth, any character or Clan who does not believe the "official recounting" of the event may attempt an Investigation. Such an Investigation is handled normally, with the Falsifier rolling their Air in opposition to the Investigator's Water. Should the Falsifier win, then the Gamemaster will report the information to the Investigating Clan as if it were legitimate. If the Investigator wins, they realize that there has been a Falsification, and which Clan perpetrated it.
 - (1) *Example: The Scorpion Clan wishes to plant evidence that there are maho-tsukai operating in Asahina province. Once this is known, they will use it as a reason to ask the Emperor to intervene in the province, closing the borders and disrupting the Crane's lucrative trade. Bayushi Keno travels to Asahina provinces and prepares the evidence, which is found and reported by the Imperial Herald.*
 - (2) *The Crane send Kakita Yama to Investigate the Maho. Keno's Air is 5, Yama's Water is 4. Keno rolls a 4, 7, 8, 8, 9 – a total of 36. Yama rolls a 1, 4, 7, 9 – a total of 21. The Gamemaster reports that Yama has found evidence that there are indeed Maho-tsukai in Asahina province. He prepares for the arrival of the Emerald Magistrates.*
- k) Free Actions: Free actions are just that: Actions that can be done outside of the Action Phase. Free Actions are:
 - i) Missives. Any number of missives may be sent for free

- ii) Short Diplomatic visits. A character may move to any connected province controlled by their Clan, or one province out from any such province, for a free diplomatic meeting
- iii) Talking. Any sort of communication, formal or informal, does not take an action.
- iv) Item use: Certain Neumarani have a reflexive or free use component. Others require the action Use Item.
- l) General: This is the action of Commanding an army. It may lead to the Battle Duel action, depending on the battle's outcome.
- m) Guarding
 - i) A character may guard another character or person. This character is assumed to accompany the other person everywhere. Any assassination attempts against the guarded character will actually be against the character that is guarding. Therefore, the guarding character rolls his Fire against the assassin.
 - ii) Guards can also take Battle Duels for the guarded character, either in Battle or in courtly settings. If a character is Guarding during a battle, they cannot form a unit.
 - iii) In addition, a Guard action counts as a check on the target character for any spies that may be following them (see the section on Spies, below).
- n) Honor Run
 - i) A character makes an Air roll, TN their Honor x5. If they succeed, they gain a point of potential honor as they impress the court through their skill in poetry, gift-giving, savior-faire, and decorum.
 - ii) If they fail, they lose a potential point of honor as their attempts seem empty and false.
- o) Infect
 - i) Certain Shadowlands and Shadow nasties have the ability to Infect characters with Shadowlands Taint or the Shadow Trait. This Action requires physical contact of some kind. A character targeted by this action can make an Earth check, TN = (Infector's Void x 5) to resist it. If they succeed, the Infection is block.
 - ii) If the Infection succeed, the Infected character will gain either Taint-1 or Shadow-1. The level of the Taint or Trait increase can also increase:
 - (1) Shadowlands Taint will increase if a character fails an Earth check, TN 5 + (5 x turns since the last increase). Once the Taint rating becomes higher than the character's highest ring, they lose that character. Shadowlands Taint gained through the starting disadvantage does not follow this rule.
 - (2) Shadow Trait increases each Turn. Once the character's Trait rating is greater than his Void, the Shadow Dragon can control that character.
 - (a) In addition, the character infected with the Shadow Trait can make an Earth Roll, TN 20 each turn. If they succeed, then they harness some of the Shadow's power, gaining an Action or Advantage.
 - (b) If the Shadow Dragon is destroyed or imprisoned, all characters in Rokugan lose the Shadow Trait disadvantage and all Shadow powers.
- p) Investigations

- i) A Character may attempt to investigate many things across the Empire. The most common type of an Investigation is that of an assassination attempt – whether it was successful or not - which occurred on the previous turn. To do so, the Character must be at the same location as the attempt occurred.
 - ii) The Character who performed the assassination must roll his Fire, and the investigator must roll his Water. If the assassin succeeds, he has covered up the evidence successfully. If the assassin fails, he has been exposed as an assassin, and will lose Honor (see Part Five: Honor)
 - (1) *Example: Following Kurai's narrowly avoided death, the Scorpion Champion dispatches Bayushi Sanju, a respected magistrate, to attempt to discern the culprit behind this attempt. Sanju has a Water of 3.*
 - (2) *Sanju rolls a 1, 3 and 3 – a total of 7. Ruko, with her Fire of 3, rolls a 7, 8 and 18, for a grand total of 33. Sanju is unable to discover the identity of the would-be assassin, and Ruko goes unpunished.*
 - iii) Characters may also Investigate other strange goings on. They must declare which province they are Investigating. The Gamemaster will set a TN for a Water roll. Success will reveal whatever is trying to remain hidden.
 - (1) Investigation can be used to Track other characters. To begin tracking, an Investigator must be in a province the target character has visited in the past 2 turns.
 - (2) The Investigator and Target then make opposed checks, the Target using his Fire. If the Investigator succeeds, then he knows the province the character went to after the one the Investigator is currently in.
- q) Seppuku
- i) Seppuku is the ritual suicide often demanded of a samurai to cleanse his or her sins against Honor. A painful process, Seppuku kills the character, but also erases the stains of his or her dishonor.
 - ii) Seppuku is an action which may only be taken once by a samurai, as it results in their death. It is usually done to prevent their dishonor from spreading to their Clan.
 - iii) In game terms, seppuku kills the character, but retroactively erases all Honor loss incurred by them during their last turn – including any Honor loss taken by their fellow Clan members in response to their dishonor.
 - (1) *Example: Asahina Menuriko, a shugenja of the Crane, was captured by Mirumoto armies during a recent battle. Her capture caused her to lose 3 Honor, a loss which further caused her fellow Crane to each lose 1 Honor, as her shame adhered to the Clan as a whole. After her return from the Dragon lands, to erase this stain, the Crane Champion has ordered the Asahina's seppuku.*
 - (2) *The Crane player removes the Asahina from her turn sheet, but is able to restore her Honor before she dies – and is further able to restore the 1 Honor lost by her Clan-mates following her capture.*
- r) Shadow Dragon
- i) The Shadow Dragon is a powerful creature who lost its body almost a hundred years ago. However, it can possess people. In doing so, it can take an Action

itself, either on the character it is possessing or other units, but only action connected to its powers: Shapeshift, Infect, Enhance

- ii) Currently, the Shadow Dragon is allied with the Scorpion Clan, but that may change.
- iii) This is the only way a character may appear to take 2 Actions in a Turn.
- s) Shapeshift
 - i) Certain Shadow powers allow one to create a long-lasting Falsification of the appearance of another character. Shapeshifting into one character's appearance takes an action, but the shifted shape can be held until the character either returns to his normal shape (a free action), or takes a second action to attain a new shape.
 - ii) Any character encountering a shifted character can make a free Investigation against the Falsification. Should they succeed, they notice that the character is Shifted.
 - iii) Should any action by the Shifted character be Investigated and discovered, then the Investigator must make a second check against the Falsification to see through the disguise.
 - (1) *Example: Tatsuuchi shifts into the form of Shinjo Katsuro. The next round he assassinates Toyotomi. Toyotomi survives, and O-Ushi comes down to investigate. Tatsuuchi's Fire is 5, O-Ushi's Water is 5. Tatsuuchi rolls a 1, 3, 4, 5, 7-20. O-Ushi rolls a 2, 4, 6, 8, 11-31. She discovers the assassin.*
 - (2) *However, she must then check to see if she can pierce Tatsuuchi's disguise. Tatsuuchi's Air is 7. He rolls a 2, 3, 5, 6, 7, 9, 13-42. O-Ushi rolls a 2, 3, 5, 5, 7-22. O-Ushi reports that the assassination was carried out by Shinjo Katsuro.*
 - iv) Shifted characters would be detected if they attempted to infiltrate Clans for any long periods of time. Other characters would root them out quickly. But generic Clan members rarely question their leaders, hence:
 - (1) The Shifted character may ignore the Security Rating for provinces of the Clan whose character he is imitating.
 - (2) If the Shifted character is in a battle, and their army is routed by the Clan of the character he is imitating, he is able to escape
- t) Spawn
 - i) Certain nasties with Tainted or Shadow powers can create units. For instance, a maho user with Ritual of the Fallen Legion can create Zombie units from fresh corpses, and Skeleton Units from old ones.
 - ii) Spawning creates a number of units equal to the character's Void rating.
- u) Summon
 - i) Certain maho users can summon the powers of Jigoku to create Oni units and characters. Only 1 oni can be summoned per action.
 - ii) In addition, a character can only summon 1 Oni character (by granting the creature his/her name). They cannot summon any other oni after this (including units). In addition, when the summoned Oni dies, the character must make an Earth check, TN 25, or die as well.
- v) Tests of Skill

- i) Tests of skill are contests similar to duels. Like duels, they take the form of a challenge issued from one samurai to another. Unlike duels, however, they are not lethal, and need not be contests of iajutsu – they can be go games, wrestling matches, poetry competitions or etiquette exams. The imagination of the challenger is the only limit.
- ii) To challenge a character to a duel, your Character must be at the same location as them. When challenging, you must stipulate which Ring the challenge will be rolled upon. The challenged party must accept – they must enter “contest of skill” as their action on the turn sheet as well. Failure to do so means that they are considered to have refused the duel – which, while it is not frowned upon as severely as refusing an iaijutsu duel, still carries a penalty in Honor and status.
- iii) Each Samurai rolls and keeps the Ring involved in the duel – be it Earth (for a wrestling match or running race), Water (for a go game or riding contest), Fire (for a martial arts display or etiquette exam), Air (for a poetry contest) or Void (for a tea ceremony or meditation exercise). The Samurai who gains the higher total is the winner, and gains the requisite Honor, while the loser also loses the requisite Honor (see Part Five: Honor)
- iv) Champions may be chosen for contests of skill in exactly the same fashion as duels. The same is true of Cheating – it is handled in exactly the same fashion as it is during duels.
 - (1) *Example: Shosuro Menuji, a young Scorpion courtier, cordially invites the Dragon Shugenja Agasha Tsengusui to a go game (a contest of the Water ring). Menuji’s Water is 4, while Tsengusui’s is 2. Tsengusui accepts, and the game begins, watched by an interested court.*
 - (2) *Menuji rolls a 2, 5, 15 and 18 – a total of 40. Tsengusui rolls a 9 and 7 – a total of 16. Menuji wins the game handily, and gains the appropriate Honor.*
- w) Tournament
 - i) The generic name for any specialized event whose rules will be posted openly before the event takes place, apply to all characters equally, and not be subject to change or alteration by any other action not set in the tournament rules.
 - ii) Tournaments may be created by players, or set up by the GM.
- x) Use Item: Use this action to employ the powers of any magic item that require activation. Certain items may require other items or events to occur before they can be employed.