

Stages, Stances, Techniques, and Kata	Assessment	Focus	Strike
Dueling bonuses for winning each Stage	add 1k1 to Focus if you win assessment by 10 or more	Gain Free Raises equal to every increment of 5 above opponent's roll, and first strike roll	
Center Stance		add 1K1+Void Ring	add 1K1+Void Ring
The Mountain Does Not Move			Earth Ring in Reduction
Way of the Crane		add 1k1+SR	add 1k1+SR
First and Last Strike		Gain Free Raises equal to every 3 increments above opponent's roll, instead of every 5, and first strike	
Strike With No Thought	Gain Bonuses of Center Stance during this Stage		
Way of the Dragon			Double Armor TN from Dual Weilding
The Calm in Midst of Thunder	add Kenjutsu Skill Rank to Iaijutsu Rolls	add Kenjutsu Skill Rank to Iaijutsu Rolls	add Kenjutsu Skill Rank to Iaijutsu Rolls
The Lion's Roar			add HR to all damage rolls
The Lion's Victory			use Void Point make all kept damage dice explode once, regardless of number shown
Touch of the Void	Double Void Point Use	Double Void Point Use	Double Void Point Use
Riding in Harmony			Add HR to Attack roll
Otaku's Blessing	Use Void Point to gain HR to Bugei Skill rolls	Use Void Point to gain HR to Bugei Skill rolls	Use Void Point to gain HR to Bugei Skill rolls and Damage
Toku's Lesson	add 1k0 to all Skill rolls with TN 25 or higher		add 1k0 to all Skill rolls with TN 25 or higher
Fortune Favors the Mortal Man	use Void Point to reroll any roll. Add 2k1 to the new roll	use Void Point to reroll any roll. Add 2k1 to the new roll	use Void Point to reroll any roll. Add 2k1 to the new roll
Tsi Xing Gou's Blessing	use Void Point to instead gain 2k1 on rolls with a weapon you created	use Void Point to instead gain 2k1 on rolls with a weapon you created	use Void Point to instead gain 2k1 on rolls with a weapon you created
Purity of Chi			add 5 to Armor TN vs. lower Honor Rank opponents
The Clouds Part			use Void Point to add HR to attack and damage rolls
No Boundaries		add 1k0 to Contested rolls against chosen opponents	add 1k0 to attack rolls against chosen opponents
The Spirit of Ikoma			lose points of Honor to add 2k1 to attack and damage rolls
Temper Steel With Honor			add Air Ring to Armor TN
The Face of Justice			add 1k0 to sword damage
Aligned With the Elements			add 1k0 to sword damage/SR+2 Reduction
Strike of Harmony			spend Void Point on all sword damage; stacks with katana ability
Hida's Strength			Reduction 8

Drawing the Void			add 10 to Armor TN in Center Stance
Kakita's Strength	dice explode on 9's as well as 10's	dice explode on 9's as well as 10's	
The Silence of Two Strikes	spend Void Points twice/turn while dual wielding katana and wakizashi	spend Void Points twice/turn while dual wielding katana and wakizashi	spend Void Points twice/turn while dual wielding katana and wakizashi
Mirumoto's Strength		always gain 1k1 bonus from Assessment regardless of Assessment outcome	
Paragon of Honor	opponents with lower Honor may not reroll 10's	opponents with lower Honor may not reroll 10's	opponents with lower Honor may not reroll 10's
Darkness is My Light	Raises are not limited at all		Raises are not limited at all
The Power of Impurity	Opponents within 30' have their Bugei skill rolls reduced by STR+TR/ Void Point to ignore	Opponents within 30' have their Bugei skill rolls reduced by STR+TR/ Void Point to ignore	Opponents within 30' have their Bugei skill rolls reduced by STR+TR/ Void Point to ignore
My Strength Has No Limits			add Strength+Taint Rank to all melee damage rolls
Pale face of Death	use Void Point to cause a penalty equal to your Theology skill rank on all opponent's rolls		
Fury of Heaven			use Void Point to gain 5* Theology Skill Rank to attack roll
To Defend Unto Death			add HR*.5 to attack rolls
Honor of the Lion			add HR to Damage/-5 Armor TN
The Emperor's Hand	add 1k1 to Bugei Skills/add 1k0 to School Skills	add 1k1 to Bugei Skills/add 1k0 to School Skills	add 1k1 to Bugei Skills/add 1k0 to School Skills
Honor Is My Shield			gain Reduction equal to HR * 0.5
Warrior of Earth			gain Earth*3 Reduction
Strike When You Cannot	use Void Point to force Contested Kenjutsu/Fire Roll. If you win, opponent cannot use Void Points for Focus Roll		
Saigo's Technique	Previously Intimidated opponents give you +5 to Assessment Rolls. Use Void Point to report 1 stat/skill as 1 Rank higher.		
The Purity of Justice	add Investigation Skill Rank to Assessment rolls	add 1k0 to Focus rolls against criminals	add 1k0 to Strike rolls against criminals
Fan and Sword	use Void Point to instead gain 2k1 on Iaijutsu rolls	use Void Point to instead gain 2k1 on Iaijutsu rolls	use Void Points to instead gain 2k1 on Iaijutsu rolls/ +1 Glory point for winning
The Calm Heart Conquers	add 1k0 to all Iaijutsu rolls while in a non-lethal duel	add 1k0 to all Iaijutsu rolls while in a non-lethal duel	add 1k0 to all Iaijutsu rolls while in a non-lethal duel
The Gaze of Sun Tao	add HR to all Iaijutsu rolls	add HR to all Iaijutsu rolls	add HR to all Iaijutsu rolls

**The People's Will**

use Void point to gain 1k1+HR on Skill rolls

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**Tamedaore's Secret**

**The Butcher's Gaze**

use Void Point as Free Action to cause a Contested Intimidation/Willpower roll. If you win, opponent's dice cannot explode during Assessment and Focus rolls.

add 2\*Void Ring to Armor TN

**Black Lion Talon**

**Striking as Void**

**The Empire Rests on Its Edge**

**The World Is Empty**

**Strength of the Dragon**

add chosen High Skill Rank to Iaijutsu Rolls

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add chosen High Skill Rank to Iaijutsu Rolls

use Void Point to gain 1k1+HR to attack rolls

add Void Ring to Armor TN while in Center Stance

add chosen High Skill Rank to Iaijutsu Rolls

add the number of current Void Points as rolled dice to Iaijutsu attack roll (+Xk0)/lose 1 Void Point

add 3 to your Armor TN while dual wielding