

# Little Truths FFGe

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## Introduction

Out of several discussions on the L5R Discord and from the minds of creative GMs and players, comes this collection of unofficial new content and errata!

This document is loosely separated into three sections, *Guidance*, *Errata* and *Homebrew*. In the first section, we gathered the answers we got from Max Brooke in response to our questions as well as some FAQ and build guidance that we've come up with. In the second section, we gathered house rule ideas that take published material and change it as little as necessary to make it useful or rein it in, in our opinions. In the third section, we present either entirely new material or takes on published material that are substantially different. You'll find overlap between both sections, as well as multiple options for things within one section. We're fans, this isn't an official supplement that has to find a single "proper" way to do something, so we recorded multiple ways of doing things so that you can find the one that suits *your* game best.

The name is both a reference to a text from L5R lore and an homage to a similar document made for the fourth edition of AEG's L5R RPG. Thank you, Sean C. Riley and team for the efforts you made back then.

Enjoy!

## Acknowledgements

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Max Brooke, the lead developer of the game

who kindly provided us with guidance straight from the source.

## Abbreviations and Glossary

- Core Rulebook: *CRB*
- Emerald Empire: *EE*
- Courts of Stone: *CoS*
- Shadowlands: *SL*
- Path of Waves: *PoW*
- Mantis Clan DLC: *MC*
- Celestial Realms: *CR*
- Fields of Victory: *FoV*
- Writ of the Wilds: *WotW*

## Guidance

Max Brooke says: "Matters like this fall within the GM's remit to arbitrate as they see fit for their individual table, and this is just guidance on how it can be ruled. For all formally answered questions, see the FAQ."

We've collected his Teachings and Wisdom™ here, since it is useful to us in determining the intent behind rules and answers a few unclear topics. We're grateful and glad to have such good contact with him and hope to see more of his and the other writers of L5R's work.

### Brief Questions, quick answers

- ? **Do effects that make you suffer the effects of a fall allow you a Fitness check to reduce the "height"?**
  - ! Yes. They are falls, which includes the check.
- ? **Are persistent effects which affect objects, undead or other non-living phenomena valid targets for *Sympathetic Energies*? That is, can I spread *Armor of Radiance* to all other armors around me?**
  - ! Yes, in general. Like-to-like transfers are okay, so object to object, character to character (which includes the undead!) and possibly, position to position. The last one would have to be decided on a case-by-case basis.
- ? **Can I attempt any action despite having a condition that says "cannot take [type of action] actions", hoping to get enough opportunities to ignore or remove the condition? Strike in Void stance while Incapacitated, f.ex.?**
  - ! Yes. If you keep ignoring a condition like Exhausted for days, not sleeping, there should still be narrative consequences, though.
- ? **How to handle cases where someone wants to roll just for the opportunities, not for success at all?**
  - ! Most of the time, still figure out what a success would do and roll for it normally. You could succeed on both, after all. You could also use a custom action with appropriate TN, perhaps with a -1 or -2 for knowing the technique. In some cases, like low-stakes *Cadence*, you can also just leave the roll out entirely.
- ? **If I am ignoring a condition, f.ex. Disoriented, can someone still target me with effects that require me to be Disoriented, like *Veiled Menace Style*?**
  - ! Leaning yes. You still have the condition (so someone can remove Dying from a character who is ignoring it) so that seems reasonable - but ruling it the other way is not wrong either.
- ? **Does Dying continue to tick down while I'm ignoring it?**
  - ! Yes. If you're ignoring Dying the countdown continues, you just won't die until you stop ignoring it. That does give your friends more time to remove it though!
- ? **Can I unmask while ignoring Compromised?**
  - ! No.

- ? **Can a school rank 6 Mirumoto Two-Heavens Adept use Twin Streams Style and then still use an opportunity to trigger a strike with their second weapon and then use *Twin Streams Style* again?**
- ! Yes, since you didn't perform an Attack action "using it". It wouldn't be unreasonable to make the call the other way though.
- ? **What does gift-giving look like mechanically?**
- ! Courtesy roll to present a gift properly, TN based on how good the gift is, how much the other person wants it, etc.
- ! Success means you present it well and gain Glory (if the person is higher status than you).
- ! Failure means you present it poorly and the other person might still accept it to save you face, but you miss out on narrative opportunities and receive strife.
- ? **Do different kiho, for example *Death Touch* and *Flame Fist* count as different actions for the purposes of *Striking as Void*?**
- ! Yeah, they do.
- ? **Can summoned weapons be poisoned?**
- ! All but the *Katana of Fire* and *Soul's Blade*, probably.
- ? **When using the Burst effect of a kiho, is that considered to be using the Unarmed profile, f.ex. could *Coiling Serpent Style* be used with it?**
- ! No, probably not. It's not using any weapon profile, so anything that requires a weapon specifically wouldn't work. It *is* an Attack and Support action using Martial Arts [Unarmed], however.
- ? **Can you end a kiho's enhancement effect freely and then try to reactivate it to get the burst effect (again)?**
- ! You can choose to end it at the end of a scene, or another narratively appropriate time, but you can't drop a kiho to reapply the same one just to trigger the same burst effect over and over again.
- ? **Can you have multiple enhancement effects active on yourself, say through the Togashi Chronicler's mastery ability?**
- ! I'd need to reread the relevant sections because it's possible I'm overlooking something, but my gut says yes. A character is limited to one kiho enhancement effect on their own, but the Togashi Tattooed Order can get two, and I don't particularly see any reason it shouldn't work from a balance standpoint.
- ? **Can a Togashi Tattooed Monk pick a tattoo for a kiho that they have early access to, but is technically of a higher rank (and so you don't meet the prerequisites)?**
- ! Would probably decide on a case-by-case basis but leaning yes.
- ? **Is a dice roll required when pursuing Passions during Downtime?**
- ! RAW yes, but it would be fine to allow it. Rolling dice when the outcomes aren't interesting means there's no reason to.
- ? **Does *Soaring Slice* use Martial Arts [Melee] and does a Taoist Blade's ability still apply?**
- ! Yes and yes.
- ? **Can a character ignore disadvantages like Ferocity or Materialist at some cost?**
- ! Allowing them to take 3 Strife (but no Void Point!) would be reasonable to temporarily overcome those disadvantages.
- ? **Is the TN reduction resulting from *Well of Desire* reliant on the offered gift being something the target desires?**
- ! Yes.

- ? **There doesn't really seem to be anything that *Jurojin's Balm* actually applies to?**
  - ! You can just make up diseases and poisons and allow checks to resist those.
- ? **If an Advantage is inverted, how many Void Points does a character get? (Since disadvantages give VP)**
  - ! They gain 1 Void point after their Advantage is inverted, regardless of success, failure, or cancellation.
- ? **For the purposes of "Struck First" scoring, is it intended to count the first Critical Strike that connects, or just the first Attack action that lands on the opponent?**
  - ! "Struck first" requires a crit.
- ? **Does it matter how Fatigue is inflicted on a duelist, for scoring purposes?**
  - ! Just total fatigue at the end. The extra tracking isn't, in my view, worth the effort - it's a reflection of how exhausted the fighter had to become during the duel, regardless of how it is acquired.
- ? **If an effect manipulates the initiative of somebody mid-round, what happens if their new Initiative is either higher than the current "point" in the round, or if it's lower but they already took their turn?**
  - ! If you swap initiative mid-round (after PC 1's slot has passed but before PC 2's slot has passed), the character whose initiative was swapped "up" takes their turn immediately after the turn of the active character, and the character who was swapped "down" does not get a new turn when their new slot comes up this round, as they can still only act once per round.
- ? **Who can shikigami communicate with? Only the person who created them or others too?**
  - ! Others too, but beware an NPC game of telephone. Getting the results you want may vary.
- ? **If a technique forces a choice between a condition (and possibly more) and something else, can I choose the condition if I already have it? F.ex. Dazed and Flashing Steel Strike?**
  - ! Yes. You get a second instance of the same condition, one of them goes away because you can only have one, but that doesn't stop your choice.
- ? **If an Agasha Mystic uses their school ability to perform an invocation using Void, what backlash do they get?**
  - ! RAW, none, as there is no Void backlash.
- ? **Can I use techniques like *Heartpiercing Strike* in Void Stance, provided I use *Striking as Void* to switch to the appropriate ring by the end of the check?**
  - ! No, because those techniques **require** you to start with the correct ring or you can't even initialize them. However, *Striking as Void* does allow you to switch stance mid-check and then use opportunities from, f.ex. *Striking as Fire*.
- ? **Does *Stonewall Tactics* really affect *everything*, including Resist checks?**
  - ! Yes.
- ? **If you use something like the title ability of the Emerald Magistrate, how does this affect abilities that affect "the target" of your action?**
  - ! It affects every target, unless it explicitly says "one target". *Stonewall Tactics* will f.ex. affect everyone you've targeted.
- ? **Can multiple people participate in one bond?**
  - ! Yes, but they all have to buy it for themselves, too. It's a group effort.

- ? On p298 of the CRB it says that you can spend ✨ to provide assistance to the next character if you failed, but in the example table of opportunities, it only lists the ✨ ✨ version that works even if you succeed. Is that an oversight or should both be allowed?
- ! Both versions are allowed, although narrative limits on assistance should still apply.
- ? The trigger for finishing blow specifies “compromised or unmasking”, does that mean one could get two Finishing Blows?
- ! No, it’s one per duel.
- ? The Jian feels underpowered, like a worse katana to many people, what would you do to fix that? (Note, this was pre-Errata)
- ! In playtesting, it was felt to be overpowered, a katana that doesn’t risk breaking on armor. However, if your group feels that it is too weak, giving it Razor-Edged in a 2-hand grip would not feel out of place.
- ? Questions about prepared invocations and wards:
- ! Backlash happens immediately when creating the ward.
  - ! Offerings, Channeling and Importuning work normally.
  - ! Opportunities are decided at the time of the creation, but resolved when triggered.
- ? Does the panic from Cut Off The Head and winning a Clash stack?
- ! Yes.
- ? How is the Agasha Pattern’s extra damage handled?
- ! It is a separate instance of damage, not just added to the attack.
  - ! As such, it can crit separately, with a Deadliness of 5 (like extreme heat).
  - ! It is also reduced separately and is not a risk to a razor-edged weapon for breaking if it gets reduced to 0.
- ? When a rift from Whispered Blade expires and causes a crit, does it count towards its own crit for the multiplier?
- ! Yes.
- ? The actions to remove Burning and Enraged are tied to a single ring as written (Water and Void, respectively) - does that mean that keeping someone out of Water stance for example can prevent them from getting rid of Burning?
- ! No, these are default examples. Narrative actions with appropriate TNs and approaches can work too. If there’s a bucket of water next to you, a checkless support action can probably do it!
- ? In a duel, if someone is interrupted during their strike by a Finishing Blow, does their strike still go through?
- ! That depends. If the person is dead, then probably not. If they would fail due to a TN increase (like from a wound they just got), it still resolves normally and Opportunities can still be applied - including ones that could make it succeed again.
  - ! If the interruption happens while resisting a Critical, the resist check ends normally. That is: A crits B. B uses ✨ during the resist check to trigger a Finishing Blow on A. No matter what happens to A, the resist check will finish normally, as A’s strike already went through.

- ? **Do critical hits of severity 0-2 affect enemies whose armor is a part of them, such as oni or animals?**
  - ! If it is a physical being, yes. Something that isn't always physical, like a ghost, probably not.
- ? **How long do things like the Jade powder oil, which let you temporarily make a weapon Sacred last?**
  - ! That should probably be a limited number of successful Attack actions, based on the roll to apply it. Similar to poisons.
- ? **Do the bonus successes for Movement from a mount apply in Mass Battles?**
  - ! Only if the leader *and* the cohort are mounted, or in situations like a clash where it logically would apply.
- ? **What's the rarity and cost of the special arrows from the Core Rulebook?**
  - ! 2 bu, rarity 5, if you need it for a rōnin game, but basically freely available through your lord otherwise.

## In-Depth Questions and Answers

### How to manage range bands?

When running range bands at the table, I usually manage them as follows as the GM:

- The player tells me where they intend to move narratively
- I tell them if they can get there, and what their range bands to various things will be (usually just the 1 or 2 most pertinent foes/allies/pieces of terrain)
- They might then ask if they can adjust their narrative move (to keep more distance or close in on two things at once)
- I weigh if this makes sense, maybe toss in a check if it's interesting (if they want to balance in the rigging of a ship to reach two foes at once, they might need to make a check to resist falling, etc)

If I want the encounter to play more like a tactical puzzle, I use the grid rules on page 266. From a design perspective, range bands are very much meant to encourage narrative-first action where you only check them when they're relevant and the GM makes most decisions about spacing, while the grid rules are for tactics-first action where the players make most of the decisions about spacing. Both are valid playstyles (and I happen to enjoy both).

### How does a Clash work in a Mass Battle, timeframe-wise? They seem to happen at very different scales etc.

Good question! So basically, while the clash itself is quick, getting to each other, making the challenge, the challenge being accept, etc, all take a while during an affair as big and complicated as a Mass Battle.

If a clash goes on for multiple rounds, it might represent the combatants getting separated, needing to keep their troops in control, etc. Or there might be long pauses to stare at each other. Or, for particularly heroic fantasy takes, maybe they do just fight the whole time.

If a GM wanted to run a multi-round clash in a single mass battle round, that'd be a fine thing to do, but rules as written it's 1 round of clash per 1 round of mass battle. This is partly for the above reasons, and partly for maintaining action parity between all players, which was an important design paradigm of conflicts (and, if you look closely, pretty much all of FFG's RPGs from *Edge of the Empire* on - it's one of our most firmly enforced rules that extra actions are very hard to get, players generally act in the same timeframe 99% of the time).

### What is your advice on how to (or IF to) apply techniques specifying one weapon group to a weapon from another group, which seems like it could work with it, but not perfectly?

If a player at my table came to me asking to be able to use *Iron Forest Style* with a Nodachi, I'd probably let them invest additional XP (maybe another 3) to learn to do the technique with that specific weapon. However, this is the sort of thing that's good at the individual table level because it enables thematic builds, but not necessarily good as a system-wide expectation, because access to this on-demand would make weapon types very undifferentiated on a macro-scale, as technique availability is an important incomparable aspect of weapons. Basically, if a player whose character already used a nodachi wanted to expand their options



with it, I'd probably say yes, but if a player came to me the next day asking to do the same thing with a specific combination of items and techniques that was *slightly* higher damage/deadliness than their current setup, I wouldn't feel at all bad saying no.

### **Please give us more guidance on setting Momentum goals and target groups in Intrigues**

Here's how I run it as GM, generally:

- First, I figure out who all the NPC stakeholders in the scene are. That is, who wants a particular outcome or thinks they could benefit from it. Remember that even among unified groups, some individuals will be angling to do things in the way that best serves them personally. Family dynastic politics are great for this - everyone is in the line of succession somewhere, and even if someone has no murderous aspirations, these are family politics. So as a GM, use that to create as many groups of NPC stakeholders as you need for the complexity of scene you want.
- I outline the NPC stakeholders as the PCs understand them to the players, then ask the PCs what objectives they want to pursue. Usually, I encourage each player take an individual objective, to create a multi-stage plan (first PC A undermines the rival advisor's credibility, then PC B presents the plan to the lord, etc)
- When dealing with groups split up this way, I use the highest focus in the group, with a "plausibility modifier" - increase or decrease the TN as appropriate to the narrative circumstances. Getting a warmongering character to suggest decisive action might be a -2 to momentum required, while getting a committed pacifist character to do the same might be +10. This should also be calibrated by how long you want the scene to take. Adding +4 for each character on the objective will add 1-2 rounds, give or take (this varies by group)
- Using the above stakeholder groups of NPCs, I tend to have NPCs prioritize targeting other NPCs rather than the PCs. If PCs do target NPCs, it's usually with "softer" objectives like discrediting them or distracting them rather than a "harder" objective like persuading them. This helps preserve player feelings of control over their characters.
- Groups can be as big or small as you want, I just recommend encouraging PCs to split up in their objectives because in my experience, it leads to more dynamic scenes.
- The target depends on the particular social objective. Discern someone's qualities is always going to target an individual regardless of what they're doing. Appeal to a group (as opposed to appealing to an individual) will need to target the person in that group with the highest status, generally.
- So I'd say if you buff someone else's focus, the highest status character could benefit from a higher momentum required to persuade them. There are also cases where raising your focus is more valuable because the TN for persuasion is just intrinsically high (Vigilance is a guideline starting point, but again, getting someone to act contrary to their nature should be more difficult).

### **On multiclassing**

Unsolicited developer thought: if you really wanted to do it at your table, there's no particular reason you couldn't houserule a character to have two schools (say, Kitsune Impersonator and the Kakita Swordsmith they're impersonating, or whatever). You'd have to allocate experience between them like you do with titles, but it'd work, mechanically. Due to experience splitting, I

don't think a character with two schools would even be outrageously more powerful than a character with one school. We didn't allow it because it's sort of messy to actually explain mechanically, kind of complicated, probably outrageous in narrow contexts (but a GM could regulate that) and pretty niche in its application, but there's nothing mechanical about it that would cause the game to flip over and catch fire.

### **How do techs that cause damage interact with weapon qualities and techs that change damage type?**

If a technique says "using a readied [weapon]," you use the stats of that weapon unless they're specifically overridden by the ability. I'm going to leave aside *Katana of Fire/Flame Fist* for a moment because they're actually more complicated.

So for a Katana with *Crimson Leaves Strike*, the Katana is subject to the risk damage, and uses its deadliness for the critical strike on the Incapacitated foe (or a critical strike it inflicts any other way with the technique). *Iaijutsu Cut: Sword and Sheath* does benefit/suffer from Razor Edged (though obviously the damage and deadliness are replaced).

Back on point 1, blanket alterations of damage type (e.g. *Flame Fist*, *Katana of Fire*, *Soul Sunder*, the ✿ effect on *Earth Becomes Sky*) are applied after any overrides within the technique.

So if you want to *Crimson Leaves Strike* with your *Flame Fist*, you check which weapon you're using, then you check the kata you're currently using (which specifies physical damage), then you check for blanket alterations (the Kiho's ongoing effect) and end up with Supernatural as your damage type.

### **Two creatures in Path of Waves inflict Incapacitated, but without matching fatigue, that should go away immediately with no effect.**

It should be Unconscious instead.

### ***Dark Reflection* doesn't require a mirror or similar in the rules text, only in the italicised flavor text, yet the new opportunity references it. How is this to be read?**

*Dark Reflection* does require a mirror or similar object. This will likely be errata'd.

### **When ignoring a disadvantage with *Honest Assessment* or similar effects, do the narrative effects still apply?**

Not applying a disadvantage to checks means just that - it isn't applied to checks, but its narrative effects are still in place, and that might affect what checks are possible in the first place. With that said, generally for a character with the Blind disadvantage, I do not apply any sort of TN penalties based on their blindness, as the disadvantage covers the additional difficulty they face. They might be fully unable to attempt some things (determining what color is used in a painting by looking at it), but I wouldn't give them any increase to the TN if they're allowed to attempt it (whether or not they're ignoring the Blind disadvantage). If a character who is usually sighted is temporarily deprived of vision, that would be a good place

for TN increases, but the character with the Blind disadvantage is assumed to be pretty well-accustomed to their circumstances.

## Fan Guidance

One general thing about this game is that it really wants you to use narrative TN adjustments and custom actions to achieve your goals. Unfortunately, the game is sorely lacking in actual guidance on how to do this. So here's a few things we've figured out.

The effects of techniques can generally be achieved by doing the same thing at around +2 TN.

There is very useful guidance on what can cause strife to NPCs and how much of it, in the *In the Palace of the Emerald Champion* DLC for the beginner game, on p23.

### On Building a Bushi

### On Building a Courtier

Courtiers want balanced rings, since there are few shuji with very high TNs and even Vigilance-targetting tricks typically don't have too high TNs forcing high rings. However, they benefit strongly from using the correct approaches for their target's demeanor and so they are the type of character who benefits most from balanced rings without requiring particularly high values for any of them.

Overall, **Water** is the foremost ring for a social character, especially for the *Charm* approach and being well rounded in Shuji and Opportunity options as well as being an element in both Vigilance and Composure. Water Shuji tend to lean a bit more on leveraging merchant and wealthy gift-giver builds with the ever useful Shallow Waters (one of the best Water Shuji at rank 1), and Well of Desire. (Depending on how lenient with it your GM is, the downtime opportunity 2 to make a friend can also be very useful).

Air and Fire can also be excellent social rings:

**Air** is essential to being able to lie and spot lies well, and generally being observant, shrewd and wary. It also gives access to good offensive Shuji like Prey on the Weak. The ability to easily pick NPC's demeanours and advantages/disadvantages with Opportunities makes it an excellent tactical choice on a first roll, to be able to then adapt your approach as fit the situation best.

**Fire**, with the *Incite* approach, can get a lot of mileage in terms of seduction, motivation, and provocation actions. It's the best ring to give Strife to others, and is well supported by Shuji for that sake. Shuji like Sensational Distraction and Illuminate the way can also be powerful tactical choices to decrease a difficult TN.

**Earth** can be useful with courtier builds that are more defensive and supportive; with excellent Shuji choices for a peaceful character specializing in de-escalating conflict.

For building a scholarly character, **Earth** is the best ring for someone who knows a lot of stuff and can quote it by heart and uses the *Reason* approach to convince people. **Fire**, by contrast, is the best ring for an ingenious character who invents and theorizes new ideas.

For building an artisan character, **Fire** is essential as it covers the *Invent* approach of creating any piece of art from nothing, and the *Incite* approach to trigger emotional reactions in your audience. **Air** is a nice secondary ring for the *Refine* approach and the ability to properly assess art and layers of subtext.

## On Building a Duelist

Good schools for dueling are Kakita Duelist (obviously), the Akodo Commander, Mirumoto Two-Heavens Adepts, Hiruma Scout, Mirumoto Taoist Blade and the Ikoma Bard (due to their strife-bombing ability).

The Kakita are focused around dealing crits that are as deadly as they need to be - pulling them if they have to or pushing a one-handed crit into being strong enough.

The Akodo Commander is generally a strong bushi and in particular can deal a lot of damage. The Mirumoto Two-Heavens school waits for their opponent to attack them, use their Trap ability and then strike back at lowered TN - which for example goes well with a *Heartpiercing Strike* to directly inflict a critical hit. The Hiruma switch stances mid-round, ensuring that they're always in the optimal stance when their opponent tries to attack them, without sacrificing offense. The Taoist Blade's ability gives them options to improve damage or deadliness, which is simply useful. However, they don't normally get access to *Courtier's Resolve*, one of the most important tools for strife management. Lastly, the Ikoma school can dump a lot of strife on an opponent while reducing their own, and the staredown ensures that they have a supply of strife to do so. It gets rather extreme in a drunken duel between an Ikoma and an equally drunk opponent, as that doubles strife received twice...

You'll want Meditation, the appropriate Martial Arts skill, decent Composure and Endurance and some tools to manage strife, since that is so important for the Finishing Blow. 8 Composure seems like the minimum to be able to duel effectively, as you'll otherwise strife out too fast or spend too much effort on managing your strife.

Like a courtier, balanced rings are useful, though Fire and Void both have stand-out uses in duels, while Air and Earth (for non-Hiruma) are important to be able to act defensively.

## On Building a Shugenja

Shugenja want to focus on one, maybe two rings that they are particularly good at, so they can succeed at high TN invocations. There are ways to reduce those TNs, particularly with Void opportunities and with the *Commune with the Spirits* ritual every shugenja has from the start, but if you want to be able to succeed on such invocations without setup or channeling, a high ring is necessary. However, not even shugenja want to leave any rings at 1 for too long.

Since higher rings are more expensive, getting them at character creation is slightly more efficient for a shugenja.

Each element is focused on different specializations, so picking rings matters in terms of what sort of shugenja you want to make. Fire is strong combat (especially via the self-buffing invocations), Air for illusions, subterfuges and gaining information, Earth for anti-Otherworldly effects, defense and buffing, Water for scrying, healing and mobility related effects.

All the weapon invocations are especially good for a fighting shugenja, with *Katana of Fire* and *Yari of Air* especially providing good benefits.

## Unique Actions are important and should be used all the time

The game has a bunch of defined mechanical actions, both freely available and in techniques, but importantly, it also has what it calls Unique Actions. These are checks, using a skill for a mechanical or narrative effect.

In other words, these are everything that you do that isn't otherwise named - and the game really doesn't stress enough that you should be using these all the time. If you looked at rank 2 techs like Rushing Avalanche Style and were wondering how these would be any good without ways to inflict all those conditions, well, you had that way available to you all the time. You're supposed to do a Martial Arts check to knock someone prone and then add damage with Rushing Avalanche Style!

Now, of course everyone uses Unique Actions all the time without thinking about it anyway, for the classic skill checks - roll to climb that tree, roll to decipher the hidden message, and so on - but crucially, they also have mechanical effects. With Unique Actions, you can reproduce the effects of any given non-magical technique (and possibly, when dramatically appropriate, the magical ones, too...<sup>1</sup>) - you're just not gonna be as good as someone *trained*.

However, it can be hard to come up with custom actions on the fly, so here's an attempt at giving some example actions and how they can relate to techniques as well as giving guidelines for coming up with your own.

Overall, techniques should have at least two of the following benefits over Unique Actions:

- Use a consistently lower TN
- Use a variable, possibly higher but more easily manipulated TN (such as targeting Vigilance or Focus)
- Get the full effect while doing something else
- Get a positive effect even when failing

- Get a positive effect on top of the main effect
- Scale the effect better, or even at all
- Scale the number of targets better, or even at all
- Lose the risk or even certainty of a drawback

However, techniques are also more specific than a general Unique Action, and so you'll likely find they have some restrictions:

- Ring-locked
- Grant a check to resist (if it isn't the main goal of a check)
- Provide the target with a choice of consequences (so while they take some negative consequences, they can pick which one)


<sup>1</sup>: Consider that the TN 5 examples for Artisan skills include "Awakening the supernatural properties within a work" and for Scholar skills "realigning internal energy to help someone recover from a spiritual malady"!

# Errata

## Clans and Schools

### **Asako Loremasters and Kitsuki Investigator: Voluntary Edition - WHW**

The technique as written can make ranking up rather unfun, as the free kept opportunity is much better than the extra skill ranks, in general. Thus, it forces you to either maximise any skill it affects or not invest at all, as any skill between 0 and your rank is effectively the same. For the Investigator, this is slightly less bad, as they can learn skills for uses other than investigating, but the Loremaster is practically forced to maximise any Scholar skill they have ranks in, or suffer the downgrade of their school technique.

To fix this, simply change the ability to be a choice: "When using (a skill to investigate / a Scholar skill), either treat your ranks in that skill as equivalent to your school rank or, if you have at least one rank in the skill, add a kept .

## Techniques

### **Iaijutsu Cut: Reverse Draw - Multiple Contributors**

Reverse Draw's fiction suggests that it is a good surprise move to open a fight with and that the risk and vulnerability it brings are balanced by its high damage and chance to crit. The mechanics don't quite bear that out. It is too conditional and too hard to pull off, being relegated to the niche of characters who really didn't want to learn more than one Iaijutsu technique and needed to cover the use cases of both Rising Blade and Crossing Blade anyway. Even then, none of us felt we could really recommend the technique to any build, so we tried to improve it a bit, without making it too good, hopefully. We gave it range 0-1, based on the famous scene from Sanjuro that it feels purpose-built to imitate, gave it a reduced TN if it is used as the opening move, and made the crit automatic. This frees up opportunities to use for other effects and makes it less of a gamble to use those opportunities. We've also included an alternative drawback, as some of us felt that Disoriented was now not enough of a drawback for the improved technique.

*Activation:* As an Attack, Movement and Scheme action using a sheathed Razor-Edged weapon, you may make a Martial Arts [Melee] check targeting one character at range 0-1. The TN of this check is equal to your target's Vigilance. If this is your first Attack or Scheme action in this conflict, the TN is 1 instead.

*Effects:* You draw and ready the sheathed weapon in a one-handed grip. You suffer the Disoriented condition. (Alternatively: The TN of Attack and Scheme actions targeting you is reduced by 1 until the end of your next turn.)

If you succeed, your weapon's deadliness is increased by 1 for every two bonus successes and your opponent takes physical damage equal to your weapon's deadliness. If this damage causes your target to become Incapacitated, they also suffer a critical strike with severity equal



to the weapon's deadliness. (Note that this means that the bonus deadliness from bonus successes boosts both the damage and the crit.)

### Craft Shikigami - Multiple Contributors

This one is controversial. For some groups, it is fine the way it is, for others it became an unbearable bomb - all because of the *Living Invocation* ability. Since the TN to craft shikigami is only dependent on how many invocations are sealed in the shikigami, one could create a shikigami with a single invocation at TN 1 and have that invocation be *Rise, Element*, a TN 6 spell that summons an elemental which can, in turn, cast any invocations from its element. There are several ways to solve this issue, starting with leaving the rules as they are and simply talking to your player(s) about not abusing this. This, understandably, is not satisfying for everyone, so here are some of our suggestions (that aren't complete reworks, which you can find in the *Homebrew* section):

Shikigami can communicate with their creator, not necessarily anyone else. They can likely use body language like an animal, but almost certainly cannot speak. ***This has been stated to not be the intention of the rules as written.*** However, they only "generally" follow orders and have the *Rebellious* disadvantage - so they shouldn't be perfectly reliable, perhaps especially not when invoking powerful invocations. Commands from shugenja to shikigami to elemental "would be a major game of NPC telephone".

Remove the *Living Invocation* ability. Straightforward nerf.

Make the TN equal to the highest TN of a sealed invocation (optionally +1 per 2 invocations after the first). This will put a harsher limit on shikigami and their opportunities, encouraging players to use only 1-3 spells with relatively low TN in a shikigami. It also directly discourages putting high TN spells in shikigami - but it doesn't actually prevent it.

Limit *Living Invocation* to an invocation invested in it with a TN  $\leq$  the appropriate ring. That will cap the automatic success at TN 5 spells and force players to invest high rank invocations to raise the rings of the shikigami. *Note:* This suggestion has not been play-tested. A limit of 1 + Ring might be more appropriate to allow for all the rank 1 and 2 invocations with TNs 2 and 3, respectively. TN 6 would then be available again, but only if a rank 5 spell is invested.

### Heartpiercing Strike - Kitsuki Shinichi



This technique quite literally changes the game once it becomes available, as it changes any fight to the death to "reduce TN to succeed at HPS, make the nastiest HPS you can". Additionally, since it uses Fire stance it is particularly easy to get bonus successes on it. At best, you can resist it as well as a regular crit, though you will not do so in Fire stance, where reducing the crit would be more effective.

One way to fix it is to move Heartpiercing Strike into another element, removing its synergy with the bonus successes from Fire. To keep the flavor appropriate, Heartpiercing Strike is moved into Air, representing the precision strike that it is. Thunderclap Strike then is shifted into Earth, as it has defensive "stay away from me" uses, while Crimson Leaves Strike is shifted into Fire, as it overpowers the enemy, knocking their weapon away.

This can affect any school that has these in their curriculum. The Kuni Purifier gets privileged access to Crimson Leaves Strike, which works well with their likely high Earth ring. Be prepared to change the techniques for your players if the need arises.

### **Striking as Air - WHW**

As written, the technique, like most of the Striking As group, is kinda underwhelming and is also mechanically very wonky. A straightforward fix to it is to replace it with the following:

+: Choose a number of kept or dropped dice up to the number of  spent on this effect. You may add these dice as rolled dice to the next Martial Arts check you perform before the end of your next turn. This can include the dice used to pay for this effect.

### **All in Jest - WHW**

#### **Wolf's Proposal - Salinea**

The characters receive a TN reduction of 2 to their Courtesy checks against the people affected by this Shuji, due to appearing more trustworthy and reliable.

#### **Bravado - Salinea**

The characters receive a TN reduction of 2 to their Performance and Games checks against the people affected by this Shuji, due to appearing more famous and impressive.

#### **Regal Bearing - Salinea**

The characters receive a TN reduction of 2 to their Command checks against the people affected by this Shuji, due to appearing more important and authoritative.

### **Techniques with a duration in round used in narrative scenes**

Some invocations (for example, Cloak of Night p192 CRB) have a duration in rounds of combat even though they would be just as or maybe even more interesting to use in narrative scenes. As a fix to adapt their duration so they are not entirely useless outside of combat, we can translate the number of rounds into a number of actions taken during a narrative scene. In case those techniques are used while moving, the number of rounds can be translated to a number of range bands crossed by the character while the technique remains active.

The maho technique *Spread Corruption* suggests a less forgiving conversion of 1 minute equaling about 3 rounds. This can also be applied more broadly, though it isn't clear if that's meant to be specific to this spell.

### **Gear**

#### **Improvised Weapons**

*PoW* introduced weapon profiles for improvised weapons, of which several were... lightly overtuned. The easiest fix for this is to just ignore them and use the guidance from the *CRB*. Slightly more nuanced is to ignore the 2-h grips and throw out the umbrella's "stab" grip.

Sample weapon table (format yet to be fixed, I think)

Name	Skills	RNG	DMG	DLS	Grips	Qualities	Rarity	Price
Chair	Unarmed	0-1	3	3	1-hand (bludgeon): Gains Cumbersome 2-hand (bludgeon): - 2-hand (thrown): Range 0-2	Mundane	2	2 bu

## Shields

Shields as written tend to be rather strong. They replace armor, by setting resistance to a set value and they can make it very hard to hit you while not really restricting you from acting in Water stance.

A slightly less powerful version of shields replaces their set resistance values with an ability that increases physical resistance by +1/+2/+3 depending on the size of the shield (and also +2 supernatural resistance in the case of the Qamarist Heavy Shield). The action ability to increase your TN is removed and replaced with a new opportunity on melee and unarmed attacks.

*New Opportunities:*

✿: If you fail, until the start of your next turn, the TN of Attack and Scheme actions targeting you is increased by 1.

✿ ✿: If you succeed, until the start of your next turn, the TN of Attack and Scheme actions targeting you is increased by 1.

## Snaring quality - WHW

Instead of needing a number of Opportunities equal to the enemy's Vigilance (which scales badly):

✿ ✿: immobilise a foe with silhouette equal or less than your martial or fitness

# Homebrew

## Lore

### Food throughout the Empire - ArthurWynne

A mix of canonical information and my own interpolations based on availability of ingredients, so not as adventurous or imaginative as it could be (I also don't know as much as I would like about what vegetables will grow where):

**In general:** Tofu is popular all over the Empire in various forms, but especially in Dragon and Phoenix lands. The clans largely have the same variety of vegetables, but there is local variation in popularity and preparation, as noted below.

**Crane and Imperial, "haute cuisine":** Rice, fish and seafood, look down on the use of other meats and grains. Want to bring out the best in the ingredients with just a few, well-chosen spices and sauces, focusing on pure flavors, precise preparation and elaborate presentation. Thin rice noodles, the thinner the "better". Seaweed, cucumber, and ginger are popular vegetables.

**Scorpion:** Also use a lot of rice and fish, but from rivers, lakes and fish farming rather than fresh from the ocean. Supplement with chicken, duck and other fowl - as well as eggs. A lot of sauces and spicy foods. Peanuts are more popular in Scorpion cooking than elsewhere in the Empire.

**Crab:** Use mostly the same ingredients as Crane, but less fanatical about presentation and purity of flavors. A lot of frying, grilling and stews. Use a lot of pickles, soybeans and soy sauce, even by Rokugani standards (those being staples in most places in the Empire), the most direct influence of military logistics on Crab cuisine. Crab food is filling and high-calorie.

**Lion:** Significant variation based on class and income: People who can afford it eat in the "Imperial" style, albeit usually with fresh-water fish. Presentation is more minimalist invoking ideals of samurai simplicity. People who spend less on food supplement their fish with fowl (and eggs) and their rice with wheat, often in the form of thick wheat noodles. Fresh vegetables in general are popular in Lion cuisine, especially eggplant and bean sprouts. (Lion peasants grow a lot of wheat and vegetables since their farmland is better for that than for rice).

**Phoenix:** Although game and fowl are common in Phoenix lands, many Phoenix will not eat them, preferring fish and seafood, which they have in abundance both from the ocean and from mountain lakes and rivers. (The Phoenix clan is both very religious and very rich, so they can afford not to.) Many Phoenix are vegetarians for religious/ethical reasons, so eat a lot of tofu and other soy products. Rice is the staple grain, soups are common. Pok choy and other cabbages are popular vegetables, as well as mushrooms which grow in the forests and mountainsides.

**Dragon:** Like Phoenix, many Dragons are vegetarians, unlike Phoenix, they have less of a choice in the matter. Carp and trout come from mountain lakes, but fish is a delicacy, not a staple. Pickles and other preserved foods are common due to the long winter. Radishes are a popular vegetable. In addition to rice, Dragon peasants grow buckwheat, and make soba noodles. Many Dragon peasants raise goats, the infamous «mountain tuna». (Although this is a joke of the lowland clans, not a real euphemism.)

**Unicorn:** The number one thing most samurai of other clans will notice about Unicorn cuisine is that they do not share the general Rokugani aversion to red meat and milk – including butter and cheese. They use fewer vegetables than the rest of Rokugan (they do grow rice and other staples, including buckwheat, but much of their land is more suitable for grazing animals, so many of their peasants are herdsmen) but make up for it with spices unknown elsewhere in Rokugan. Unicorn food is not as «hot» as Scorpion, but has a wide variety of complex flavors -they are fond of marinades.

**Mantis:** Like the Crane, the staples of Mantis cooking are rice and seafood, unlike the Crane they have a variety of fruits, vegetables and spices that are little used on the mainland. They often use coconut, mango and other sweet flavors in their cooking.

## General Rules

### Cleaving Criticals - WHW

Critical Strikes against minions often tend to be wasted - the extra damage ends up usually being a massive overkill. This house rule makes it so that when you Critically Strike a minion who is part of a minion squad hard enough to defeat it, any excess damage spills over from the original target to another member of the squad, repeating if needed until you run out of damage. Use this house rule if you want to make Crits against minions more appealing, if you want to throw more and larger minion squads at your players pre-rank 3 (especially if your group lacks a Shugenja), or if you want to tap into mountain of nameless bodies aesthetic of samurai movies.

### Alternate "No-Maiming" Criticals - WHW

Since for a lot of people, permanent changes to their character based on a critical can be unfun, here's a way to simply extend the Wounded condition to replace the scar disadvantages. After Severely Wounded now comes Debilitatingly Wounded, increasing the TN for all other rings by 1 and after that comes Agonizingly Wounded, increasing the TN for all other rings by 2.

Severity 7-8 thus adds Bleeding and Debilitatingly Wounded, while 9-11 add Bleeding and Agonizingly Wounded. Severities 12-15 can therefore also turn severe wounds into debilitating ones and debilitating ones into agonizing ones, but are otherwise unchanged.

## **Provoke - L5R Beta**

This action was in the beta, and it's a useful tool to counteract high TNs. It's worth considering if a mirror of this could be possible through Meditation, with worse scaling to preserve the advantage of the attacker.

**Activation:** As a Scheme action using one readied weapon you may make a TN3 Martial Arts check using the appropriate skill, targeting one character.

**Effect:** If you succeed, reduce the TN of Attack action checks targeting your foe by 1 plus your bonus successes. This effect persists until the end of your next turn.

## **Time taken for making wards**

There's no guidance in the book for even roughly how long it takes to make a ward. First edition's *Way of the Scorpion* on p99 describes it as taking at least one hour (and a bit). That has worked in play as a reasonable guideline, so it seems worth porting forward.

## **Alternate timing for removal of Conditions - Phantasmagoricat**

Conditions ending at the end of a turn where some condition is fulfilled can lead to situations where either the character(s) never get to use them to their benefit or there's no way of getting out of them. To fix this, the timing can simply be changed to the following:

A Condition is removed at the start of a character's next turn, if a given condition was fulfilled at the end of this turn.

This makes the Condition last at least until the victim's second turn (since the removal condition is checked at the end of the turn), giving more time to exploit it. It also prevents it from being reapplied before the victim gets a chance to act without it. This is because if a target is, for example, Dazed, then applying another instance of Dazed doesn't reset the timer.

## **Making Entangling Terrain Matter - Kakita Kaori, Demoiselledefortune, WHW, Kitsuki Shinichi**

In a discussion about kiting and how to prevent that tactic, we ended up talking about counterplay using the Entangling terrain quality, which one can create through opportunities, "Unique Action" or techniques.

As written, this only increases the TN of movement actions, but checkless movement is not impacted at all. So despite the Entangling terrain, someone in Water stance can move two rangebands. To make kiting harder and give more weight to Entangling terrain, moving through it now forces a character to make a TN 4 (Air 2, Water 5) Fitness check or suffer the Prone condition.

## **Favoring those who are right in duels - Kaiu Koshin**

In the fiction, duels are supported by the heavens, and this is a way to express when the heavens think the outcome of a duel matters.

Minor: Tengoku knows that you are right, and the transgression is heinous, but this is ultimately a mortal affair. (You get Tengoku's Favor Distinction on Attack Rolls)

Moderate: Tengoku acknowledges your fight. Your opponent is truly heinous, among the worst of humanity. They must fall. (Your Opponent applies Tengoku's Ire Adversity on all Attack Rolls. You gain Tengoku's Favor Distinction on all Attack Rolls)

Major: Tengoku stands at your side, this crime must be answered with Heaven's Wrath guiding your blade. They will fall. (Your opponent applies Tengoku's Ire Adversity on all Attack Rolls. You gain 5 Free Skill Dice set to a face with Success added to your Kept Dice.)

## **Techniques with a duration in round used in narrative scenes - WHW**

Some invocations (for example, Cloak of Night p192 CRB) have a duration in round of combat even though they would be just as or maybe even more interesting to use in narrative scenes.

As a fix to adapt their duration so they are not entirely useless outside of combat, we can translate the number of rounds into a number of actions taken during a narrative scene. So they have a short number of specific actions they can do before the technique lapses.. In case those techniques are used while moving, the number of rounds can be translated by a number of range bands crossed by the character while the technique remains active..

## **WHW's Reworked Stances**

Some of the stance bonuses are stronger or weaker than others, to the point where Fire stance in particular can truly warp the game. To combat that, making all stances fun while maintaining their distinctiveness, WHW came up with the following adjustments. These can be mixed and matched and you can use them as upgrades to the regular stances for some (3 XP suggested cost).

### **Fire Stance:**

2 options to modify this one:

a) Cap it at +2. Same effect as the original but it prevents the extreme damage or momentum spikes that warp the game's math.

b) Replace the effect entirely with "When you succeed on a check while in Fire stance, you may choose to receive up to 2 Strife. Add that many bonus successes to your check."

Now, you can keep the dice you want or end up with no Strife on your dice and still benefit from Fire stance. The effect is still capped at +2, since that's a strong bonus, but again, not warping the game around itself.

If you feel that this is too weak, consider instead capping it to school rank. This is likely still stronger than any other stance, so consider buffing them to match.

### Air Stance:

Remove the Rank 4 upgrade and add: "Successful Attack or Scheme checks against you count as having one fewer bonus successes."

The +2 spike is very big, while +1 TN, -1 Bonus Success is smooth at all levels of play, and removes the bad experience when the opponent succeeds despite the increased TN. It's like +1,5 TN at all ranks, effectively.

### Earth Stance:

Replace the effect entirely with "When you become the target of an effect that costs any amount of ✿, you can force it to cost an additional ✿ or have no effect."

This is both a buff and a nerf, so an adjustment, really. Makes it less binary against crits, makes it more useful against everything else, and makes it actually useful in Intrigues and potentially Mass Battle, too. This, combined with the Fire stance changes, makes it so Heartpiercing Strike is no longer the only viable crit build and works a bit more intuitively (like actually protecting against Coiling Serpent Style). If you are now worried that it is weaker than Air stance against crits, consider adding the following: "Additionally, any ✿ + effects are treated as if one less ✿ had been spent on them." This truly blunts Razor Edged against Earth stance, for example.

### Water Stance:

Surprisingly, *untouched*. Water Stance is very powerful and was used as a benchmark for the other stances in this write up. Do note that Water Stance is as powerful as the available actions - some outliers need to be adjusted individually, like shields or attendants in Intrigues.

### Void Stance:

Replace the effect entirely with "You may ignore ⚔ symbols on your kept dice.", which makes the Void stance user immune to certain effects, like Bleeding.

Add: "If you have spent a Void Point on a check during which you kept no dice with ⚔ symbols, gain a Void Point at the end of your turn."

Void Stance is decent in duels and has some high powered late game combo wombo potential, but generally is the weakest stance in other conflicts. It needs a little tiny push to be more useful and actually reward characters for playing the low Strife game. Currently, the best time to adopt Void Stance is when the character is at the edge of becoming Compromised. This is the Stance adjustment I [WHW] am the least fond of and want to make slightly more interesting. Perhaps giving it a mini Mind's Edge passive effect would be good.



## Revised Severity 0-2 Crits - WHW

Critical hits with severity 0 stay a "Close Call", but the effect is replaced with the following:

The character manages to receive the attack on their own terms. They suffer the Bruised condition for a ring of their choice *or*, if they are wearing armor that does not have the Damaged or Destroyed quality, they may choose to render their armor Damaged instead.

Critical hits of severity 1-2 become "Grazing Hit" with the following effect:

"The hit connects but most of the danger was avoided: The character suffers the Bruised condition for the ring they used to resist the attack."

What is the Bruised Condition? The Bruised Condition is a new stage of the Wounded Condition. It comes before Lightly Wounded.

### "BRUISED [ONE RING]

Effects: A character had a close brush with danger. They received a glancing blow or strained themselves when dodging the attack.

If you would suffer the Bruised condition for the same ring again, they remove it and suffer the Lightly Wounded instead.

Any effect capable of removing Lightly Wounded can remove Bruised Condition, and all Bruised Conditions suffered by a character are removed automatically at the end of the scene."

What does this achieve? It might look like it does nothing, and that is because...it does nothing, at least initially (if you want it to do things immediately, look to the **Slight Rework of Wounds** below). It basically functions as "half" of a Lightly Wounded condition - you avoided harm this time, but next time you won't be so lucky! This results in two big changes:

- Armor no longer easily explodes; it becomes harder to Destroy armor (but the choice to Damage it is still there)
- There is now a finite number of Critical Strikes a character can suffer before Dying. Since even a Critical Strike of 0 will result in Bruised, after enough instances of Bruised you will receive enough Lightly Wounded conditions to qualify for receiving Dying in place of a new Scar

Use this rule if you are not a fan of constantly destroyed Armor on characters, if you want Critical Strikes of severity 0-2 to matter even against armor-less characters, and if you want to increase the frequency at which characters suffer Lightly Wounded in general. This house rule is designed to increase "meatiness" of Combat without making it more lethal. Recommended to use together with **Slight Rework of Wounds**, since they originally came in a single reworked package.

## Slight Rework of Wounds - WHW

Context: The goal of this adjustment is to increase the impact of Wounds on characters performance and provide extra feedback during play via mechanics. Currently, while a character might be heavily wounded, the mechanics make it feel that the severe wound you suffered or inflicted on the NPC functionally disappears the moment a character switches to a different stance. While there is undeniable power in denying a character access to an entire Ring, it easily results in optics of being inconsequential, especially since many NPC profiles are very well rounded.

However, due to how sensitive the game's check making process is, especially in terms of difficulty increases, it is quite a challenge to make the wound feel painful but not fight-deciding. For this reason, this adjustment took a different path.

Add following super-rule to all Wounded Conditions (including Bruised from above, if you use it - they were designed together, but are sold separately due to modularity):

*"A character that sustained at least 1 Wounded Condition finds it progressively harder and more taxing to perform their tasks and duties. When making a check with any Ring, a Wounded character has to **Bruise** a number of kept dice equal to the number of Wounded Rings they suffer."*

To **Bruise** a dice, you have to **Alter** it to a result containing the same symbols, plus Strife. So a Success becomes Success+Strife. A kept dice that cannot be **Altered** to an equivalent result + Strife cannot be **Bruised**. This means that any dice that already contained Strife is immune to the **Bruise** effect. The Opportunity and Success+Opportunity results on Skill dice are also immune to being **Bruised**.

What does this achieve? It makes pain from being **Wounded** in one stance contaminate all checks the character makes, depleting their Composure faster and potentially triggering dangerous effects that check for Strife symbols on dice (such as **Bleeding** condition, **Dangerous Terrain**, and **Spiritual Backlash**). This way, inflicting a **Wound** accelerates the speed at which character runs out of gas, and makes **Bleeding** even more dangerous. However, it also leaves room for a comeback.

Why **Altering** dice? Because it provides a direct feedback for the table and a constant reminder of the pain and discomfort from the wound. It also provides Skilled characters with a benefit of getting access to results that cannot be **Bruised**, thus giving Skills some extra love.

Since **Bruising** happens to *kept* dice, there is no interaction with **Compromised** condition. The character keeps the dice, and they become **Bruised** after that. This is already past the point where **Compromised** could stop them from being kept.

One fun way of providing players feedback using this rule is to let them choose which dice of the enemy become **Bruised**.

## **Revised duel rules - Myrion (with lots of credit to turans and all the others in the LSR discord homebrewing ideas for this)**

Out of the different types of duels, the Crane clan and in particular the Kakita duellist favor one style over all others. The single-strike duel is a variant on a \*first strike\* or \*first blood\* duel that includes a greater emphasis on perfect iaijutsu form and penalizes multiple strikes sharply. Outside the Crane, this type of duel is less common, although the techniques used in them have spread, as the Crane push for this type of duel whenever they are involved and have the influence to do so. Particularly at Imperial courts, the Crane have managed, at times, to make this style pre-eminent, although it never became the sole accepted type of duel.

### Setting the terms

Much like in most duels, the objective of the duel needs to be decided beforehand, although with the restriction that it only can be first strike, first blood or to the death - with the latter being significantly rarer than the other types. In all cases, the duel should be overseen by judges and scored, and can even be aborted before the objective is achieved by either duelist if they both fail to do so in a timely manner, although that is significantly shameful for anyone other than samurai-in-training and judges may hesitate to do so.

Weapons and fighting styles are of course locked in for this style of duel, with only the daishō or similar ceremonial swords (such as a chokutō or technically, if highly unusually, a nodachi) allowed. Bokken of course are used for training duels. Only ceremonial robes are permitted, no armor. Judges must be present for the duel to be proper, with three judges being common, though five have also been used for particularly high-stakes duels, while a single judge is only used if more judges are not available. In general, the rules from Duels at Court in Courts of Stone are in play for everything surrounding the actual duel, like the location and timeliness.

**Conceding**, the **Staredown** and **Initiative** as well as **Finishing Blows** work the same way as in other duel styles. This includes the risk of maiming or killing your opponent with a finishing blow, even in a duel to the first strike or to first blood! With the new opportunities, a trained duelist shouldn't need to wait for a finishing blow, but untrained samurai might have to - which is why they should not get into this type of duel! In a first strike duel, inflicting a too severe critical strike does not score you as many points as a more restricted critical strike and killing will even cost you points - on top of the narrative consequences of being seen as a murderer. In a first blood duel, death is a possible outcome and does not penalise your score, but it will still be seen as going too far and can lead to grudges and dreams of vengeance...

### Scoring single-strike iaijutsu duels

**First strike** works as written, although a critical strike of severity 0 may not be counted by all judges! It is a close enough call that some judges will see a hit and some won't...

**First blood** requires inflicting the Bleeding condition or a critical strike of severity 5 or higher.

- Achieved your objective: +6 points (+3 points if it was the only attack with this weapon)
- Landed the first crit in a duel to first blood: +3 points

- Inflicting a crit in a first strike duel: +2 points for a critical strike of severity 0, +4 points for a critical strike of severity 1-3, points equal to severity for severity 5-6 and 6 - 1 per point of severity above 6. Killing blows award 0 or fewer points! Only the highest severity per weapon used counts
- Inflicting a crit in a first blood duel: +points equal to the highest severity per weapon
- Inflicted fatigue on the enemy: +1 point per two points of fatigue
- Incapacitated your enemy: +1 point
- Killed your opponent in a duel to the death: 14 points
- Striking more than once with a weapon: -3 points for every additional attack
- Did not use an iaijutsu technique successfully: -2 points
- Unmasking: -3 points
- Cheating: Automatic loss

Note: Techniques like the Kakita school's mastery technique, *Strike with No Thought*, which attack from a sheathed weapon and can crit also count as successfully using an iaijutsu technique, despite not being named *Iaijutsu Cut*. They do not get the new opportunities detailed below, however.

### Special Rules of Duels

A duel draws to a close at the end of any round in which one or more characters achieve their objectives, although a character who used the Center action before their opponent, in the same round that their opponent(s) achieved their objective gets one last action in Void stance to strike back, simulating them being in such a state of focus and flow that they can move essentially at the same time - including if the critical hit they just suffered killed them!

Predict can also predict Void stance, but the effect is different. If you correctly predict Void stance, you can remove 4 strife from yourself. The target is not forced out of Void stance. Additionally, a character whose stance has been correctly predicted cannot perform any actions requiring a check, as if Incapacitated.

### Modified Kata

All iaijutsu techs gain the following new opportunities:

✿✿: If you succeed, your opponent must resist with a Fitness or Meditation check with TN equal to your ranks in Martial Arts (Melee) (+1 for each turn you have been Centering) or choose one:

- Suffer a critical strike with severity equal to the DLS of the weapon you used
- Break their form and suffer the Dazed condition and take fatigue equal to your ranks in Martial Arts (Melee)

If they have a shortfall of 2 or more, they cannot choose and must suffer the critical strike, even if they are in Earth stance.

## Alternate Rank & Curriculum Progression

### **Split XP pools - WHW**

In this variant, the purpose of the curriculum is changed. Instead of introducing a tension between advancing quickly and spending your XP on things you want, it harnesses the curriculum to provide characters with extra diversity based on their schools in addition to whatever they want to spend XP on.

When using this variant, your characters receive two different types of XP: Normal and School XP.

Normal XP can be spent on anything the player wants. However, 0% of Normal XP goes towards completing the school ranks. School XP can be only spent towards things in curriculum. 100% of that XP counts towards rank progression.

Depending on how you hand out the XP, this variant can make characters more powerful than before, or it can make them weaker. It can advance your characters through the ranks more quickly, or it can slow them down without making them lose any capabilities to advance overall.

Use it if you don't find the tension of curriculum vs out of curriculum purchases fun, if you want to encourage more diverse builds, if you want to encourage characters to be flavored by their school without sacrificing their personal flavor or if you want to set a fixed school advancement rate that is the same for everyone.

### **What About Titles?**

Titles are an important and exciting part of the game.

When using this homebrew, you can deal with Title advancement in basically three ways:

- A) Include third type of XP, Title XP
- B) Make advancing Titles a function of Normal XP
- C) Make advancing Titles a function of School XP

A can help encourage your players to finish the Titles and remove competition and tension between advancing things they want vs finishing the title.

B preserves the function of divorcing school advancement from the personal choices of character advancement, but introduces tension of what a player wants vs what the title wants.

C preserves the default tension of advancing the title versus advancing the school rank.

Do note that the last variant directly plays against the function of homogenizing the school rank amongst the party members! Regardless of what you go with, remember that if you decide to operate on the same XP budget as before, and start distributing it between two or

three currencies that can only purchase specific things, it might be perceived as restrictive. If you want to encourage character build diversity and remove the tension generated by the system mastery minigame of curriculum optimization and XP spending order, consider making the XP budget overall bigger to help perceive it as a bonus, not a restriction. If you want to introduce this homebrew, but keep the XP budget the same, consider consulting your players and asking them if they won't find it intrusive.

### **No out-of-school tax, required school purchases - JMH**

This variant is a bit simpler than the above and aims at reducing the tension between curriculum and non-curriculum purchases by not “punishing” purchases outside the curriculum, instead requiring half of a rank’s XP to be spent on the curriculum. This variant might accelerate ranking up, however, so if the first ranks speed past too quickly, adjusting the XP costs might be necessary.

Rank 1 (20 to complete, 10 of which has to be in-curriculum)

Rank 2 (24 to complete, 12 of which has to be in-curriculum)

Rank 3 (32 to complete, 16 of which has to be in-curriculum)

Rank 4 (44 to complete, 22 of which has to be in-curriculum)

Rank 5 (60 to complete, 30 of which has to be in-curriculum)

Ring purchases still only contribute half the XP spent on them. If you reach half the cost of your school rank in outside-curriculum purchases, further outside-curriculum purchases grant half their xp count towards your next school rank.

Once you reach rank six, you regain access to purchase the techniques listed in your curriculum at any rank.

### **Extensive rework - Demoiselledefortune**

New XP thresholds:

<b>Rank 1:</b>	20 (20)
<b>Rank 2:</b>	+25 (45)
<b>Rank 3:</b>	+35 (80)
<b>Rank 4:</b>	+50 (130)
<b>Rank 5:</b>	+70 (200)

Keep track of cumulative XP because leftover XP isn’t lost at rank graduation but automatically applied to the new rank progression.

Those are the rank thresholds regardless of what the XP is spent on (except for Titles and Bonds which do not count for School rank progression at all).

However, to be able to formally rank up, at each rank the character must spend at least some experience on:

<b>Rank 1:</b>	2 Skill and 2 Technique within the curriculum for that rank.
<b>Rank 2:</b>	2 Skills and 3 Techniques within the curriculum for that rank.
<b>Rank 3:</b>	3 Skills and 3 Techniques within the curriculum for that rank.
<b>Rank 4:</b>	3 Skills and 4 Techniques within the curriculum for that rank.

**Rank 5:** 4 Skills and 4 Techniques within the curriculum for that rank.

This quantity may need playtesting and adjustments to avoid feeling bad, if necessary.  
The rank of the skill does not matter and it can be the same skill multiple times.

If the character hasn't spent XP in those qualifying skills and techniques, the rank progression is delayed until they have satisfied that requirement, but the cumulative XP total is still progressing so they can catch up easily. (When delayed, any relevant xp expenditure can only be used to qualify for the previous rank in priority and can't double up as qualifying in the current rank on top of that.)

Privileged access to discrete techniques is retained beyond that rank.

Privileged access to Technique categories is also retained but will be limited to twice the quantity of techniques required at that rank to rank up as well as to the level of that rank of course. For example, Kaito Shrine Keepers are limited to a total of 6 Water Invocations of up to level 3, whether they pick them at rank 3 or later; and can only ever pick up to 8 Fire Invocation when they're at rank 5.

## Clans and Schools

### Isawa Fire Tensai [Shugenja] - Kakita Cypher

It is hard to find any shugenja who have a more complete mastery over all the elements than the ones produced by the Elemental Academies of the Isawa. However even among those generalists, specialists arise. Tensai focus on one element in particular and learn how to interact with the kami of that element. A Fire Tensai chose to serve the spirits of fire. A dangerous choice, considering that these spirits are the ones most likely to act brash and in unforeseen ways. Yet these characteristics also lend them an unprecedented raw energy that these masters of fire seek to employ. Every Isawa shugenja dances with the elements but the Fire Tensai always does so on a knife's edge.

Rings: +1 Fire, +1 Earth OR +1 Air

Starting Skills (choose three): +1 Theology, +1 Composition, +1 Courtesy, +1 Medicine, +1 Meditation, +1 Performance

Honor: 40

Techniques Available: Invocations, Rituals, Shūji

Starting Techniques: Extinguish, Grasp of Earth, Tempest of Air, Commune with the Spirits, Divination

**Path of the Flame:** When making the check to activate an invocation technique, after rolling dice, you may choose to receive strife up to your school rank. You add a bonus success per strife received in this way. This strife does not count towards triggering spiritual backlash but agitating the kami in this way may still have unforeseen consequences.

Starting outfit: Sanctified Robes, wakizashi (short sword), knife, scroll satchel, traveling pack

Curriculum: Rank 1: Scholar Skills, Composition, Command, Meditation, Rank 1 Fire invocations, <> Call Upon the Wind, Cleansing Rite Rank 2: Scholar Skills, Courtesy, Meditation, Performance, Rank 1-2 Fire invocations, Rank 1 Earth invocations, Fanning the Flames Rank 3: Martial Skills, Government, Sentiment, Theology, Rank 1-3 Fire invocations, Rank 2 Air invocations, Embrace of Kenro-ji-jin Rank 4: Scholar Skills, Composition, Meditation, Survival, Rank 1-4 Fire invocations, Rank 3 Earth invocations, Grasp of the Air Dragon Rank 5: Social Skills, Composition, Sentiment, Theology, Rank 1-5 Fire invocations, Rank 4 Air invocations, Sear the Wound

**The Flames of Heaven:** Once per round, after you perform a check to activate an invocation, you may spend 1 Void point to inflict additional supernatural damage equal to your fire ring to all targets of the invocation. This also applies to invocations that normally do not deal any damage.

**Overall revisions to Schools to streamline them (transform into Titles, merge some, etc.)**

[TBC]



## New Techniques and New Uses for Skills

### **Calm the Soul (Custom Meditation Action) - WHW**

*Activation:* Once per scene, as a Support action, you may make a TN 2 Meditation (Void) check.

*Effects:* If you succeed, you may remove strife from yourself equal to 1 plus your bonus successes.

*New Opportunities:*

✿+: If you succeed, you may suppress one emotional or spiritual persistent effect affecting you for one turn per ✿ spent this way.

### **Quiet The Soul (Custom Meditation Action) - WHW**

*Activation:* As a downtime activity, you may make a TN3 Meditation check.

*Effects:* If you succeed, you may remove Strife equal to 1 plus your Meditation plus bonus successes.

*New Opportunities:*

✿✿: You may ignore all Strife symbols on your next Initiative check. This effect lasts until the end of this session.

Void ✿✿: If you succeed, recover one Void Point.

### **Cultivate Inner Strength (Custom Meditation Action) - WHW**

*Activation:* As a downtime activity, you may make a TN2 Meditation (Void) check.

*Effects:* If you succeed, you may recover 1 Void Point.

*New Opportunities:*

✿✿: If you succeed, you may recover an additional Void Point.

### **Clear Thoughts (Custom Meditation Action) - WHW**

*Activation:* Once per scene when in Void Stance, you may make a Meditation [Void] TN1 check to gain clarity of mind.

*Effects:* If you succeed, you may remove 1 Strife plus 1 for every bonus success from yourself.

### **Shove (Custom Martial Arts Action) - Kitsuki Shinichi**

Recently, one of my players was stumped in a practice fight when his opponent retreated into Obscuring terrain and he didn't really see how to get the opponent out of there. So here's a shove action to move an opponent bodily.

*Activation:* As an Attack and Scheme action you may make a Martial Arts [Unarmed] (Earth, Fire or Water) check with a TN equal to the target's Earth ring. With a sasumata or similarly fitting weapon, this can also be performed using Martial Arts [Melee]. If the target is in Air stance, invert the usual TN increase, as they are light on their feet, trying to dodge attacks, making them less rooted to their position.

*Effects:* If you succeed, you shove the target one range band away from you, plus one for every two bonus successes. At 2+ bonus successes, the opponent has to succeed at a TN2 (Air 1)

check or be knocked Prone. For every bonus success beyond the second, the TN of this check increases by 1. If you are in Fire stance and succeed while taking 2+ Strife from the check, you must make the same check or overbalance and fall Prone yourself.

### **Provoke - FFGe Beta, Kitsuki Shinichi**

*Activation:* As a Scheme action using a readied weapon you may make a TN 3 Martial Arts using the appropriate skill for the weapon, targeting one character.

*Effects:* If you succeed, reduce the TN of your Attack action checks targeting your foe by 1 plus your bonus successes. This effect persists until the end of your next turn.

This action was printed in the beta of FFGe, and it probably is the reason why the designers weren't worried about TN increases from defensive actions like shields. In the core book, there is the Feigned Opening shūji in which you can make a Performance (Air) check as a Movement and Scheme action targeting one character, with TN equal to their vigilance. Same effect. Well, *almost*. It's now *anyone's* next Attack action check.

At first glance, this seems a lot more constrained, and while vigilance can be lower than 3, it doesn't have to be. However, it gives you leverage to manipulate it, as a compromised character has vigilance 1 and there are other techniques directly manipulating Vigilance.




Additionally, allowing this effect to help your allies is quite powerful by itself, because they might be better equipped to take advantage of it, but also because it allows for better timing.

On top of that, it adds opportunity spends: One allows you to pick additional targets with lower or equal vigilance, which is very strong as long as multiple targets are around, and the other allows you to increase the TN to Attack *you* in Mass Battles in turn.

### **Create an Opening - Kitsuki Shinichi**

*Activation:* As a Scheme and Support action, you may make a TN 3 Courtesy check targeting a character who can hear you.

*Effects:* If you succeed, lower the TN of the next Scheme action someone else performs targeting your foe by 1 plus your bonus successes. This effect persists until the end of your next turn.

This is a pretty straightforward port of the idea of Provoke to social settings. The main difference is that in this case, instead of benefitting *yourself*, you're setting them up for someone else to knock them down. It also compares well with the Fire Social  to reduce the TN of the next Social skill check someone makes before the end of the scene by 1. It's slightly more narrow, but of course you can lower the TN a lot more. Similarly, it compares well to the generic   to provide Assistance. It has a larger effect, for a more focused effort. It's also stronger than just assisting, but doesn't allow for taking strife or applying advantages.

### **Knock Down - Kitsuki Shinichi**

*Activation:* As an Attack and Scheme action, you may make a Martial Arts [Unarmed] (Earth, Fire or Water) action with a TN equal to the target's Earth ring. With a sasumata or similarly fitting

weapon, this can also be performed using Martial Arts [Melee].

*Effects:* If you succeed, your target has to succeed at a TN 3 (Air 2) check or be knocked Prone. The TN of this check increases by 1 for every bonus success. If you fail by 3 or more, you are knocked Prone automatically.

This action is a way to inflict the Prone condition directly, which other techniques can key off of, but rarely inflict themselves. Compare it to Landslide Strike, for example, which targets Vigilance (easier to manipulate; works against even monstrous enemies with high Earth rings) and can even have a fixed TN 1. Landslide Strike also forces a choice on the enemy, where they can receive fatigue and the Prone condition or have to change their stance and become Immobilized, which is even worse. *And* it can potentially target multiple enemies.

This action also has a risk if your shortfall is large enough, although that is unlikely to happen unless you opt to do a Risky check, fishing for the bonus successes to guarantee the knockdown.



### **Crass Insult - Kitsuki Shinichi**




*Activation:* As a Scheme action, you may make a Performance, Command or Culture check (Air, Fire or Void) with TN equal to the target's Focus minus your skill ranks in the used skill, to a minimum of 1. Additionally, this is considered a major breach of courtesy, irrespective of the target's status rank.

*Effects:* If you succeed, the opponent receives Strife equal to your ranks in Performance plus your Fire ring if you used it, and has to succeed at a TN 3 (Earth 2) check or become Dazed. If they are Compromised, they become Dazed without a check.

If you fail and used the Void ring, lose Glory equal to your Glory rank, as you embarrass yourself.

Fire +: Increase the TN to resist by 1 per Opp spent this way.

Air +: Characters other than the target, with Vigilance lower or equal to your ranks in Courtesy + 1 per  spent this way, do not realise how much of an insult this was.

Void   : Do not lose any Honour for this action and double the strife inflicted, as your insult taps into self-evident truths about the target. Additionally, you are Disoriented.

This works with and involves a bunch of different skills and rings. Air is sneaky and tricky and should be able to insult someone. Fire is clearly playing on the emotions of the target and overwhelms them.

Void is the unexpected one, but it's the one where you basically just go with what comes to mind.

Performance is what makes the insults memorable and really hit home, while Courtesy is the skill to hide nasty behind nice phrasing. There's not enough encouragement both for going tall and for having supporting skills, a lot of the time, and my Unique Actions take some inspiration from the masteries of old5R to unlock effects when you're good at something.

It also pulls out *all* the stops in designing this, showing off the different elements that can be pulled in.

## **Conciliatory Words - Kitsuki Shinichi**

*Activation:* As a Scheme action, you may make a TN 2 Courtesy or Sentiment check to calm someone down.

*Effects:* If you succeed, they may remove 2 strife plus 1 for every two bonus successes. If you fail, both you and your target receive 2 strife.

Another simple action - sometimes you just want to calm someone down and ensure they don't blow their gasket. When that fails, though, it's frustrating to be told to just calm down and it's frustrating to not be able to calm someone down.

### **Gaze of the Sun Goddess (Rank 5 Fire Invocation) - Moshi Ikiryō**

The gaze of the sun brings joy, purity and growth but also the uncompromising judgement of the heavens. By calling on the kami of the heavens, a shugenja can call down a beam of light to shatter fortifications and reduce foes to little more than blackened cinders.

*Activation:* As an attack action, you may make a TN 5 Theology (Fire) targeting one character at range 3-6. This technique may only be performed outdoors. If the weather is sunny and unclouded, reduce the TN by 1.

*Effects:* If you succeed, you call a beam of destructive light down from the heavens to smite your foes. The target and all other characters at range 0-2 of the target suffers supernatural damage equal to your Fire ring plus your bonus successes.

*New Opportunities:*

✿: The damage of this invocation is considered Sacred and has no effect on those without Shadowlands Taint. A tainted target that is incapacitated by this damage suffers a critical strike of Severity 8 plus twice the number of rings with Shadowlands Taint they have. Tainted NPCs count as having 2 with the Shadowlands Taint, Tainted and Otherworldly NPCs have 4, and at the GMs discretion, may count as having 5 rings if their conflict rank is 10 or higher.

✿: Any character damaged by this invocation must make a TN 4 Meditation (Air 5, Water 2) check or suffer the Dazed and Burning conditions.

✿+: This invocation persists for 1 round per ✿ spent this way, targeting the original location of the initial target at the end of each round.

✿✿+: The radius from the initial target increases by 1 range band for every ✿✿ spent this way.

✿✿+: If you succeed, you may destroy one building or fortification in range per ✿✿ spent this way. Each character inside must resist with a TN 4 Fitness (Air 5, Water 2) check to escape by immediately moving outside or suffer a critical strike with severity 10.

### **Amaterasu's Embrace (Rank 2 Fire Invocation) - Moshi Ikiryō**

*Activation:* As a Support action, you may make a TN 3 Theology (Fire) check targeting the area at range 0–2 of yourself.

*Effects:* If you succeed, you *purify* the area and grant the Hallowed (Fire) terrain quality to the area as well as making it shine with light, allowing the area to be seen as if it was in daylight. This effect persists for one round, plus additional rounds equal to your bonus successes.

*New Opportunities:*



✿: This effect persists until the end of the scene instead.

✿✿: The Hallowed terrain quality persists for one month instead.

✿✿✿: The Hallowed terrain quality persists for one year instead.

✿✿✿✿: The Hallowed terrain quality persists for one hundred years instead.





✿✿: While the Hallowed terrain quality persists, each Tainted being in the affected area treats the area as dangerous terrain.

  : Remove any Imbalanced or Hallowed terrain qualities of any elements of your choice from the affected area.

### **Bend like the Reed (Rank 4 Close Combat Kata) - Kirrahe**

*"The softest thing in the world overcomes the hardest; a thing without substance enters where there is no room. The stiff and unbending is the disciple of death - the gentle and yielding is the disciple of life." - Kakita Merao*

When making Martial Arts [Unarmed] (Water) checks, you can spend Opportunities as follows:

 +: Until the end of your next turn, if the target of your check attacks you and succeeds with Bonus Successes, you may reserve one kept die per  spent this way showing  or  from their roll. These dice become dropped dice, which can cause their attack to fail. If you attack the same target before this effect ends, choose to substitute the reserved dice for dice you would have rolled.

## **Signature Scrolls**

### **Ancestral Resolve - Tonbo Karasu**


*Prerequisite: Ancestral Tradition*

The power of the blessed ancestors that flows through you supports you, just as you support others. After you *augment* a target, remove 1 fatigue.

### **Agasha's Alchemical Gift - Kitsuki Shinichi**

*Prerequisite: Alchemical Tradition*

Cost 3 XP

Whenever you create a potion (or salve or similar preparation) for a spell, you may add a kept  to the roll.

### **Empire Rests On Its Edge - WHW**

*Prerequisites: Bushi, Courtier or Artisan school tag*

Cost: 5 XP

Choose an Artisan or Scholar skill. When making Martial Arts or Meditation checks, you may replace a number of Ring dice up to your chosen Artisan or Scholar skill rank by Skill dice when you assemble the dice pool.

When making a check using your chosen Artisan or Scholar Skill, may replace a number of Ring dice up to your Martial Arts or Meditation skill rank by Skill dice when you assemble the dice pool.

## Gear

### Item Qualities

#### Poisons - Multiple Contributors

Jurojin's Balm talks about resisting poisons and it's mentioned in a few other places as a possibility, but the published poisons don't allow for checks to resist them. So we came up with a system for such poisons.

Broadly, resistible poisons fall into two categories: *Fully* or *partially resistible*. Both types of poisons force a resist check on the victim, but the difference is that for the fully resistible poisons, a success negates any effects, while for the partially resistible ones, bonus successes might be necessary, if it is at all possible. In either case, the poison has a set TN to resist, with shortfall leading to progressively worse consequences. By default in this system, those consequences are *cumulative* and stack up, although some consequences will supersede others.

The TNs we propose here make for threatening but usually not incredibly deadly poisons, in line with what we felt the current poisons were and the way the game feels to most of us. Lower TNs will make them considerably less threatening, while higher TNs can make for very scary poisons. Adjust to taste.

Rarity, Cost and the Forbidden quality are as per the *CRB*, unless called out specifically.

#### Call of Yume-dō

Call of Yume-dō is a partially resistible poison meant for knocking someone unconscious. Earth keeps you anchored to Ningen-dō, while with Void you are already partially detached, hence the TN adjustments.

When Call of Yume-dō is introduced into a character's bloodstream, they suffer 5 Fatigue and the Dazed condition. If the Fatigue causes them to become Incapacitated, they fall Unconscious instead. If the poison is ingested, the following effect applies instead:

You must make a TN 5 (Earth 4, Void 6) Fitness check to resist the poison.

If you succeed, your Fatigue is set to a value one less than your Endurance. Reduce the new Fatigue value by one for each bonus success, to a minimum of your current Fatigue.

If you fall short by 1 or more: Your Fatigue is set to a value equal to your Endurance plus your shortfall.

If you fall short by 3 or more: You become Dazed.

If you fall short by 4 or more: You fall Unconscious.

## Emma-O's judgement

This is meant to be a deadly but fully resistible poison.

A small dose of this poison is already enough to be deadly, so it has the same effect when applied to a weapon or ingested.

You must make a TN 4 (Void 3, Fire 5) Fitness check to resist or gain the Dying (5 rounds) condition.

For every point of shortfall, reduce the duration of the Dying condition by 1. If it is reduced to Dying (0 rounds), the condition can no longer be removed by the usual Medicine check, killing the victim unless powerful magic or strange and rare medicines are applied.

## Choker

Choker is a poison that needs to pass through the throat to constrict it and can therefore only take effect when ingested.

*New Opportunities:*

✿+: The poisoner may spend ✿ on their check to deliver the poison to increase the severity by 1 per ✿ spent this way.

✿✿: Increase the TN to resist by 1.

You must make a TN 4 (Earth/Fire 3, Water 5) Fitness check to resist the poison.

If you succeed, you suffer a Critical Strike of Severity 3, which cannot be resisted. Reduce the severity by 1 for each bonus success.

If you fall short by 1 or more: You suffer a Critical Strike of Severity 3 plus your shortfall, which cannot be resisted. You gain the Dazed and Frail conditions.

If you fall short by 3 or more: You become Silenced.

If you fall short by 3 or more: You fall Unconscious.

*New condition:*

*Frail*

Effects: A Frail character increases the TN of resistance checks by 2.

Removed When: At the end of their turn, if the character did not perform a resistance check since their last turn, they remove the Frail condition.



## Medicines & Alchemical Concoctions - Kitsuki Shinichi

Cost to make and buy is 1 bu, unless otherwise noted. Outside of the lands of the Agasha and other areas where strange concoctions are plentiful, the rarity of these medicines should be sharply increased.

### Revitalizing Drops - Rarity 5

*Drinkable relaxation.*

Make a TN2 Medicine (Water) Check in a downtime scene to create a dose of revitalizing or calming drops. Whoever consumes the drops can spend a Void point to reduce their Fatigue down to half Endurance or Strife down to half Composure.

✿+: Create an extra dose plus 1 for every two extra ✿ spent this way.

✿ ✿: The effect instead reduces Fatigue and/or Strife down to 0.

✿ ✿: The effect instead affects both Fatigue and Strife both.

✿ ✿ ✿ ✿: The effect no longer costs a Void point to trigger.

### Vigilant Guard's drink - Rarity 5

*Hot brown morning potion.*

TN1 Medicine (Water) Check in a downtime scene to create a potion that, when consumed, raises someone's alertness. It causes the target to gain 3 Strife but increases their Focus and Vigilance by 1.


✿+: Create an extra dose plus 1 for every extra ✿ ✿ spent this way.

✿ ✿+: Increase the effect by 1.

✿ ✿+: Decrease the Strife gain by 1, to a minimum of 1.

### Ki-balancing potions - Rarity 7

These elemental potions allow you to *strengthen* an element in your body at the expense of the others. A TN 2 Medicine (Any but Void) Check in a downtime scene lets you create a potion with the following effect:

Whenever you make a check with the *strengthened* ring, add a kept . Whenever you make a check with any other ring but Void, reroll one die showing Success or ✿.

✿ ✿ ✿: *Strengthen* two rings.

**Kayaku-Dama (incendiary grenade)** - Rarity 6

A small incendiary charge used to set fires, though it can be thrown at a target as well.