

Fate: Legacy of the Five Rings

Encyclopedia of Additional Schools

Foreword

Legacy of the Five Rings is a pretty cool adaptation of Legend of the Five Rings to the Fate system, but it's not a complete one. Some of it is missing, some of it is jank, and all of it is pretty much untested. Still, I think it's pretty neat, and worth expanding on. For that purpose, I've adapted a bunch more schools to use, as well as proposed some changes to existing schools and to how some rules work in general. Bear in mind that these are likewise barely tested, and everything should be alright.

Magic

Legacy of the Five Rings mentions in a couple of places that shugenja have a spells-per-session limit, but never states what the limit should be. I suggest that shugenja should be able to cast a number of spells per session equal to the rank of their Channeling skill, but other possibilities are available. You could tie it to their Refresh, if you want to be somewhat stingier with spells, for example.

Crab Schools

Hida Pragmatist [Bushi]

In the harsh landscape of the Shadowlands weapons and armour are quick to degrade, and the foul blood and toxic secretions of tainted monsters are known to corrode even the best steel. To fight in such conditions, the Crab have developed fighting techniques that rely only on the strength and willpower of the practitioner in order to achieve victory by any means necessary. Students of this art, Kobo Ichi-Kai, are masters of unarmed combat able to use their bare hands to take apart men and monsters with brutal ease. These arts are often considered too savage to employ against other samurai, but to the Pragmatist any method of destruction will suffice when wielded in defense of the Wall and those who guard it.

Rank One: The Eternal Stone Unleashed

You can use Physique instead of Fight to attack while unarmed or wielding an improvised weapon, and successful mental attacks against you made through fear or intimidation reduce their shifts by one.

Rank Two: Stone Turns Aside Steel

Once per conflict, when you are attacked with a melee weapon you may immediately afterward roll Physique to create an advantage related to disarming your attacker and taking their weapon for yourself. This action takes place at the end of your attacker's turn, and does not take up your turn for that exchange. A weapon you claim in this way counts as an improvised weapon for you.

Rank Three: Fight to the End

When you attack with Physique, you may spend a Fate Point; if you do, your target cannot invoke your physical consequences to help their defense, and a successful hit deals +2 shifts.

Kaiu Engineer [Artisan/Bushi]

It is the duty of the Kaiu to produce the arms and armour of the Crab, and few in the Empire have greater skill with steel and stone. The architects of the Great Carpenter Wall, the Kaiu Engineers are also the masters of siege warfare in all its forms, erecting and defending imposing fortifications with no less skill than they design and build engines of destruction with which lesser castles may be easily torn down.

Rank One: The Kaiu Method

When you succeed with style on an overcome action to create or maintain a weapon or piece of armour, you can give that item a full situation aspect based on the quality of Kaiu craftsmanship, instead of just a boost. This new aspect comes with one free invocation.

Rank Two: The Path of War

While in a mass battle, gain +1 to defend with Fight when holding an entrenched position and to attack when assaulting one. When commanding a siege engine, you can attack with Craft instead of Marksmanship.

Rank Three: The Path of Steel

Armour you create has an additional 1-shift stress box. Weapons you create deal +1 shift on successful hits.

Hiruma Scout [Bushi]

When the Hiruma's provinces and castle were conquered by an army of Shadowlands monsters early in the Empire's history, the Family's ancestral bushi school was lost with them. Though the Hiruma Bushi School's dojo and techniques were eventually recovered, in the interim the Hiruma Family developed their Scout school with the assistance of their allies among the Shinjo. Dedicated to patrolling the Shadowlands, the Hiruma Scouts are stealthy explorers and deadly ambushers.

Rank One: Dance the Razor's Edge

You are always considered to be able to find enough food out in the wild for a number of people equal to your Lore skill rank. Once per session, you can name a landmark of your choice; you always know your way back to your current landmark.

Rank Two: Veil of the Spirits

As long as you hold perfectly still and make no sound, gain +2 to create an advantage with Stealth related to hiding or being camouflaged.

Rank Three: Strike of the Stalker

Once per conflict, when you attack an unaware target with Fight or Marksmanship, it must spend two Fate Points instead of one to invoke any of its aspects to defend itself.

Hiruma Bushi [Bushi]

This school is unchanged from its appearance in Legacy of the Five Rings, apart from the correct name being applied.

Rank One: Torch's Flame Flickers

You are always considered to be able to find enough food out in the wild for a number of people equal to your Lore skill rank, and you take no penalty and grant no bonus for being outnumbered.

Rank Two: Wolf's Little Lesson

+2 to overcome with Athletics when another character presents an obstacle to you moving between zones.

Rank Three: Daylight Wastes No Movement

Once per exchange, when you inflict a physical consequence on an opponent with Fight, you may also inflict a 2-shift physical hit on another opponent in the same zone.

Kuni Witch-Hunter [Monk]

The Kuni Witch-Hunters are a small and secretive order of warrior-monks who patrol the Empire for maho-tsukai and Shadowlands infiltrators. Skilled at ferreting out the taint of Jigoku wherever it may be found, they tirelessly hunt the servants of darkness without regard for borders or local authorities, earning them not a little ire from the other clans.

Rank One: To See the Darkness

You can use Lore instead of Notice when attempting to discover any Shadowlands aspects on a person or object, and gain +1 Lore when creating an advantage related to knowing the strengths and weaknesses of Shadowlands creatures or blood sorcerers.

Rank Two: To Repel the Darkness

When you ritually cleanse and ward a threshold or other passageway, you can spend a Fate Point to create a Great (+4) barrier against the entry of any creature with Shadowlands aspects. Nonhuman creatures without Shadowlands aspects instead treat the barrier as only Fair (+2).

Rank Three: To Shatter the Darkness

Gain +2 to attack with Fight when battling any creature with Shadowlands aspects.

Toritaka Bushi [Bushi]

With their home province located in a notoriously haunted mountain range bordering a deep and mysterious forest, the Toritaka quickly developed a fighting style adapted to confronting ghosts and other strange spirits. Through the Toritaka techniques, a mortal warrior may battle spiritual entities on an even footing, but many practitioners find that their tricks are less effective against their fellow men.

Rank One: The Falcon's Eyes

Gain +1 to create an advantage with Notice when relying on your keen sight, and you can use Notice to attack instead of Fight when battling a ghost or other spirit.

Rank Two: Vigilant and Strong

Gain +2 to overcome with Notice when trying to detect a spirit or remove a situational aspect related to darkness, blindness, or obscurity.

Rank Three: Claws of the Falcon

Once per conflict, when you make a successful physical attack, your target cannot use a stress box with a lower value than your Notice skill to absorb that hit. If they have no available stress box of value equal to or higher than your Notice, they must take a consequence instead.

Crane Schools

Daidoji Scout [Bushi/Ninja]

The scouts of the Daidoji specialize in stealthy scouting missions and delaying actions to obtain intelligence and cover the maneuvers of the Crane's armies. Relying on sabotage, ambush, and other dishonourable tactics, the Daidoji Scouts operate behind enemy lines and in advance of their armies to sow havoc and waste their enemies' time, resources, and personnel.

Rank One: Hidden Dangers

Once per scene you can create a simple trap concealed in your zone. Describe the trap, its triggering condition, and its intended effect—it can be used to either attack its victim or create an advantage related to ensnaring or impairing them. The first time someone fulfils your trap's triggering condition, you can roll Craft against the triggerer's Notice to activate it.

Rank Two: Scouring the Shadows

Gain +1 to Fight or Marksmanship when attacking an unaware target.

Rank Three: The Cunning of Daidoji

While attacking with Fight or Marksmanship, if you invoke an aspect created by one of your traps, your attack does +1 shift and cannot be reduced by stress boxes on armour.

Doji Magistrate [Bushi]

The students of the Doji Magistrate school are not investigators so much as peace-keepers. The techniques of their school are founded upon the art of Mizu-do, the Way of Water, and centre around controlling their opponents by redirecting their own strength against them. In this way a Doji Magistrate can defuse violence and apprehend wrong-doers without harming them—a skill of particular import when those involved are samurai other clans, whose injuries might spark a political incident.

Rank One: Temper Steel With Honour

Gain +1 to Fight to defend or create an advantage while wielding a pinning weapon such as a jitte or sasumata.

Rank Two: Flowing Like Water

Once per exchange, when someone invokes an aspect related to their physical strength on a roll against you, you gain a free invocation of the same aspect. You can use this stunt a maximum number of times per session equal to your Rank.

Rank Three: The Willow in the Storm

Once per exchange, when someone attacks or defends against you with Fight, you can spend a Fate Point to force them to roll Athletics instead.

Kakita Artisan [Artisan]

The Kakita school is said to produce some of the finest artisans in the Empire, and few would dare to dispute it. Artworks by Kakita masters are often considered the epitome of culture, and cultural trends are formed whole-cloth by the very best of them.

Rank One: The Soul's Dream

Choose one field of art, such as poetry, painting, or sculpture. Gain +2 to overcome with Craft when creating works in the field.

Rank Two: Undying Name

Once per session, when you make a work of art that depicts a person's deeds, you can use Craft to make a mental attack against them even if they aren't present.

Rank Three: Gift Beyond Price

Gain +1 to overcome or create an advantage with Resources when you make someone a gift of one your works of art.

Dragon

I've chosen not to adapt the Hoshi Tsurui Zumi or Hitoshi Kikage Zumi schools in this document, which leaves the Dragon with something of a school shortfall. To make up for it I've included the Tonbo Shugenja school—they're so close to their Dragon patrons that in many ways they may as well already be in the clan.

Mirumoto Taoist Swordsman [Bushii]

Students of the blade who train with monastic focus, the Taoist Swordsmen are masters of a meditative art of swordsmanship that makes them truly one with their blades. In tune with the Void, they fight unencumbered by armour and take apart their opponents with a flowing mix of grappling and swordplay.

Rank One: Aligned With the Elements

While unarmored and wielding only a sword, you gain +1 to defend with Fight, and may use Fight instead of Athletics to defend against arrows and other missiles.

Rank Two: Fist and Blade

When you succeed with style while creating an advantage related to grappling someone, you may immediately trade one free invocation of that aspect for a 2-shift hit.

Rank Three: Balance of Nothingness

While making a Fight attack with a sword, aspects related to your swordsmanship or to having someone grappled grant you +3 when invoked instead of +2.

Tamori Alchemist [Shugenja]

The Tamori's secrets of alchemy, inherited from the Agasha, allow them to concoct potions that contain magical effects.

This school has been rewritten from the original version from Legacy of the Five Rings to make it more distinct from the Horiuchi Meishodo Master and Yogo Wardmaster schools.

Affinity/Deficiency: Earth/Air

Technique: Flesh of the Elements

When you have enough free time to work your alchemy, you can choose to concoct a potion that stores one of the spells you know which targets a single person or object, including spells that normally target only the caster. Spells stored in this way still count against your session limit. Thereafter, anyone carrying that potion can activate the stored spell by drinking the potion or by splashing it onto a target person or object—you roll to cast that spell when the potion is used, even if you are not present. On a success, the spell activates immediately regardless of its rank.

Spells: *Sense, Summon, Commune*, 2 Earth and 1 of either Fire or Water.

Tonbo Shugenja [Shugenja]

The Minor Clan of the Dragonfly are the gatekeepers of the Dragon, holding the only pass up into their mountainous lands. Advisors and mystics, the Tonbo Family have a rich tradition of divination magic, and are the foremost experts in astrology and other means of omen-gathering.

Affinity/Deficiency: Water/Fire

Technique: Guided by Fate

When attempting to create an advantage by discovering a hidden aspect on a character or situation, as long as you have enough time to perform a divination regarding that subject you can spend a Fate Point to use Channeling in place of the normal skill for that roll.

Spells: *Sense, Summon, Commune*, 2 Water and 1 of either Earth or Air.

Lion

Lion Elite Spearman [Bushi]

The way of the spear is a more ancient form of warfare than the swordplay commonly practiced in the Empire today, but for traditionalists among the Lion the spear still has its place upon the battlefield. Elite units of spearmen proudly maintain their ancestral arts, and the march of these forces is still a potent reminder of the might of the Lion Clan.

Rank One: The Way of Magari-Yarijutsu

While wielding a spear or polearm, gain +1 to Fight when you attack with your weapon or actively oppose someone entering your zone.

Rank Two: Strike Like the Lion

So long as you maintain honourable conduct, shifts from your spear or polearm attacks cannot be reduced by stress boxes on armour.

Rank Three: Strike Through the Eagle

You can use Fight instead of Marksmanship to make ranged attacks by hurling spears or javelins, and can divide your roll as you see fit between up to two targets in one zone.

Ikoma Lion's Shadow [Courtier/Ninja]

Though most in the Lion regard Ikoma as an honourable companion of the great Akodo, a few among his descendants remember that he was in fact a ruthlessly pragmatic man who concerned himself more with attaining victory than the methods by which it was attained. Sacrificing their personal honour for the sake of their clan, the Lion's Shadows embrace dishonourable tactics to safeguard the Lion's interests and defend them against the machinations of their enemies.

Rank One: No Boundaries

Once per session, you can spend a Fate Point to choose one other character in a scene with you. Until the scene ends, gain +1 to any roll you make to create an advantage on them or to defend against their actions.

Rank Two: The Spirit of Ikoma

Once per session, you can voluntarily take a mild social consequence of [Dishonourable] if your mild consequence slot is empty. You can invoke this consequence to aid yourself just like any other aspect, and as long as it remains on your character you start every scene with one free invocation on it.

Rank Three: Ferocious Determination

When you succeed with style on a mental attack using Presence, if you reduce your shifts by one you create a full situation aspect, rather than just a boost. This aspect enters play with one free invocation on it.

Mantis

Kitsune Shugenja [Shugenja]

Kin and students of the animal spirits native to the mysterious Kitsune Mori, the Kitsune family are the heirs of a shugenja tradition that is closely tied to the otherworld of Chikusudo, the Realm of Beasts. The ancient samurai of the clan intermarried with the fox spirits of the forest, and their influence has shaped the Kitsune school, allowing its students to call on the animal spirits around them and understand the tongues of beasts.

Affinity/Deficiency: Earth/Fire

Technique: Essence of Chikushudo

You can speak to animals, and understand their speech in turn. When you use the Commune, Sense, and Summon spells, you can target an animal spirit instead of one of the elemental kami. These spirits are more direct than the kami and better understand the needs of flesh and blood creatures, but have no more sense of purely human concerns than the kami do.

Spells: *Sense, Summon, Commune*, 2 Earth and 1 of either Air or Water.

Tsuruchi Bounty Hunter [Bushi]

Less focused on pure archery than the traditional Tsuruchi school, the bounty hunters are as much magistrates as marksmen. Trained to track and apprehend fugitives and criminals, the Tsuruchi Bounty Hunters are well-respected for their tireless pursuit of their quarries in the name of the law.

Rank One: A Hunter's Sense

Gain +1 to overcome with Notice when tracking a quarry or following someone's trail, and +1 to overcome with Presence when intimidating someone for information.

Rank Two: No Prey Escapes

So long as you are attempting to apprehend a known criminal or bounty, when you successfully use Marksmanship or Fight to create an advantage related to disarming or pinning that person, you also apply the [Dazed] boost to them.

Rank Three: Eyes of the Wasp

Gain +2 to create an advantage with Notice when attempting to discover someone's hidden aspects. If you discover an aspect related to criminality, it gains an additional free invocation.

Mantis Brawler [Bushi]

The fighting arts of the Mantis' sailors are taught more in a loose association of masters and apprentices than in anything approaching a proper dojo, they remain potent nevertheless. Born of the need to fight on the rocking decks of ships, in the pouring rain, or while dead drunk, the techniques of the Mantis Brawler focus on battling barehanded or armed with little more than a knife without allowing any impairment to affect the Brawler's ability to fight and win.

Rank One: Way of Drunken Fists

You can use Athletics instead of Fight to attack or create an advantage while unarmed or wielding a knife or other short blade.

Rank Two: Drunk Never Falls

You gain +1 to overcome with Rapport when you share a drink with someone, and you cannot gain negative physical aspects from drunkenness, fatigue, or being dazed.

Rank Three: Drunk Pounds a Door

During an Athletics attack, spend a Fate Point and declare a specific condition you want to inflict on a target, like [Winded] or [Knocked Prone]. If you succeed, you place that situation aspect on them in addition to hitting them for stress.

Yoritomo Shugenja [Shugenja]

Lords of the sea and descendants of Osano-Wo, the Fortune of thunder, lightning, and storming skies, the Yoritomo have long maintained a small but powerful shugenja tradition. Dedicated to mastery over wind and wave, the Yoritomo school is adept at manipulating the weather to support their fleets and thwart their enemies.

Affinity/Deficiency: Water/Earth

Technique: Child of the Sea

Once per scene, you can roll Channelling against a Fair (+2) opposition to create a new situation aspect related to changing the general weather conditions, such as [Clear Sky], [Howling Wind], or [Pelting Rain]. This aspect comes into play with one free invocation.

Spells: *Sense, Summon, Commune*, 2 Water and 1 of either Air or Fire.

Phoenix

The Phoenix have always had a problem being short on Families and Schools—hence AEG poaching the Agasha for them and FFG inventing the Kaito. Since I've decided not to include the Asako Henshin in this document, I thought it behooved me to offer something else instead. For that purpose, I've created a Kaito Shrinekeeper School and invented the Isawa Collectors.

Shiba Artisan [Artisan]

The Shiba Artisans are the main rivals of the Kakita academy, and are still highly regarded in the Empire despite being less prestigious or well-connected. Focusing more on attaining harmony with the Void through their art than on shaping public opinion, the Shiba Artisans produce work of deep spiritual value as well as of artistic merit.

Rank One: Soul of Brilliance

Once per session, when you successfully overcome with Craft to produce a work of art, you also gain a Fate Point.

Rank Two: The Way of Sincerity

You can use Craft instead of Rapport to create an advantage when you display one of your works in front of an audience.

Rank Three: Bounty of the Craft

Once per session, when someone spends some downtime meditating on a piece of your art, you can reduce their mental consequence by one level of severity by succeeding on a Craft roll. A severe consequence becomes moderate on a result of Great (+4), a moderate consequence becomes mild on a result of Good (+3), and a mild consequence is removed entirely on a result of Fair (+2).

Kaito Shrine Keeper [Monk]

The Kaito Family make it their duty to safeguard the shrines and temples of the Phoenix from spiritual pollution and worldly dangers alike, employing their sacred archery to drive away all foes who threaten such places. Though not shugenja—and therefore unable to see or speak to the kami—they have a close link with the spirits which allows them to perform a few supernatural tricks in a somewhat instinctive fashion, and many of their techniques focus on honing this instinct into something that can be consciously controlled.

Rank One: Sacred Arrows

When you succeed with style on a Marksmanship attack, you also place the [Ire of the _____ Spirits] boost on your target, choosing one of the types of elemental kami: air, earth, fire, or water.

Rank Two: Guardian of the Temple Steps

You can use Lore instead of Athletics to defend against a physical attack against yourself or your charge, as long as you are protecting a sacred place or personage, such as a shrine, senior monk, or shugenja.

Rank Three: Banisher of Spirits

Once per conflict, you can pluck your bowstring to make a mental attack using Marksmanship +1 targeting all spirits, otherworldly creatures, or spellcasters in your zone, dividing your roll between them as you see fit.

Isawa Collector [Courtier]

The Isawa are the greatest authorities on magic in the Empire, and their expertise is of crucial import in the safeguarding of dangerous magical artifacts and secrets. Such things can only be safeguarded if one has them in hand, however. Often the possessors of dangerous items of magical import do not fully appreciate the threat such objects pose, or have little desire to turn them over to the Phoenix for study and protection. It is the task of the Isawa Collectors to acquire such things by any means possible.

Rank One: Easing the Way

Gain +1 to overcome with Resources when bribing someone, and you cannot gain negative mental aspects from bribery, coercion, or theft as long as those things were done in service to the Phoenix Clan.

Rank Two: Penetrate to the Heart

Gain +2 to overcome with Stealth when bypassing locks, barred doors, and other physical security measures.

Rank Three: The Sting of Loss

Once per session, when you successfully steal an item of importance from another person's keeping, you can spend a Fate Point to give them a moderate mental or social consequence related to their loss, such as [Paranoid] or [Failure of Duty].

Scorpion

Bayushi Bushi [Bushi]

The Bayushi Bushi in Legacy of the Five Rings has a Rank One technique that I don't think adequately reflects the 4e school from which it was adapted, so I've reproduced the school here with an alternate version.

Rank One: Way of the Scorpion

Gain +1 to defend with Athletics against anyone who comes after you in the turn order.

Rank Two: Strike from Above, Strike from Below

Gain +2 to create an advantage with Manipulation based on confusion or misdirection in physical combat.

Rank Three: The Pincers Hold, the Tail Strikes

Whenever you create an advantage such as [Stunned], [Dazed] or [Distracted] in physical conflict, that aspect gains an additional free invocation

Shosuro Actor [Artisan/Ninja]

The Shosuro Acting Academy is famed for the quality of the butei who graduate from its halls. The hidden face of the Academy, however, is one of subterfuge and deception carried out in the name of the Scorpion Clan. While most graduates of the Academy are simple performers, the finest students are unparalleled spies, impersonators, and when need be, assassins.

Rank One: Shosuro's Method

Gain +2 to overcome with Manipulation to create a disguise or embody an acting role.

Rank Two: A Beautiful Deception

While you are in disguise or performing a role, when you successfully create an advantage with Presence or Rapport it gains an additional free invocation.

Rank Three: All Masks Fall Away

When you abandon your disguise in front of onlookers, you can make a mental attack with Manipulation +1 to shock, surprise, or dismay anyone who was not aware of your true identity, dividing your roll among those present as you see fit.

Shosuro Infiltrator [Ninja]

The original Legacy of the Five Rings document combines the Shosuro Infiltrators and Actors into one school. That school is perfectly serviceable, but with a full Shosuro Actor school presented here, it seemed like a good idea to also make a disentangled version of the Infiltrator.

Rank One: The Path of Shadows

You can use Stealth instead of Fight to attack a target unaware of your presence by striking from hiding, and you cannot gain negative mental aspects from lying, skullduggery, or the use of ninja weapons as long as those things were done in service to the Scorpion Clan.

Rank Two: Whisper of Steel

Situation aspects related to your stealth or concealment are no longer automatically removed by you making a successful physical attack.

Rank Three: The Final Silence

When you make a successful attack on an unaware target, you may spend a Fate Point to turn all four Fate Dice to show a result of ++++.

Yogo Wardmaster [Shugenja]

The Yogo style of magic makes use of an unusual technique to prolong the influence of the kami on the physical world by binding it in place through the use of paper wards and ofuda. Traditionally the style has had a strong focus on spells of protection and defense, but a well-placed ward can burden its victim with debilitating spells of surpassing endurance—if the caster can manage to place them in the heat of battle.

Affinity/Deficiency: Earth/Water

Technique: The Way of Wards

When you cast a spell with a duration of SAT, you can choose to ritually bind that spell into a paper ward as you fix it into place. If you do, you must place that ward on the target of the spell in the same turn the spell finishes casting. A target who resists having the ward placed on them can defend against your Channelling roll with Fight or Athletics—if you fail to place the ward, that spell is ruined and does not count against your session limit. As long as the ward remains intact, the aspect created by that spell does not automatically lose free invocations at the end of every exchange.

Spells: *Sense, Summon, Commune*, 2 Earth and 1 of either Air or Fire.

Soshi Magistrate [Bushi]

The famed judge Soshi Saibankan authored much of Rokugan's legal system and laid the foundation for the Scorpion's magistrate school in the techniques he taught to his yoriki. Saibankan's teachings have been preserved by the Soshi ever since, and magistrates trained in their dojo are powerful and intimidating agents of the law adept at using fear and physical force to keep the criminal underworld in check—and under the Scorpion's control.

Rank One: The Face of Justice

Gain +1 to attack or create an advantage with Presence when using physical violence or the authority of the law to threaten or intimidate.

Rank Two: Rise to Meet the Challenge

Gain +2 to defend with Physique when resisting attempts to grapple you or knock you down.

Rank Three: The Magistrate's Cut

Once per conflict, you can force an opponent to take a mild consequence of [Temporarily Blinded] instead of using their 2-shift stress box on a successful Fight attack.

Unicorn

Shinjo Bushi [Bushi]

The Shinjo style of combat is a blend of ancient Rokugani traditions from the dawn of the Empire and foreign tricks and techniques gathered on the Unicorn's long exploration of the outside world. Focusing on mounted tactics and a defensive style of swordplay, the Shinjo Bushi school is often uniquely baffling to other warriors unfamiliar with its subtleties.

Rank One: Way of the Kirin

Gain +1 to overcome and defend with Ride when controlling a horse.

Rank Two: Spirit of the Blade Unleashed

While in Full Defense, once per exchange you can spend a Fate Point when you are the target of a physical attack. After that attack is resolved you immediately lose the +2 bonus of Full Defense and make a Fight attack against your attacker.

Rank Three: Dancing With the Fortunes

Twice per physical conflict you can invoke an aspect without spending a Fate Point. If you are fighting from horseback, you can use this stunt twice in one exchange, but if you are fighting on foot you can only use it once per exchange.

Moto Vindicator [Bushi]

The defense of Unicorn caravans against the encroaching creatures of the Shadowlands has always been the duty of the Vindicators, but it was the fall of Moto Tsume to darkness that truly galvanized the school to its present fervour. Dedicated to vengeance against their fallen brothers and the destruction of the Shadowlands, the Vindicators are an order of ever-vigilant warriors who tirelessly work to root out and destroy all tainted threats to their clan.

Rank One: Purity of the Breath

Gain +1 to defend with Fight as long as you have no mental consequences, and physical consequences you suffer never grant free invocations.

Rank Two: Facing the Dark Within

Gain +2 to Notice when attempting to discover a person or creature's supernatural nature or abilities. If you discover a Shadowlands aspect, you gain an additional free invocation on that aspect.

Rank Three: Bloodied but Unbowed

When you succeed on an attack with Fight, you deal additional shifts equal to the number of physical consequences you currently have.

Horiuchi Meishodo Master [Shugenja]

The Horiuchi adopted primitive techniques of Meishodo from their progenitors among the Iuchi and perfected them into the form known today. Using the Horiuchi's refined methods and drawing on the names all things were given at the creation of the world, the elements can be directly commanded without relying on the intercession of the spirits, allowing a Meishodo master to work their magic with incredible speed and reliability.

This school has been rewritten from the original version from Legacy of the Five Rings to make it more distinct from the Tamori Alchemist and Yogo Wardmaster schools.

Affinity/Deficiency: Earth/Fire

Technique: The Way of Names

You cast your spells through talismans instead of reading them from scrolls. Your spells only take one turn to cast regardless of their rank, but you can never succeed with style on a spell you cast—if you roll more than two shifts on a spell, that roll is reduced to a 2-shift success. If one of your talismans is lost or destroyed, you can replace it by spending some downtime and rolling Craft against Fair (+2) opposition. Other shugenja cannot use your talismans unless they also know the art of Meishodo.

Spells: *Sense, Summon, Commune*, 2 Earth and 1 of either Air or Water.

Moto Death Priest [Shugenja]

Before their encounter with Shinjo-no-Kami, the Ujik-hai worshipped the Shi-Tien Yen-Wang, the Ten Lords of Death. Through the skillful negotiation of the ancient khans these grim and warlike deities have joined the ranks of the Rokugani pantheon as minor fortunes, and they remain the particular patrons of the Moto Family. Dedicated to punishing the wicked in death, the Shi-Tien Yen-Wang exhort their followers and priests to dispatch their enemies without hesitation or mercy, that they may more quickly come before Ten Lords' judgement.

Affinity/Deficiency: Earth/Air

Technique: Blessings of the Shi-Tien Yen-Wang

Once per conflict, you can spend a Fate Point to create an advantage using Channeling targeting one of your opponent's physical consequences. If you succeed, any free invocations from your roll are placed on that consequence and its severity is increased by one step—mild becomes moderate, and moderate becomes severe. If you targeted a severe consequence, it gains an additional free invocation beyond those resulting from your roll.

Spells: *Sense, Summon, Commune*, 2 Earth and 1 of either Fire or Water.

Iuchi Shugenja [Shugenja]

The Iuchi are one of the least traditional shugenja Families in the Empire, and their lessons as often take place out in the wilderness as in temples and shrines. Having developed their arts during the Unicorn's travels, their magic draws on gaijin influences and focuses on spells of travel and traversal which aid in their clan's journeying.

Affinity/Deficiency: Water/Fire

Technique: Spirit of the Wind

Once per exchange, when another character would roll Athletics to move into another zone against opposition, you can instead roll Channeling to overcome that opposition on their behalf. If you succeed, they can move without using their skill roll for that exchange, and if you fail, they can still make their own roll as normal.

Spells: *Sense, Summon, Commune*, 2 Water and 1 of either Air or Earth.

Utaku Mounted Infantry [Bushi]

Though the Unicorn's doctrine of war emphasizes high mobility, battles can seldom be won purely by cavalry. The response of the Utaku is to use highly trained mounted infantry. By maneuvering on horseback, these soldiers can be rapidly deployed wherever they're needed far faster than any army can march—and by dismounting to fight on foot once they arrive, they can hold ground with greater stability than any mounted unit.

Rank One: Speed of my Sisters

You can use Athletics instead of Notice to determine your turn order in a physical conflict.

Rank Two: Utaku's Thunder

So long as you maintain honourable conduct, gain +1 to create an advantage with Fight.

Rank Three: Epic of my Name

Once per session, when you invoke your High Concept you get +4 on your roll instead of +2.

Boring Legal Mumbo-Jumbo

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