

Identity

Character Name _____

Player Name _____

Clan _____ Family _____

School _____ School Rank _____

Roles _____



Honor

Glory

Status

Ninjō

Giri

Social Standing

Skills

Craft or Repair
a Work of Art

ARTISAN SKILLS

RANKS

Aesthetics _____

Composition _____

Design _____

Smithing _____

Overcome
an Opponent

MARTIAL SKILLS

RANKS

Fitness _____

Martial Arts [Melee] _____

Martial Arts [Ranged] _____

Martial Arts [Unarmed] _____

Meditation _____

Tactics _____

Know or
Learn a Fact

SCHOLAR SKILLS

RANKS

Culture _____

Government _____

Medicine _____

Sentiment _____

Theology _____

Influence
a Person

SOCIAL SKILLS

RANKS

Command _____

Courtesy _____

Games _____

Performance _____

Acquire or
Use Resources

TRADE SKILLS

RANKS

Commerce _____

Labor _____

Seafaring _____

Skulduggery _____

Survival _____

APPROACHES

Refine

Restore

Invent

Adapt

Attune

APPROACHES

Feint

Withstand

Overwhelm

Shift

Sacrifice

APPROACHES

Analyze

Recall

Theorize

Survey

Sense

APPROACHES

Trick

Reason

Incite

Charm

Enlighten

APPROACHES

Con

Produce

Innovate

Exchange

Subsist

Titles

DISTINCTIONS: Reroll up to two dice of your choice when a distinction helps you on a check.

ADVERSITIES: Reroll two dice containing or symbols when an adversity hinders you on a check. If you fail, gain 1 Void point.

PASSIONS: After performing a check related to your passion, remove 3 strife.

ANXIETIES: After performing a check related to your anxiety, receive 3 strife. Then, gain 1 Void point (limit once per scene).

PERSONALITY, HABITS, AND QUIRKS

Advantages and Disadvantages

Symbol Key

Success

Explosive Success

Opportunity

Strife

EXPERIENCE



Total



Spent



Saved

Legend of the Five Rings
ROLEPLAYING

Relationships

CHARACTER SHEET - CONFLICT MODE

Rings and Stances

EARTH STANCE:
Others cannot spend 𐂔 to inflict critical strikes or conditions on you.

WATER STANCE:
Perform a second action on your turn that does not require a check or share a type with your first action.

VOID STANCE:
You do not receive strife from 𐂔 symbols on checks.



AIR STANCE:
+1 to TN of Attack and Scheme checks targeting you (+2 at rank 4+).

FIRE STANCE:
If you succeed, +1 bonus success per 𐂔 symbol.

STANCES CAN ONLY BE APPLIED DURING CONFLICTS

ENDURANCE
(Earth + Fire) x 2

COMPOSURE
(Earth + Water) x 2

FOCUS
(Air + Fire)

VIGILANCE
(Air + Water) / 2

VOID POINTS

	FATIGUE
	STRIFE
MAXIMUM	CURRENT

Derived Attributes

Combat Skills

SKILL NAME

RANKS

SUMMARY OF A CONFLICT TURN

- Choose Stance (Air, Earth, Fire, Water, or Void)
- Perform Action (Intrigue p. 254, Duel p. 258, Skirmish p. 262, Mass Battle p. 274)
- Move before or after action (Skirmish: 1 range band)

Advantages & Disadvantages

Conditions

School Abilities

Armament

WEAPONS

NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES

ARMOR

NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES

Clothes

Techniques (New Actions)

TECHNIQUE TYPES AVAILABLE

☐ KATA 𐂔
 ☐ KIHŌ 𐂔
 ☐ INVOCATIONS 𐂔
 ☐ RITUALS 𐂔
 ☐ SHŪJI 𐂔
 ☐ MAHŌ 𐂔
 ☐ NINJUTSU 𐂔

Gear

KOKU	BU	ZENI

1 Koku = 5 Bu = 50 Zeni / 1 Bu = 10 Zeni

Notes

Techniques (New)