

Legend
of the
Five Rings



Character Name

ClanFamily

SchoolRank

Roles

Titles

Notable Deeds

Honor

Glory

Status

Ninjo

Giri



Distinctions

Reroll up to to 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 .

Anxieties

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

Artisan Skills

Aesthetics: Visual art - bonsai, drawing, rock gardening, calligraphy

Composition: Compose literature, letters, poetry and speeches

Design: Fashion, repair and select clothing, jewellery

Smithing: Craft, appraise or repair weapons and armor

Refine
Restore
Invent
Adapt
Attune

Martial Skills

Fitness: Perform feats of physical prowess and athletics

Martial Arts [Melee]: Use close combat weapon

Martial Arts [Ranged]: Use ranged weapon

Martial Arts [Unarmed]: Use fists, kicks or improvised weapons in combat

Meditation: Process and control emotions

Tactics: Command and control in a battle

Feint
Withstand
Overwhelm
Shift
Sacrifice

Scholar Skills

Culture: Rokugani traditions and trends, geography, history

Government: Know how the Empire operates, laws and bureaucracy

Medicine: Know the body, healing, herbs & poisons

Sentiment: Understand emotions of others, perceive lies

Theology: Understand religion, spirits and the supernatural

Analyze
Recall
Theorize
Survey
Sense

Social Skills

Command: Issue orders, interrogate, inspire, especially effective on those of lower status

Courtesy: Control conversations and arguments, expressing sincerity, effective on those of higher status

Games: Play and understand games; Go, Shogi, hunting

Performance: Entertain, impress; singing, tea ceremony, acting, oratory

Trick
Reason
Incite
Charm
Enlighten

Trade Skills

Animal Handling: Care for, understand and direct animals

Commerce: Appraise, bargain, buy and sell goods for profit

Labor: Manual tasks such as farming, construction, goods production

Seafaring: Operate boats, navigate, and subsist at sea

Skulduggery: Steal from and spy on others

Survival: Travel, subsist and endure in wilderness areas

Con
Produce
Innovate
Exchange
Subsist

Techniques and Abilities

EARTH STANCE:

Others cannot spend ⚡ 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 ⚡ 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 ⚡ symbol.

STANCES CAN ONLY BE APPLIED DURING CONFLICTS

ENDURANCE (Earth + Fire) x2

Fatigue

COMPOSURE (Earth + Water) x2

Strife

FOCUS (Air + Fire)

VIGILANCE (Air + Water)/2

VOID Maximum / Spent

WEAPON	SKILL	DMG	DLS	RANGE	QUALITIES

ARMOUR	PHYS / SUP RES	QUALITIES

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)



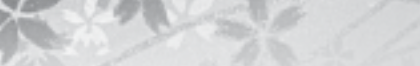
Techniques and Abilities



Possessions and Equipment



Enemies, Allies and Contacts



Notes

School and Title Advancement

School / Title:		Rank:
	Advance	XP Spent
Skill Group		
Skill		
Skill		
Skill		
Tech Group		
Tech		
Tech		

XP to complete rank:

School / Title:		Rank:
	Advance	XP Spent
Skill Group		
Skill		
Skill		
Skill		
Tech Group		
Tech		
Tech		

XP to complete rank:

School / Title:		Rank:
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Skill Group		
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School / Title:		Rank:
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Skill Group		
Skill		
Skill		
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XP to complete rank:

School / Title:		Rank:
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Skill		
Skill		
Skill		
Tech Group		
Tech		
Tech		

XP to complete rank:

Experience

Experience Costs:
 Improve Ring: 3 x Next Rank
 Improve Skill: 2 x Next Rank
 New Technique: 3xp or as listed

