

Legend
of the
Five Rings



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Character Name

.....

Clan

.....

Family

.....

School

.....


Rank

.....

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 

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	RESISTANCE / TYPE	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

Techniques and Abilities



Enemies, Allies and Contacts



Notes



Notes

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

XP to complete rank:

School / Title:		Rank:
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Skill Group		
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

