

Legend
of the
Five Rings



.....

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		
Courtesy: Control conversations and arguments, expressing sincerity		
Games: Play and understand games; Go, Shogi, hunting		
Performance: Entertain, impress; singing, tea ceremony, acting		

- 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





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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Tech		
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School / Title:

Rank:

	Advance	XP Spent
Skill Group		
Skill		
Skill		
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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:

Experience

Experience Costs:

Improve Ring: 3 x Next Rank

Improve Skill: 2 x Next Rank

New Technique: 3xp or as listed

