

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, 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

Others cannot spend ✨  
to inflict critical strikes or  
conditions on you.

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

You do not receive strife from  symbols on checks.

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

If you succeed,  
+1 bonus success  
per ♯ symbol.

STANCES CAN ONLY BE APPLIED  
DURING CONFLICTS



|  |  |
|--|--|
|  |  |
|--|--|

## Fatigue

|  |  |
|--|--|
|  |  |
|--|--|

Strife

\_\_\_\_\_

\_\_\_\_\_

|  |  |
|--|--|
|  |  |
|--|--|

| WEAPON | SKILL | DMG | DLS | RANGE | QUALITIES |
|--------|-------|-----|-----|-------|-----------|
|        |       |     |     |       |           |
|        |       |     |     |       |           |
|        |       |     |     |       |           |
|        |       |     |     |       |           |

| ARMOUR | RESISTANCE / TYPE | QUALITIES |
|--------|-------------------|-----------|
|        |                   |           |
|        |                   |           |
|        |                   |           |
|        |                   |           |

- 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

## 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            |         |          |

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|-----------------|---------|-------|
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| Skill           |         |       |
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| 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

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