

| Lose honour when you fail to uphold a tenet of Bushido | | | | Gain Honour when you make a personal sacrifice to uphold a tenet of Bushido | | |
|---|---|--|---|--|--|---|
| Compassion | Courage | Courtesy | Duty & Loyalty | Honour | Righteousness | Sincerity |
| Be Helpful Help your fellows at every opportunity, Be sympathetic and show concern for the suffering of others. | Be Brave Show strength in the face of pain, grief and adversity. Confront your fears, do not allow them to influence your actions. Live life completely, fully and wonderfully. | Be Nice You have no reason to be cruel. Be polite in your attitude and behaviour to others. Your true strength is measured in how you treat people during difficult times. | Be Reliable Take full ownership of your responsibilities to towards all others and remain fiercely true to them. Obey your lord, putting aside personal desire and glory. | Be True to Yourself Look after your mind, body and soul. Listen fully to your conscience. You cannot hide from yourself. | Be Honest and Just Be acutely honest in all your dealings. Uphold justice and condemn injustice. There is only right and wrong, truth and untruth. | Keep Your Word Your words and your actions must align. If you say you will do something, you must do it. You never need promise something, speaking and doing are one and the same. |






| Who do I pray to? | |
|--------------------|---|
| Benten | The Fortune of romantic love |
| Bishamon | The Fortune of strength |
| Daikoku | The Fortune of wealth |
| Ebisu | The Fortune of honest work |
| Fukurokujin | The Fortune of wisdom and mercy |
| Hôtei | The Fortune of contentment |
| Jurôjin | The Fortune of longevity |
| Kisshôten | The Fortune of happiness, fertility, & beauty |
| Agashiko | Fortune of Simplicity and Reflection |
| Ekibyogami | Fortune of Plague and Pestilence |
| Emma-O | Fortune of Death and Judge of the Dead |
| Gobai | Fortune of Balance |
| Hachiman | Fortune of Battle |
| Hamanari | Fortune of Fish and Generous Meals |
| Hamanri | Fortune of Regency and Stability |
| Haruhiko | Fortune of Fishermen |
| Hiderigami | Fortune of Draught |
| Hikora | Fortune of Oak |
| Hofukushu | Fortune of Vengeance |
| Inari | Fortune of Rice and Good Grain |
| Isora | Fortune of the Seashore |
| Jikoju | Fortune of the East Wind |
| Jizo | Fortune of Mercy |
| Jotei | Fortune of Morning Dew |
| Kamashi-okara | Fortune of Sorrow |
| Kaze-no-kami | Fortune of Wind |
| Kenro-ji-jin | Fortune of Soil |
| Kobiru-Tadashiko | Fortune of Understanding |
| Kojin | Fortune of the Kitchen and Housewives |
| Komoku | Fortune of the West Wind |
| Ko-no-hama | Fortune of Flowers |
| Koshin | Fortune of Roads |
| Kurohito | Fortune of Perfection |
| Kuroshin | Fortune of Agriculture |
| Kyufoki | Fortune of Earthquakes |
| Megumi | Fortune of Heroic Guidance |
| Mikoto | Fortune of Ronin |
| Musubi-no-Kami | Fortune of Marriage |
| Muzaka | Fortune of Enigmas |
| Namaku | Fortune of Horses |
| Natsu-togumara | Fortune of Travel and Experience |
| Nagiroko-to | Fortune of Compassion and Forgiveness |
| Osano-Wo | Fortune of Fire and Thunder |
| Sadahako | Fortune of Geisha and Artists |
| Saibankan | Fortune of Magistrates and Judges |
| Sudaro | Fortune of Perseverance |
| Suitengu | Fortune of the Sea |
| Tamon | Fortune of the North Wind |
| Tenjin | Fortune of Writing and Literature |
| Toyouke-Omikami | Fortune of Grain |
| Tsugumu | Fortune of Secrets |
| Uzume | Fortune of Dancing |
| Wu | Fortune of Sensei |
| Xing Guo | Fortune of Steel |
| Yama-no-kami | Fortune of Stone |
| Zocho | Fortune of the South Wind |

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|--|
| -Ue Used when addressing your Clan Champion or Family Daimyo . |
| -Sama Used when addressing one's superiors. Used as a sign of great respect or admiration . In a formal social situation refer to everyone as '-sama'. |
| -Dono Means Lord/Lady and is the most common way to speak to a Daimyo, it can also be used in normal conversation to elevate someone. It implies dignity and greatness , but does not carry the tone of admiration that '-sama' does |
| -San The most commonly used suffix in polite interaction, using '-san' with another individual indicates a polite respect for them. |
| -Kun Used to refer to boys who have not yet passed their gempukku, and is sometimes used by young women to refer to men that they are very close to. It may also be used by an immediate superior addressing a subordinate of either gender, in which case it carries greater familiarity than '-san'. |
| Chan Used with girls who have not yet completed their gempukku or anyone a person finds endearing. Siblings who are very close will sometimes use this. Using this with anyone in any sort of formal context is a grave breach of etiquette . |

| | | | |
|-------|------------|---------|---------------|
| Day | Sun | Hare | 6:00 – 08:00 |
| | Moon | Dragon | 8:00 – 10:00 |
| | Hantei | Serpent | 10:00 – 12:00 |
| | Akodo | Horse | 12:00 – 14:00 |
| | Doji | Goat | 14:00 – 16:00 |
| | Shiba | Monkey | 16:00 – 18:00 |
| Night | Bayushi | Rooster | 18:00 – 20:00 |
| | Shinjo | Dog | 20:00 – 22:00 |
| | Hida | Boar | 22:00 – 00:00 |
| | Togashi | Rat | 00:00 – 02:00 |
| | Fu-Leng | Ox | 02:00 – 04:00 |
| | Tenth Kami | Tiger | 04:00 – 06:00 |

| | | | | | | | | | | | | | | | | | | | | | |
|--------|--------------------------------|----|----|----|----|----|----|--|----|----|----|----|----|----|--------------------------------|----|----|----|----|----|----|
| Spring | Amaterasu (Sun) Hare | | | | | | | Onnotongu (Moon) Dragon (Tortoise) | | | | | | | Hantei Serpent | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| Summer | Akodo Horse | | | | | | | Doji Goat (Sheep) | | | | | | | Shiba Monkey | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| Autumn | Bayushi Rooster | | | | | | | Shinjo Dog | | | | | | | Hida Boar | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| Winter | Togashi Rat | | | | | | | Fu-Leng Ox | | | | | | | The Tenth Kami Tiger | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |




| | |
|-------------------------|--|
| First century | Formation of Rokugan. War Against Fu-Leng (33-42) |
| Second century | Formation of the Imperial Legions and Emerald Magistrates by Hantei Genji (163). The last remaining Kami disappear. |
| Third century | Gisei Toshi assumed destroyed (283). The Brotherhood of Shinsei divides into sects. |
| Fourth century | Yasuki Join the Crab (387). Crane-Crab War (387-400). Rise of the Gozoku (375-415). |
| Fifth century | Downfall of the Gozoku (432-435). Gaijin are banned from Rokugan following the Battle of White Stag (442). Bayushi Tesaguri is the first soul imprisoned in Traitor's Grove (445) |
| Sixth century | The rise of Iuchiban (499-510) and the Battle of Stolen Graves (510). |
| Seventh century | Reign of Hantei XVI, the Steel Chrysanthemum (589-610). Creation of the Articles of Heaven (622) and Subtlety of Court (689). First rise of the Kusatte Iru (634). |
| Eighth century | The Maw attacks at the Battle of the Cresting Wave , the creation of the Kaiu Wall, and loss of the Hiruma family lands (716). Second rise of Iuchiban and the Battle of Sleeping River (748-750). |
| Ninth century | Return of the Ki-Rin (815-816). Creation of the Dark Moto (825) and the White Guard (827). |
| Tenth century | Downfall of the Shimizu family, wiped out by a plague (917). |
| Eleventh century | A century of relative peace. |

| Endurance | Composure | Focus | Vigilance |
|---|--|---|--|
|  x2 |  x2 |  +  |  ÷2 |




Recovering Strife

- At the end of a scene reduce your strife to half your composure (rounded up).
- Passions & Ninjo.
- Spend time meditating or partake in a Tea Ceremony.
- Once per scene, if you are compromised, at the beginning or end of your turn you may Unmask to remove all Strife and then suffer the consequences...


Recovering Fatigue

- At the end of a scene reduce your fatigue to half your endurance (rounded up).
- Rest for a full night and recover fatigue equal to  x2.
- First Aid – Make a **TN 2 Medicine (Water) check** targeting a character at range 0–1. If you succeed, the target removes fatigue equal to 1 plus your bonus successes and cannot benefit from the First Aid action again until they have been treated more thoroughly, such as with the Treatment downtime activity. You may spend + to affect one additional target per  spent this way.

Assistance

- Roll one additional  per assisting character who has the skill in use.
- Roll one additional  per assisting character who does not have the skill.
- Each player whose character assists must describe how they are helping, and the GM decides if they can contribute.
- At the GM's discretion use one advantage from one assisting character.
- Keep 1 additional die per assisting character.
- Each assisting character may choose to suffer 1 strife to negate 1  symbol on the check.

Spend a Point to...






- Seize the Moment – Roll one additional  dice and keep one extra dice.
- Take the hit – Suffer no fatigue from an attack, instead suffer a critical strike.
- Shattering Parry – Reroll a check to resist a critical strike. The weapon you parry with gains the damaged quality.

Gain a Point when...

- You fail a check that was affected by one of your **Adversities**.
- You gaining strife from an **Anxiety**.
- You choose to be affected by a complication introduced to a scene (by GM or any Player) and gaining 3 strife.
- The GM conceals the TN of a check.






Artisan - Make or craft a piece of art.

- Aesthetics** – Non-utilitarian art.
- Composition** – Literature and poetry.
- Design** – Finery and worn art.
- Smithing** – Armour and weapons.

-  **Refine** an existing piece to make it function better.
-  **Restore** a damaged piece through upkeep.
-  **Invent** a new piece from raw materials.
-  **Adapt** an existing piece into something else.
-  **Attune** yourself to a piece of art (Void).






Social - Influence a person.

- Command** – Assert authority over others, especially of lower status.
- Courtesy** – Appeal formally to others, especially of higher status.
- Games** – Discuss, strategise and play games to socialise.
- Performance** – Communicate with and influence an audience.

-  **Trick** them into believing something you suggest.
-  **Reason** with them to act based on logic and duty.
-  **Incite** them to act on their emotions and desires.
-  **Charm** them to develop positive feelings toward you.
-  **Enlighten** them to understand a fundamental truth.






Scholar - Know or learn information.

- Culture** – Current events, historical trends, and etiquette.
- Government** – Law, bureaucracy, posts, and positions.
- Medicine** – Health, injury, and disease.
- Sentiment** – Psychology, emotions, and motivations.
- Theology** – Spiritual realms, mystical phenomena, and religious rites.

-  **Analyse** a specific thing for details about it.
-  **Recall** it from memory.
-  **Theorize** possibilities of its nature.
-  **Survey** the surroundings for clues about it.
-  **Sense** it with your instincts or a hunch.






Martial - Overcome an opponent or challenge with force.

- Fitness** – Performing athletic feats and resisting harm.
- Martial Arts [Melee]** – Using close-quarters weaponry.
- Martial Arts [Ranged]** – Using missile weapons.
- Martial Arts [Unarmed]** – Using improvised weapons / bare-handed.
- Meditation** – Mastering emotion such as anger, fear, and hate.
- Tactics** – Fighting with warbands, regiments and armies.

-  **Feint** to lure an opponent into a weak position.
-  **Withstand** an opponent to wear them down.
-  **Overwhelm** an opponent with a quick burst of power.
-  **Shift** an opponent to gain an advantageous position.
-  **Sacrifice** to let an opponent score a victory so that you can achieve a greater end.

Trade - Get resources or perform work.

- Commerce** – Sales, trading, and speculation.
- Labour** – Farming, construction, and production.
- Seafaring** – Sailing and living on the ocean.
- Skulduggery** – Criminal organizations and activities.
- Survival** – Living in the wilds beyond civilization.

-  **Con** someone to get something for nothing.
-  **Produce** what you need through physical toil.
-  **Innovate** a new way to get what you need.
-  **Exchange** one type of labour or resources for another.
-  **Subsist** in your environment without disrupting it.



Increase the TN of Attack and Scheme checks targeting you by 1. If your school rank is 4 or higher, increase the TN by 2 instead.

Initiative ✨: Discover a foe's Disadvantage (their choice).

Conflict ✨: Add a kept ■ set to a ✨ result to your next Martial check.

Conflict ✨+: During a Movement action check, 1 range band of any distance you move per ✨ spent may be vertical.

Conflict ✨✨: Increase the TN of the next Martial Arts (Ranged) check targeting you before your next turn by 2.

Any Check ✨: Learn a character's demeanour and current strife.

Any Check ✨+: You are very subtle. Additional ✨ spent this way increase the subtlety of your method.

Any Check ✨✨: Observe a detail about a character, or at GM discretion add a small detail to an NPC.

Artisan ✨: If successful, add the Resplendent or Subtle quality to an item you are refining.

Scholar ✨: Learn something about the person who created or used the item you are studying.

Social ✨: Learn if the Honour, Glory or Status of a character is higher, lower or equal to yours.

Trade ✨: Sell an item for 10% more.

Descriptor (Air) ✨: Act precisely, stealthily, or subtly.

Narrative Detail (Air) ✨: People's strengths and weaknesses, emotions, small details in objects.

Downtime Air Check ✨+: Learn a detail about one person in your company per ✨ spent. You can only learn one detail about each person this way in a single downtime scene.

Downtime Air Check ✨✨: Perform your activity without letting others of your choice know what you did.



When making Attack and Scheme checks targeting you, other characters cannot spend ✨ to inflict critical strikes or conditions on you.

Initiative ✨: Choose another character's disadvantage you know, they do not apply it this scene.

Conflict ✨: During a Movement check, ignore one terrain quality of your choice.

Conflict ✨+: Reduce the severity of the next critical strike you suffer before your next turn by 1 per ✨ spent.

Conflict ✨✨: Do not apply one of your disadvantages to checks until the end of your next turn.

Any Check ✨: Reduce another character's strife by 2.

Any Check ✨+: Act extremely carefully. Additional ✨ spent make the attempt even safer.

Any Check ✨✨: Recall a piece of information not related to your check, or at GM discretion reveal a small preparatory action taken earlier.

Artisan ✨: If successful, add the Durable quality to an item you are restoring.

Scholar ✨: Remember a place where you can research the topic you were attempting to recall.

Social ✨: Increase the TN of another character's next Social check made before the end of the scene by 1.

Trade ✨: Reduce the TN of another character's next check made with the same skill before the end of the scene by 1.

Descriptor (Earth) ✨: Act cautiously, calmly, or thoroughly.

Narrative Detail (Earth) ✨: Your own memories, history of people and objects, defensive positions.

Downtime Earth Check ✨+: Another character in your company may remove 1 strife or fatigue per ✨ spent.

Downtime Earth Check ✨✨: Memorize a small but vital detail from your activity, you can recall it without a check.



When you succeed on a check, you count as having 1 additional bonus success for each ♻ symbol on your kept dice.

Initiative ✨: Use your focus instead of your vigilance when surprised.

Conflict ✨: Increase the TN of another character's next check by 1 if it does not target you.

Conflict ✨+: Increase the TN of the next check a character makes to resist a critical strike before your next turn by 1 per ✨ spent.

Conflict ✨✨: Characters must suffer 2 strife to choose you as the target of Attack/Scheme actions until your next turn.

Any Check ✨: Inflict 2 Strife on another character.

Any Check ✨+: You are impressive and flashy. Additional ✨ spent make you even more noticeable.

Any Check ✨✨: You notice a missing detail not related to your check. At GM discretion you can create an absence in the scene.

Artisan ✨: If you succeed, make an extra copy of an item you are creating.

Scholar ✨: Discern a character's motivations or desires.

Social ✨: Reduce the TN of another character's next Social check by 1.

Trade ✨: Add a kept ■ set to a ✨ result to the next check you make with another skill.

Descriptor (Fire) ✨: Act creatively, fearsomely, or noticeably.

Narrative Detail (Fire) ✨: People's motivations, flashes of insight, conspicuous absences.

Downtime Fire Check ✨+: Assist one other character per ✨ spent with their next downtime activity this session.

Downtime Fire Check ✨✨: Energise a fellow character. They may perform a second downtime activity (max 2).



During your turn, you may perform 1 additional action that does not require a check. This action cannot share the same type (Attack, Support, Scheme, Movement) with another action you perform this turn.

Initiative ✨: Assess all terrain qualities in the scene.

Conflict ✨: Remove 1 fatigue

Conflict ✨+: During an Attack action ignore 1 point of physical resistance per ✨ spent.

Conflict ✨✨: Move 1 range band

Any Check ✨: Recover 2 Strife.

Any Check ✨+: You perform the task efficiently. Additional ✨ spent reduce time and materials needed.

Any Check ✨✨: Spot a physical detail not related to your check or at GM discretion add a (previously unnoticed) area of terrain or mundane item to your location.

Artisan Skill ✨: Add a kept ■ set to a ✨ result to the next Artisan check made this session.

Scholar Skill ✨: Spot a unique or identifying quality, aspect or ability of something you are identifying.

Social Skill ✨: Add a kept ■ set to a ✨ result to your next Social check before the end of the scene.

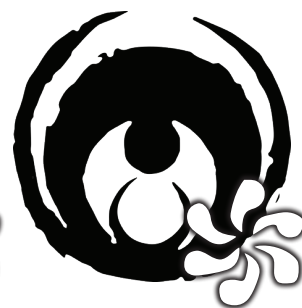
Trade Skill ✨: When buying an item get a 10% discount.

Descriptor (Water) ✨: Act efficiently, flexibly, or gregariously.

Narrative Detail (Water) ✨: Environmental dangers, presence of useful terrain or objects, escape routes.

Downtime Water Check ✨+: Recover 1 strife or fatigue per ✨ spent.

Downtime Water Check ✨✨: Make a new friend while undertaking your downtime activity.



You do not suffer strife from ♻ results on kept dice.

Initiative ✨: Sense if there is an otherworldly being present in the scene.

Conflict ✨: During your next Attack action, ignore one terrain quality of your choice.

Conflict ✨+: During a Support check increase your initiative by 1 per ✨ spent.

Conflict ✨✨: Ignore the effects of one condition you are suffering until the end of your next turn.

Any Check ✨: Name another ring, if your next check uses that ring reduce its TN by 1.

Any Check ✨+: Detect a sign of the supernatural, more ✨ spent reveal a more precise location.

Any Check ✨✨: Gain insight into the nature of the universe or your own heart. At GM Discretion, Reveal an as yet unknown fact about your character that relates to the current situation.

Artisan Skill ✨: Reduce the TN of your next check to use the item you are attuning to by 1.

Scholar Skill ✨: Realize whether or not the angle of inquiry under investigation is worthwhile.

Social Skill ✨: Learn another character's objective.

Trade Skill ✨: Reduce your effects on the environment (and physical traces of your efforts) to a minimum.

Descriptor (Void) ✨: Act instinctively, inscrutably, or sagely.

Narrative Detail (Void) ✨: Supernatural presences, flashes of premonition, instinctive warnings.

Downtime Void Check ✨+: Reserve 1 or more dropped dice from your check up to you ranks in that skill. Add these dice as a kept die to the next check with the same skill.

Downtime Void Check ✨✨: Have a brief premonition of a possible future event.

Dueling

Initiative Check

TN 1 Meditation Check

The Staredown

The staredown is a special step at the start of Phase 2: Take Turns each round.

During the staredown, each character receives strife equal to the number of the round (1 strife for the first round, 2 for the second, 3 for the third, and so forth).

Additionally, after receiving this strife, each character who is not Compromised may bid additional strife to increase their initiative value for that round. To bid, each participating character secretly chooses a number between 0 and their focus attribute. Then, all simultaneously reveal their number, and each suffers that amount of strife, and adds it to their initiative for the round.

Finishing Blow

The first time their opponent becomes Compromised or unmasked during a duel, a character may immediately execute a finishing blow. This is a special action that can be performed out of turn.

A character executes the finishing blow by choosing an Attack action and performing it against their opponent, interrupting anything their target is doing (including resolving a check of their own). One finishing blow can even interrupt another!

If the character executing a finishing blow succeeds, instead of dealing damage, the finishing blow inflicts a critical strike with severity equal to two times the deadliness of the weapon or Attack action used, plus the attacker's bonus successes. Any other effects of the Attack action are resolved as usual.

If two characters trigger finishing blows simultaneously for any reason, the one with the lower honour fully executes their finishing blow first.

If the duel's objective is achieved by the finishing blow, the duel ends immediately. Otherwise, the duel picks up where it left off (including returning to resolving a check, if one was interrupted).

Duel Objectives

Iaijutsu Duel (to first strike or first blood): The objective is to inflict a critical strike on the opponent. When fought to the first blood, the objective is to inflict a critical strike of severity 5+.

Iaijutsu Duel (to the death): The objective is to kill the opponent or inflict the Dying condition on them.

Sparring Bout (to incapacitation): The objective is to inflict the Incapacitated condition on the foe.

Warrior's Duel (to defeat): The objective is to inflict the Unconscious or Dying condition upon them, or get them to yield.

Taryu-Jiai (to incapacitation): The objective is to inflict the Incapacitated condition on the foe or to demonstrate one's absolute superiority such that the foe surrenders.

Centre

Activation

As a **Support action** in Void stance, you may focus your energy inward, envisioning your action in your mind and seeking the perfect moment to take it. You must name a skill when you use Centre.

Effects

Roll a number of Skill dice up to your ranks in the skill you chose and reserve any number of those dice. If you do, the next time you make a check using the chosen skill (or use the Centre action) this scene, after rolling dice, you may replace any number of rolled dice with the reserved dice (set to the results they were showing when reserved). You cannot reserve a number of dice greater than your ranks in the skill this way.

Strike

Activation

As an **Attack action** using one readied weapon, you may make a **TN 2 Martial Arts check** using the appropriate skill for the weapon, targeting one character within the weapon's range.

Effects

If you succeed, you deal physical damage to the target equal to the weapon's base damage plus your bonus successes.

New Opportunities

✿✿: If you succeed, inflict a critical strike on your target with severity equal to your weapon's deadliness.

Predict

Activation

As an **Attack and Scheme action**, you may secretly select Air, Earth, Fire, or Water and record it.

Effects

The next time your opponent chooses their stance, you may reveal your selection; if it matches the stance they chose, your opponent receives 4 strife and must choose a different stance. This effect persists until the end of your next turn.

Unique Action

Activation

As an action, you make a skill check to attempt a task you have described to the GM.

Effects

If you succeed, you may use the skill for its narrative effects, for implementing any sample use that can be completed in a single action, or for pursuing another task that the GM deems appropriate.

Calming Breath

Activation

As a **Support action**, you may take a deep breath to calm yourself and recover stamina.

Effects

If your strife is greater than half your composure, you remove 1 strife. If your fatigue is greater than half your endurance, you remove 1 fatigue.

Prepare Item

Activation

As a **Support action**, you may use this action.

Effects

Prepare one item for use, ready a weapon in a grip of your choice, or stow an item.

Skirmish

Initiative Check

TN 1 Tactics Check

Movement

Once during their turn, before or after performing an action, a character may move

1 range band. Note that moving this way is not an action. In addition to this movement, a character who wishes to move a greater distance can dedicate their action to moving via the Manoeuvre Action.

Strike

Activation

As an **Attack action** using one readied weapon, you may make a **TN 2 Martial Arts check** using the appropriate skill for the weapon, targeting one character within the weapon's range.

Effects

If you succeed, you deal physical damage to the target equal to the weapon's base damage plus your bonus successes.

New Opportunities

✱✱: If you succeed, inflict a critical strike on your target with severity equal to your weapon's deadliness.

Challenge

Activation

As a Scheme action, you may make a TN 1 Command check to issue a formal combat challenge targeting one character at range 0–5. You must stake 10 honour and 5 glory upon the challenge

Effects

If you succeed, the target must choose whether to accept or decline; resolve one of the following:

If the target accepts, they stake 10 honour and 5 glory, which they forfeit if they take any Attack or Scheme action before the clash. At the end of the round, the clash begins.

To decline, the target must forfeit glory equal to your ranks in Command plus your bonus successes. Each of their allies with lower glory than you suffers 2 strife. Then, you gain 1 Void point.

If you win the clash, each of your foe's allies in the skirmish suffers 3 strife. If you lose the clash, each of your allies suffers 3 strife.

Assist

Activation

As an Attack, Intrigue, and Support action, describe how you are helping one other character at range 0–2 with their next action.

Effects

If the GM accepts your suggestion, you provide assistance (see page 26) on the chosen character's next action check.

Prepare Item

Activation

As a **Support action**, you may use this action.

Effects

Prepare one item for use, ready a weapon in a grip of your choice, or stow an item.

Unique Action

Activation

As an action, you make a skill check to attempt a task you have described to the GM.

Effects

If you succeed, you may use the skill for its narrative effects, for implementing any sample use that can be completed in a single action, or for pursuing another task that the GM deems appropriate.

Calming Breath

Activation

As a **Support action**, you may take a deep breath to calm yourself and recover stamina.

Effects

If your strife is greater than half your composure, you remove 1 strife. If your fatigue is greater than half your endurance, you remove 1 fatigue.

Guard

Activation

As a Support action using a readied weapon, you may make a TN 1 Tactics check targeting yourself or one other character within the weapon's range.

Effects

If you succeed, you guard the target until the beginning of your next turn. Increase the TN of Attack checks against the guarded target by one, plus an additional one per two bonus successes.

Wait

Activation

As an Attack, Scheme, and Support action, you may declare a non-Movement action you will perform after the occurrence of a specified event before the end of the round.

Effects

After the specified event occurs before the end of the round, you may perform the action. You must still use the ring matching your stance for this action. If the specified event does not occur this round, you may perform one action of your choice (other than Wait) at the end of the round.

Manoeuvre

Activation

As a Movement action, you may reposition for more distance. Optionally, you may make a TN 2 Fitness check as part of this action.

Effects

Move one range band.

If you choose to make the Fitness check and you succeed, you may instead move two range bands, plus one additional range band per two bonus successes.

Intrigue

Initiative Check

TN 1 Sentiment Check

Taking your Turn

Initiative values come into play when two or more characters wish to act simultaneously,

at which point the character with the highest initiative acts first.

However, because propriety is vitally important in Rokugan, a character must forfeit 1 honour and 1 glory to pre-empt one or more characters of higher status.

Spread a Rumour

When would you use it?

Rumours are among the courtier's greatest weapons. A well-placed rumour can lay the groundwork for future victories. A character who chooses this objective should state the rumour they wish to spread at the outset.

What Does It Take to Complete?

A character can spread a rumour across a group by accumulating momentum points equal to or exceeding the difficulty value of the objective on appropriate Social skill checks. However, no two of those Social skill checks can target the same character, as the rumour must appear to come from multiple sources to be accepted.

What Is Achieved?

At the end of any round in which a character accumulates momentum points equal to or exceeding the difficulty value of the objective, the rumour becomes self-sustaining within the group. This does not necessarily mean that everyone believes it, but they do discuss it, for it is too reputable (or intriguing) to fully ignore. If the character fails at two consecutive checks to spread the rumour, it fails to take root, and this objective cannot be completed in this scene.

Appeal to a Person or Group

When would you use it?

A general social objective that covers many reasons a character would enter an intrigue, this objective signifies that the character is trying to convince someone to behave in a certain way.

What Does It Take to Complete?

A character can get someone else to adopt their viewpoint by accumulating a preset number of momentum points on successful Social skill checks against that target.

What Is Achieved?

At the end of any round in which a character accumulates momentum points equal to or exceeding the difficulty value of the objective, the target is persuaded to adopt their perspective (or stops raising an argument against it).

If another character has accumulated a greater number of momentum points at that time, that character persuades the target to adopt their perspective instead. In the case of a tie, the character with the highest status wins.

If the target retires from the scene before completion of this social objective (whether or not they have completed a separate personal social objective), this social objective cannot be completed.

Discern Someone's Qualities

When would you use it?

Sometimes, information-gathering is a character's main social objective: they seek to ferret out the strengths, weaknesses, or loyalties of another character. A character who chooses this objective should state their target at the outset, along with which features of their target they want to uncover.

What Does It Take to Complete?

A character can draw out and study someone else's nature by accumulating momentum points equal to or exceeding the difficulty value of the objective on appropriate Social skill checks against that target. A character might also investigate the target with other skills (like Culture or Sentiment) to fulfil this objective.

What Is Achieved?

At the end of any round in which a character accumulates the requisite points, the character learns up to three of the following about their target: social objective, ninjō, giri, composure, endurance, one advantage, one disadvantage. The same option cannot be selected multiple times this way.

If the target retires from the scene before completion this objective cannot be completed.

Discredit Someone

When would you use it?

Provoking one's enemies directly is a dangerous art, but it can put them in positions where they must accept a loss lest their reputation suffer harm. A character who chooses this objective should state their target at the outset.

What Does It Take to Complete?

A character can back someone into a corner by causing them to become Compromised. The character can do this by inflicting strife on the target (or getting others to do so).

What Is Achieved?

When the chosen character unmask, they must forfeit glory equal to their glory rank unless they retire from the intrigue, and the objective is considered complete.

Such provocation makes it very hard to get someone to take the provoker's side in a matter, so if the target's support is vital to a cause, this tactic is usually very ineffective. Further, many samurai respond to this sort of humiliation with a demand for a duel—or with a dagger in the night, if they are of a less-than-honorable persuasion. If the target retires from the scene before completion, this objective cannot be completed.

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Persuade

Activation

As a Scheme action, you make a Social skill check targeting 1+ characters who can hear you. The TN is equal to the highest vigilance among your targets. If applicable, apply one of the following modifications:

- Command: If each target's status rank is lower than yours, decrease the TN of this check by 1.
- Courtesy: If each target's status rank is higher than yours, decrease the TN of this check by 1.
- Games/Performance/Other Skills: If each target's status rank is equal to yours, decrease the TN of this check by 1.

Effects

If you succeed, you add one momentum point toward an appropriate social objective, plus one additional momentum point for every two bonus successes. Further, any narrative ramifications of your check resolve.