

Hida
Sugi

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Bushi of the Crab Clan

TURN TO THE BACK OF THIS BOOKLET TO SEE IF
HIDA SUGI IS THE RIGHT CHARACTER FOR YOU!

Welcome to The Emerald Empire

This is an era of sudden change and upheaval in Rokugan, where the Emerald Empire has ruled for over a thousand years. Mortal schemes, natural calamities, and celestial turmoil alike have disrupted the political, military, and spiritual equilibrium of the land. Long-simmering rivalries and fresh betrayals ripple through the courts and on the battlefield. The Chrysanthemum Throne is beset by threats from without and within, and the honor of the seven Great Clans—the families descended from the heroes of legend and sworn to rule their lands in the Emperor's name—shall be put to the test.

READY TO START?

If you're already familiar with Rokugan, the clans of the Emerald Empire, and the other cultural aspects of the *Legend of the Five Rings* setting, then you can skip the remainder of this page and jump straight to the next page to learn about roleplaying and more about your character.

Your Clan: The Crab

"Courage. Duty. Sacrifice."

Our clan stands out in any gathering of samurai, given a wide berth both for our stature and for our gruff, brusque manners. We are the defenders of the Empire and have little time or inclination to practice social niceties; we stand guard upon the Kaiu Wall, an enduring symbol of tenacity against the horrors of the Shadowlands. Sadly, it feels like our duty is taken for granted. Our fine and honorable samurai serving on the Wall and fending off attacks from the Shadowlands succumb to the horrifying Taint that the creatures of that vile land bring. All the while, the effete and the careless play at games in an Empire kept safe by the spilled blood of the Crab.

Your School: Hida Defender

Schools in Rokugan train and prepare us for our role as samurai, such as bushi (warriors), shugenja (priests who can call on the spirits for aid), courtiers (those skilled in political matters), and monks (seekers of enlightenment).

Producing the most stalwart protectors of Rokugan against the horrors that mass beyond the Kaiu Wall, the Hida Defender School teaches its disciples fortitude, courage, and practicality in equal measure. Creatures from the Shadowlands—such as goblins, demons, and the unliving—are not honorable foes, and Hida Defenders cannot afford to behave as though the fight against them is fair. While any warrior with a strong will can attempt to slay a stone-skinned oni or die in the attempt, we of the Hida Defender School know our duty is to endure. From our heavily plated armor to our techniques for shattering iron hides with mighty hammer blows, Hida Defenders have developed an armory and fighting style that gives us the utmost advantage and greatest chance of not just victory, but survival.

The Code of Bushidō

The Way of the Warrior, or *Bushidō*, elevates samurai from the rest of society while also chaining us to near-unattainable ideals. When you become a samurai, you must embody Righteousness and Honor, Loyalty and Duty, and Courtesy and Compassion, as well as Courage in the face of death. You will be expected to uphold these virtues in your every word and deed, even when these ideals conflict with one another. The tenets of *Bushidō* would not be ideals to strive toward, after all, if they were easy to achieve...

The tenet of **Courage** is of deep importance to you, for the Kami Hida placed an especially grave task on the shoulders of his descendants. The Crab safeguard the most perilous border of the Emerald Empire, warding it against the terrible hordes of the Shadowlands. The consequences of failure are obvious and dreadful to contemplate.

Wise Words from your Sensei...

Honor and glory are everything to a samurai. Honor reflects your inward opinion of how well you adhere to the tenets of *Bushidō*, while glory reflects how well known your name is throughout the Empire. In a perfect world, you could bring glory to yourself and the Crab while maintaining your moral integrity, but in Rokugan, we are frequently tested to see which one we value more highly.

Know that your life as a samurai will often feature much turmoil over competing desires—especially over what you personally want (your **ninjō**) and what society, your clan, and your lord expect of you (your **giri**).

Playing Your Character

You are part of a roleplaying game (RPG), an exciting cooperative storytelling experience. Like many games, it has rules, components, and dice to help describe and resolve the action. Unlike most games, an RPG has no winner or loser and no opposing teams. If everyone has fun, then everyone wins!

One player will act as game master, or GM. The other players (like you) are hero players. Each of you controls one player character (PC)—your character is Hida Sugi. Hero players make decisions for their PCs, describing what they want their characters to do and how they react to the plot and setting created by the game master (GM) who runs the game. Whenever you want your character to do something, simply tell the GM what that is; the GM will then tell you the result. Sometimes, the GM may say a check is needed to see if you succeed in your request, like if you wanted to leap over a chasm or attack a foe. You'll learn how to make checks on the next page.

Your Story So Far...

The recent untimely and mysterious death of the Emerald Champion, Doji Satsume of the Crane Clan, has thrown the Emerald Empire into turmoil. Each of the Great Clans suspiciously eyes the others and wonders whether the death was no tragic accident, but a dishonorable act of murder.

In these times of strife, a group of youths approaches the village of Tsuma for the Topaz Championship and their *gempuku*, the coming-of-age ceremony that will mark them as fully fledged samurai. Each contestant has come from a different clan and dreams of being the highest-scoring contestant in the tournament, earning the title of Topaz Champion. Despite being pitted against one another, they are all united in their desire to succeed and bring honor to their clan and family.

Not everyone in Tsuma has honorable motives for the contest, however. Personal vendettas, supernatural visitations, and deadly sabotage may undermine the following days—unless the new arrivals stay true to the Code of Bushidō and act as the honorable samurai they seek to become.

As you travel to Tsuma from Hida Castle...

You grow more and more wide-eyed at all you see all around you. Grand temples of breathtaking beauty, intricate bridges that appear to be grow out of mountains, and other wonders make you want to see more of the Emerald Empire you have sworn to defend.

The more worrisome gossip and petty inter-clan squabbles you hear about, the more you worry the rest of Rokugan is unaware of the real threats that exist.

As much as you wish to bring glory to your clan and sensei Hida Kiwayo, you secretly also wish for your birth parents to learn of your achievements at Tsuma and be proud of their daughter.



RINGS AND RING VALUES



Craft or Repair
a Work of Art

Overcome
an Opponent

Know or
Learn a Fact

Influence
a Person

Acquire or
Use Resources

ENDURANCE 1 8 FATIGUE	CRITICAL STRIKES 2 [] [] [] []	CONDITIONS 3 []
COMPOSURE 4 10 STRIFE	PERSONAL UNMASKING Your reaction when you exceed your Composure: Rage at everyone not serving on the Wall!	
FOCUS 5 3	VIGILANCE 6 2	VOID POINTS 7 2 / MAXIMUM CURRENT
HONOR 8 49 / STARTING CURRENT	GLORY 9 45 / STARTING CURRENT	CONTEST POINTS 10 []

SKILLS AND DICE THEY ADD

ARTISAN	RANK / DICE
Aesthetics: Create visual works of art	0 / -
Composition: Compose literature	0 / -
Design: Fashion and select clothing	0 / -
Smithing: Craft weapons and armor	0 / -
MARTIAL	RANK / DICE
Fitness: Perform feats of physical prowess	1 / []
Martial Arts [Melee]: Use close combat weapon	2 / [] []
Martial Arts [Ranged]: Use ranged weapon	0 / -
Martial Arts [Unarmed]: Use fists in combat	1 / []
Meditation: Process and control emotions	0 / -
Tactics: Command and control in a battle	0 / -
SCHOLAR	RANK / DICE
Culture: Know Rokugani traditions and trends	0 / -
Government: Know how the Empire operates	0 / -
Medicine: Know the body and how to heal it	1 / []
Sentiment: Understand emotions of others	0 / -
Theology: Understand religions and the spirits	1 / []
SOCIAL	RANK / DICE
Command: Issue orders to others	1 / []
Courtesy: Control conversations and arguments	0 / -
Games: Play and understand games	1 / []
Performance: Entertain and impress others	0 / -
TRADE	RANK / DICE
Commerce: Buy and sell goods for profit	0 / -
Labor: Conduct manual tasks such as farming	1 / []
Seafaring: Operate boats and subsist at sea	0 / -
Skulduggery: Steal and spy on others	0 / -
Survival: Travel and endure in wilderness areas	2 / [] []

APPROACHES AND DICE THEY ADD

- Air Ring:** 1 / []
Graceful, cunning, and precise
- Earth Ring:** 2 / [] []
Steady, grounded, and thorough
- Fire Ring:** 2 / [] []
Direct, ferocious, and inventive
- Water Ring:** 3 / [] [] []
Balanced, flexible, and perceptive
- Void Ring:** 2 / [] []
Enlightened, centered, and mystical

CONFLICT STANCES

- Air:** Enemies add +1 to the target number (TN) of their checks against you
- Earth:** Foes can't spend [] to injure you
- Fire:** You may count your [] results in a successful check as bonus successes
- Water:** You can perform an additional, different action that doesn't need a check
- Void:** You ignore strife from [] results in your check



Success. If the total number of [] results on kept dice are equal to or greater than the Target Number (TN) of the check, then you succeed! Each [] beyond this is a bonus success.



Explosive Success. This counts as a [] result, and for each kept die with [], you can roll 1 extra die of the same type and then choose whether to keep it or not. You can keep doing this each time you get a [] result on a kept die.

HOW TO PERFORM A CHECK

1. Describe to the GM what you want to do, and they will determine the check you need to make, the skill to use, and the target number (TN) to succeed.
2. Refer to the Skill to be used for the check, and select the associated number of  dice.
3. Select the Approach (based on the Ring you're going to use) and the associated number of  dice.
4. Roll the combined dice pool.
5. Keep a number of dice (of either type) equal to or less than the Ring used in the check.
6. If you have at least as many Successes (Q) on the kept dice as the TN, you succeed!

IN YOUR TURN:

At the start of your turn, you should set your **Stance** if you're in a skirmish. This determines which Ring you'll fight with.

Then you can move 1 range band, and can perform one of the following **Actions**:

- ⊗ **Attack** by using the Strike action. You'll probably use this frequently in skirmishes.
- ⊗ **Move up** to 1 extra range band.
- ⊗ **Use a skill** in a check, such as Medicine to remove fatigue or Fitness to move a fallen tree out of your way.

You can also use your School Ability as part of making a check. This doesn't count as a separate action.

YOUR CHARACTER'S HEALTH AND STANDING IN THE CHAMPIONSHIP

- 1 **Endurance** represents your stamina and willingness to fight, while fatigue indicates damage you have taken. When you suffer **fatigue**, mark it here. If this goes above your Endurance value, you fall unconscious!
- 2 **Critical strikes** represent serious injuries to your character. If you suffer one, mark it here. Erase the mark if the critical strike is healed.
- 3 If your character suffers any health **conditions** such as becoming unconscious, indicate them here.
- 4 **Composure** is your capacity to endure mental and emotional pressure, while **strife** represents strong emotions that can overcome your inner control. When you suffer strife, mark it here. When the strife you've suffered exceeds your Composure value, you become Unmasked!
- 5 **Focus** represents how fast you react to threats. It helps determine the order in combat!
- 6 **Vigilance** is your wariness and overall ability to notice things that could be a threat.
- 7 **Void points** will be available for you to use after the Interlude on the next page.
- 8 **Honor** represents your belief that you are upholding the values of Bushidō. Record any changes to it here.
- 9 **Glory** reflects your social standing in Rokugan. Record any changes to it here.
- 10 Track the **contest points** you achieve here. Your goal is to reach 8 points, and thus show your readiness to become a samurai!

WEAPONS AND GEAR

WEAPON	SKILL	RANGE	DAMAGE
Fists	Martial Arts [Unarmed]	0	1
Blunted or wooden sword	Martial Arts [Melee]	1	2

You deal damage to the target equal to the weapon's base damage plus your bonus successes. You may also spend   from the check to inflict a **critical strike**!

GEAR	
Worn Robes	The Crab make do
Traveling Pack	Useful items when on the road, like bedmat and traveling clothes
Finger of Jade	To ward off the effects of the Taint
Money	3 koku (enough money to sustain you for three months)

YOUR PERSONAL TURMOIL

You desire to defend the Empire and recruit others to this cause, but you wish to see more of what you would die defending and want to ensure it is worth defending.

YOUR SCHOOL ABILITY:

WAY OF THE CRAB

Once per game session, prevent 1 critical strike you would suffer.

YOUR ADVANTAGE

Large Stature: While not as tall as some of the other Crab in your homelands, elsewhere in Rokugan you tower over almost everyone around you.

You may reroll up to 2 dice of your choice when your advantage helps you on any check.



Opportunity. This represents a positive, incidental effect of your action. Your GM will indicate what benefits this result will give you for this check.



Strife. This reflects your emotional reaction to the task. It can represent things like frustration or fear, or the thrill of a challenge or joy. Too much strife, though, can make you lose your Composure and Unmask!

STOP!
Don't turn the page until the GM instructs you to.

RINGS AND RING VALUES



Craft or Repair
a Work of Art

Overcome
an Opponent

Know or
Learn a Fact

Influence
a Person

Acquire or
Use Resources

ENDURANCE

8

FATIGUE

CRITICAL STRIKES



CONDITIONS



COMPOSURE

10

STRIFE

PERSONAL UNMASKING

Your reaction when you exceed your Composure:
Rage at everyone not serving on the Wall!

FOCUS

3

VIGILANCE

2

VOID POINTS

2 / 1
MAXIMUM / CURRENT

HONOR

49 /

STARTING / CURRENT

GLORY

45 /

STARTING / CURRENT

CONTEST POINTS



SKILLS AND DICE THEY ADD

ARTISAN	RANK
Aesthetics: Create visual works of art	
Composition: Compose literature	
Design: Fashion and select clothing	
Smithing: Craft weapons and armor	
MARTIAL	RANK
Fitness: Perform feats of physical prowess	
Martial Arts [Melee]: Use close combat weapon	
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Sentiment: Understand emotions of others	
Theology: Understand religions and the spirits	
SOCIAL	RANK
Command: Issue orders to others	
Courtesy: Control conversations and arguments	
Games: Play and understand games	
Performance: Entertain and impress others	
TRADE	RANK
Commerce: Buy and sell goods for profit	
Labor: Conduct manual tasks such as farming	
Seafaring: Operate boats and subsist at sea	
Skulduggery: Steal and spy on others	
Survival: Travel and endure in wilderness areas	

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Skill Die



Ring Die



Success



Explosive Success



Opportunity

INTERLUDE: SPENDING EXPERIENCE POINTS (XP)

During the Interlude, you gain 4 XP! You can spend XP to...

- ⊗ **Increase one or more Rings:** Increasing a Ring value costs XP equal to three times the new value. So advancing from 1 to 2 costs 6 XP, from 2 to 3 costs 9 XP, and so on. Each upgrade must be done separately, so increasing a Ring value from 1 to 3 would cost 15 XP (6 XP + 9 XP). You can never increase a Ring value greater than your lowest Rings value + your Void Ring value. *Mark the new value in the entry space for that ring.*
- ⊗ **Increase one or more Skills:** Buying +1 rank in a skill costs twice the new rank value. So going from 0 ranks to 1 rank costs 2 XP, from 1 to 2 costs 4 XP, etc. Each upgrade must be done separately, so going from 1 rank to 3 ranks would cost 10 XP (4 XP + 6 XP). *Mark the new value in the rank entry for that skill.*
- ⊗ Purchase a Technique—**Striking as Water** (2XP) This technique makes your attacks cause more damage—ideal for combat against Shadowlands creatures! *If chosen, see the rules below on this page and place a check next to its title.*
- ⊗ Purchase a Technique—**Rushing Avalanche Style** (2XP) You can use this technique to ensure that even if your attack isn't successful, it still deals damage to your target. *If chosen, see the rules below on this page and place a check next to its title.*

- 1 You can now use **Void points**, which allow you to call on your inner strength and overcome impossible odds. While making a check, when assembling the dice pool you may spend 1 Void point to **Seize the Moment!** This allows you to roll 1 additional ■ ring die and then keep 1 additional die (of any type) when resolving the check.

- 2 **Techniques** represent advanced training that let you act in unexpected ways or exploit openings that others would overlook. You have two techniques available to purchase during the interlude.

WEAPONS AND GEAR

WEAPON	SKILL	RANGE	DAMAGE
Fists	Martial Arts [Unarmed]	0	1
Katana	Martial Arts [Melee]	1	4

You deal damage to the target equal to the weapon's base damage plus your bonus successes. You may also spend ☞☞ from the check to inflict a **critical strike!**

GEAR	
Worn Robes	The Crab make do
Traveling Pack	Useful items when on the road, like bedmat and traveling clothes
Finger of Jade	To ward off the effects of the Taint
Money	3 koku (enough money to sustain you for three months)

IN YOUR TURN:

At the start of your turn, set your Stance if in a skirmish.

Then you can move 1 range band, and can perform one of the following **Actions**:

- ⊗ Attack using Strike
- ⊗ Move 1 extra range band
- ⊗ Use a skill
- ⊗ Use one of your new Techniques, if it is described as an action

You can also use your School Ability as part of making a check. This doesn't count as a separate action. You may also use a Technique if it isn't described as an action.

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NEW TECHNIQUES



STRIKING AS WATER

When you make a Martial Arts (Water) check in a skirmish, you may spend ☞ to add 1 to the damage your attack inflicts on your target per ☞ spend this way.



RUSHING AVALANCHE STYLE

When you make a Martial Arts [Melee] check using a blunt weapon and fail with a shortfall of two or less, the target suffers damage equal to your ranks in Fitness.



Enter the Emerald Empire with Hida Sugi!

You would be wise to select this character if you want to:

- ✿ Be an expert on the foul creatures of the Shadowlands and how to kill them
- ✿ Belong to a clan that is dedicated to the defense of the Empire
- ✿ Solve your problems using blunt behavior and direct means

It would be unwise, however, to choose Hida Sugi if you desire to play a character who is an expert at diplomacy and courtly etiquette, or who focuses on enlightenment and the diverse paths to reach it.

Hida Sugi's Story

On the Wall, pragmatism is the rule of the day. Bushido is a means to an end, and the end is this: the Wall must stand. So among the Crab, Sugi's relatively low birth is not much of a stigma.

Sugi's mother and father are both jizamurai, vassals of greater samurai families. Her mother, Takumi Seiko, was a low-ranking officer in the Crab armies, and her father Takumi Daishiro (when not maintaining the household) served as a construction overseer. After Sugi's mother defeated an ogre in single combat and saved the life of a prominent member of the Champion's family, young Sugi was adopted into the Hida family and began training at the Hida Defender School.

Under the tutelage of her sensei (and now, officially, mother) Hida Kiwayo, Sugi has learned well, and now stands on the cusp of graduation as one of the most promising bushi from her dōjō. This, combined with her otherwise thoroughly expendable birth, has made her a prime candidate for traveling to the village of Tsuma and participating in the Topaz Tournament as one of the Crab clan's prospective Topaz Champions. If she wins, then she brings honor to the Crab and more attention to their clan's sacrifices at the Wall. If she fails, it is not such a great loss or waste of time that the Wall is placed in danger by her absence.

For her part, this is the first time in her life Sugi has been out of sight of the Wall. Seeing the improbable beauty and luxury of Rokugan has opened Sugi's eyes and made her duties at the Wall all the more important. Should the Wall fall, all of these beautiful things are at risk. And Sugi is eager to see and explore as much of this beautiful Empire as she can before she must return to the Wall and devote what remains of her life to defending it.