

CHARACTER NAME

RINGS AND RING VALUES

CLAN



ENDURANCE	CRITICAL STRIKES	CONDITIONS
<input type="text"/>	<input type="text"/>	<input type="text"/>
COMPOSURE		PERSONAL UNMASKING
<input type="text"/>		Your reaction when you exceed your Composure: <input type="text"/>
FOCUS	VIGILANCE	VOID POINTS
<input type="text"/>	<input type="text"/>	MAXIMUM / CURRENT
HONOR	GLORY	CONTEST POINTS
STARTING / CURRENT	STARTING / CURRENT	<input type="text"/>

SKILLS AND DICE THEY ADD

Craft or Repair a Work of Art	ARTISAN	RANK
	Aesthetics: Create visual works of art	
	Composition: Compose literature	
	Design: Fashion and select clothing	
Overcome an Opponent	MARTIAL	RANK
	Fitness: Perform feats of physical prowess	
	Martial Arts [Melee]: Use close combat weapon	
	Martial Arts [Ranged]: Use ranged weapon	
	Martial Arts [Unarmed]: Use fists in combat	
Know or Learn a Fact	SCHOLAR	RANK
	Culture: Know Rokugani traditions and trends	
	Government: Know how the Empire operates	
	Medicine: Know the body and how to heal it	
	Sentiment: Understand emotions of others	
Influence a Person	SOCIAL	RANK
	Command: Issue orders to others	
	Courtesy: Control conversations and arguments	
	Games: Play and understand games	
Acquire or Use Resources	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		

APPROACHES AND DICE THEY ADD

- Air Ring:**
Graceful, cunning, and precise
- Earth Ring:**
Steady, grounded, and thorough
- Fire Ring:**
Direct, ferocious, and inventive
- Water Ring:**
Balanced, flexible, and perceptive
- Void Ring:**
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



Skill Die



Ring Die



Success



Explosive Success



Opportunity

SPENDING EXPERIENCE POINTS (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.
- ⊗ **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).

Legend of the Five Rings™

ROLEPLAYING

WEAPONS AND GEAR

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

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

Money	
Traveling Pack	Useful items when on the road, like bedmat and traveling clothes

YOUR PERSONAL TURMOIL

YOUR SCHOOL ABILITY:

YOUR ADVANTAGE

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

YOUR TECHNIQUES

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.



Strife