### RINGS AND RING VALUES

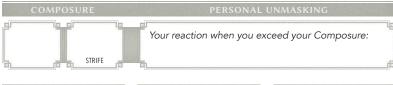








**CLAN** 















## SKILLS AND DICE THEY ADD

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( ± + )	ARTISAN RANK				
Craft or Repair a Work of Art	Aesthetics: Create visual works of art				
or F	Composition: Compose literature				
. Wc	Design: Fashion and select clothing				
(0 %)	Smithing: Craft weapons and armor				
	MARTIAL RANK				
t l	Fitness: Perform feats of physical prowess				
Overcome 1 Opponer	Martial Arts [Melee]: Use close combat weapon				
ercc pppc	Martial Arts [Ranged]: Use ranged weapon				
Overcome an Opponent	Martial Arts [Unarmed]: Use fists in combat				
	Meditation: Process and control emotions				
	Tactics: Command and control in a battle				
	SCHOLAR RANK				
L ts	Culture: Know Rokugani traditions and trends				
a V O	Government: Know how the Empire operates				
Know or Learn a Fact	Medicine: Know the body and how to heal it				
97	Sentiment: Understand emotions of others				
	Theology: Understand religions and the spirits				
	SOCIAL RANK				
Influence a Person	Command: Issue orders to others				
fluer	Courtesy: Control conversations and arguments				
lu a	Games: Play and understand games				
	Performance: Entertain and impress others				
	TRADE RANK				
Acquire or Use Resources	Commerce: Buy and sell goods for profit				
iire (	Labor: Conduct manual tasks such as farming				
Re Re	Seafaring: Operate boats and subsist at sea				
Use	Skulduggery: Steal and spy on others				

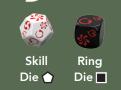
Survival: Travel and endure in wilderness areas

## APPROACHES AND DICE THEY ADD

- Sir 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**

- Solution
  Solution</p 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









# **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).



WEAPON	SKILL	RANGE	DAMAGE	GEAR	
Fists	Martial Arts	0	1	Money	
	[Unarmed]			Traveling Pack	Useful items when on the rollike bedmat and traveling of

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**!

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.

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