Identity

Character Name

Player Name

Clan   Family

School   School Rank

Roles

Earth / Air / Water / Fire / Void

Social Standing

Honor   Glory   Status

Ninjō

Giri

Skills

Craft or Repair a Work of Art

ARTISAN SKILLS	RANKS
Aesthetics	
Composition	
Design	
Smithing	

APPROACHES

Refine ⬤
Restore ⬤
Invent ⬤
Adapt ⬤
Attune ⬤

Titles

DISTINCTIONS: Reroll up to two dice of your choice when a distinction helps you on a check.

Overcome an Opponent

MARTIAL SKILLS	RANKS
Fitness	
Martial Arts [Melee]	
Martial Arts [Ranged]	
Martial Arts [Unarmed]	
Meditation	
Tactics	

APPROACHES

Feint ⬤
Withstand ⬤
Overwhelm ⬤
Shift ⬤
Sacrifice ⬤

ADVERSITIES: Reroll two dice containing ◌ or ↻ symbols when an adversity hinders you on a check. If you fail, gain 1 Void point.

Know or Learn a Fact

SCHOLAR SKILLS	RANKS
Culture	
Government	
Medicine	
Sentiment	
Theology	

APPROACHES

Analyze ⬤
Recall ⬤
Theorize ⬤
Survey ⬤
Sense ⬤

PASSIONS: After performing a check related to your passion, remove 3 strife.

Influence a Person

SOCIAL SKILLS	RANKS
Command	
Courtesy	
Games	
Performance	

APPROACHES

Trick ⬤
Reason ⬤
Incite ⬤
Charm ⬤
Enlighten ⬤

ANXIETIES: After performing a check related to your anxiety, receive 3 strife. Then, gain 1 Void point (limit once per scene).

PERSONALITY, HABITS, AND QUIRKS

Acquire or Use Resources

TRADE SKILLS	RANKS
Commerce	
Labor	
Seafaring	
Skulduggery	
Survival	

APPROACHES

Con ⬤
Produce ⬤
Innovate ⬤
Exchange ⬤
Subsist ⬤

Advantages and Disadvantages

Relationships

OTHER CHARACTER'S NAME	STANDING	NOTES

EXPERIENCE

Total   Spent   Saved

Symbol Key

◌ Success
↻ Explosive Success
✻ Opportunity
☾ Strife

Legend of the Five Rings ROLEPLAYING

Rings and Stances

EARTH STANCE:
Others cannot spend �֍ to inflict critical strikes or conditions on you.

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

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

FIRE STANCE:
If you succeed, +1 bonus success per ⚙ symbol.

VOID STANCE:
You do not receive strife from ⚙ symbols on checks.

STANCES CAN ONLY BE APPLIED DURING CONFLICTS

Derived Attributes

ENDURANCE
(Earth + Fire) x 2

FATIGUE

COMPOSURE
(Earth + Water) x 2

STRIFE

FOCUS
(Air + Fire)

VIGILANCE
(Air + Water) / 2

VOID POINTS

MAXIMUM   *CURRENT*

Combat Skills

SKILL NAME	RANKS

References

SUMMARY OF A CONFLICT TURN
- 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)*

Advantages & Disadvantages

Conditions

School Abilities

Armament

WEAPONS			
NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES

Armor

ARMOR		
NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES

Clothes

Techniques (New Actions)

TECHNIQUE TYPES AVAILABLE

◯ KATA ⚔   ◯ KIHŌ 🐟   ◯ INVOCATIONS 〽   ◯ RITUALS ⛩   ◯ SHŪJI ✑
◯ MAHŌ 🔥   ◯ NINJUTSU ✈

Gear

KOKU	BU	ZENI

1 Koku = 5 Bu = 50 Zeni / 1 Bu = 10 Zeni

Techniques (New)

Notes

School Ranks

ADVANCE	TYPE	XP INVESTED
	Skl. Grp.	
	Skill	
	Skill	
	Skill	
	Tech. Grp.	
	Technique	
	Technique	
XP Spent Out of Curriculum	All	

RANK 1

○ COMPLETED XP Spent at Rank 1 / Total = /20

ADVANCE	TYPE	XP INVESTED
	Skl. Grp.	
	Skill	
	Skill	
	Skill	
	Tech. Grp.	
	Technique	
	Technique	
XP Spent Out of Curriculum	All	

RANK 2

○ COMPLETED XP Spent at Rank 2 / Total = /24

ADVANCE	TYPE	XP INVESTED
	Skl. Grp.	
	Skill	
	Skill	
	Skill	
	Tech. Grp.	
	Technique	
	Technique	
XP Spent Out of Curriculum	All	

RANK 3

○ COMPLETED XP Spent at Rank 3 / Total = /32

ADVANCE	TYPE	XP INVESTED
	Skl. Grp.	
	Skill	
	Skill	
	Skill	
	Tech. Grp.	
	Technique	
	Technique	
XP Spent Out of Curriculum	All	

RANK 4

○ COMPLETED XP Spent at Rank 4 / Total = /44

ADVANCE	TYPE	XP INVESTED
	Skl. Grp.	
	Skill	
	Skill	
	Skill	
	Tech. Grp.	
	Technique	
	Technique	
XP Spent Out of Curriculum	All	

RANK 5

○ COMPLETED XP Spent at Rank 5 / Total = /60

RANK 6

Mastery Ability: UNLOCKED ○

Legend of the Five Rings
ROLEPLAYING

Experience

Total   Spent   Saved

Experience Points and Advancement Log

PURCHASE	COST	SCHOOL RANK

Title

TITLE NAME	XP INVESTED
XP Spent Out of Title	

○ COMPLETED XP Spent in Title / Total = /____

Title Mastery Ability: UNLOCKED ○

Techniques (New Actions)

NAME   Page #

Activation (Action/Check)

Effects

New ✵

NAME   Page #

Activation (Action/Check)

Effects

New ✵

NAME   Page #

Activation (Action/Check)

Effects

New ✵

NAME   Page #

Activation (Action/Check)

Effects

New ✵

NAME   Page #

Activation (Action/Check)

Effects

New ✵

Techniques (New Uses of ✵)

NAME   Page #

Check

New ✵

NAME   Page #

Check

New ✵

NAME   Page #

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New ✵

NAME   Page #

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New ✵

NAME   Page #

Check

New ✵

Legend of the Five Rings ROLEPLAYING