

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: | |
| 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 | <input type="text"/> |
| | Composition: Compose literature | <input type="text"/> |
| | Design: Fashion and select clothing | <input type="text"/> |
| Overcome an Opponent | MARTIAL | RANK |
| | Fitness: Perform feats of physical prowess | <input type="text"/> |
| | Martial Arts [Melee]: Use close combat weapon | <input type="text"/> |
| | Martial Arts [Ranged]: Use ranged weapon | <input type="text"/> |
| | Martial Arts [Unarmed]: Use fists in combat | <input type="text"/> |
| Know or Learn a Fact | SCHOLAR | RANK |
| | Culture: Know Rokugani traditions and trends | <input type="text"/> |
| | Government: Know how the Empire operates | <input type="text"/> |
| | Medicine: Know the body and how to heal it | <input type="text"/> |
| | Sentiment: Understand emotions of others | <input type="text"/> |
| Influence a Person | SOCIAL | RANK |
| | Command: Issue orders to others | <input type="text"/> |
| | Courtesy: Control conversations and arguments | <input type="text"/> |
| | Games: Play and understand games | <input type="text"/> |
| Acquire or Use Resources | TRADE | RANK |
| | Commerce: Buy and sell goods for profit | <input type="text"/> |
| | Labor: Conduct manual tasks such as farming | <input type="text"/> |
| | Seafaring: Operate boats and subsist at sea | <input type="text"/> |
| | Skulduggery: Steal and spy on others | <input type="text"/> |
| | Survival: Travel and endure in wilderness areas | <input type="text"/> |

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 |
| | |
| | |

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.

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



Strife

PERMISSION GRANTED TO PRINT OR PHOTOCOPY FOR PERSONAL USE ONLY