

Yasuki Toru

Character Name

Player Name

Crab Yasuki

Clan Family  
Yasuki Merchant 2

School School Rank

Courtier

Roles



37

Honor

45

Glory

35

Status

**Ninjō** Make the Crane Clan pay for what that they did to your family long ago. They refuse to honor your claims to your ancestral homelands.

**Giri** Make a deal to trade vital supplies in order to gain access to new jade mine located near Toshi Ranbo.

Identity

Social Standing

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.

Skills

Overcome  
an Opponent

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

APPROACHES

- Feint
- Withstand
- Overwhelm
- Shift
- Sacrifice

**Keen Hearing (Air):** You can assess your environment by sound alone. Even in darkness, you can accurately pinpoint the location of people and other moving objects near you.

**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

**Sworn Enemy—Doji family of Crane Clan (Earth):** The family responsible for keeping you from regaining your ancestral homelands!

**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

**Travel (Water):** You aren't unsettled by foreign customs, and enjoy traveling to new locations and interacting with novel things.

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

**Phobia—Horses (Water):** You have a debilitating fear of these large, unpleasant, smelly beasts. Being around them is disturbing and you're likely to try and make up excuses to leave if one is around.

PERSONALITY, HABITS, AND QUIRKS

Acts the "absent-minded elderly person" but is still very sharp

Chuckles a bit even when nothing humorous is happening

Obsessive about his favorite pipe

Acquire or  
Use Resources

TRADE SKILLS	RANKS
Commerce	⬡⬡⬡
Labor	
Seafaring	
Skulduggery	⬡
Survival	⬡

APPROACHES

- Con
- Produce
- Innovate
- Exchange
- Subsist

OTHER CHARACTER'S NAME	STANDING	NOTES

Advantages and Disadvantages

Relationships

Symbol Key

- Success
- Explosive Success
- Opportunity
- Strife

EXPERIENCE



Legend of the Five Rings  
ROLEPLAYING



CONFLICT MODE

Rings and Stances

**EARTH STANCE:**  
Others cannot spend ⚡ to inflict critical strikes or conditions on you.

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

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



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

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

STANCES CAN ONLY BE APPLIED DURING CONFLICTS

**ENDURANCE**  
(Earth + Fire) x 2

8

FATIGUE

**COMPOSURE**  
(Earth + Water) x 2

12

STRIFE

**FOCUS**  
(Air + Fire)

3

**VIGILANCE**  
(Air + Water) / 2

3

**VOID POINTS**

2  1

MAXIMUM

CURRENT

Derived Attributes

Combat Skills

SKILL NAME	RANKS
Fitness	<input type="checkbox"/>
Martial Arts [Ranged]	<input type="checkbox"/>
Tactics	<input type="checkbox"/>

Keen Hearing

Sworn Enemy (Doji family)

Travel

Phobia (Horses)

Advantages & Disadvantages

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)

**Way of the Carp:** As a downtime activity, if you have access to a market, you may acquire a number of items up to your school rank of rarity 4 or lower, or a single item of up to rarity 4 plus your school rank [2] (the item may be up to rarity 6).

Conditions

School Abilities

Armament

WEAPONS			
NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Yumi (bow)	5/3	2-5	—
Wakizashi (short sword)	3/5 (7 DLS if 2 handed)	0-1	Ceremonial, Razor-Edged

ARMOR		
NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES
Common Clothes	Physical (1)	Mundane
Concealed Armor	Physical (2)	Concealed
Ceremonial Clothes	Physical (1)	Ceremonial, Resplendent

Clothes

Techniques (New Actions)

**TECHNIQUE TYPES AVAILABLE**

KATA  KIHŌ  INVOCATIONS  RITUALS  SHŪJI  MAHŌ  NINJUTSU

**Tributaries of Trade:** Once per scene as a Scheme and Support action, you may make a **TN 1 Commerce (Water) skill check** to establish that you acquired a chosen item earlier. If you succeed, you produce an item with a rarity less than or equal to 1 plus your bonus successes. You must still pay the price of the item.  
 ⚡+: Reduce the price you must pay for the item by one-quarter per ⚡ spent this way (to a minimum of one-quarter of the original price).

Traveling clothes, knife, quiver of arrows, calligraphy set, traveling pack, scrolls of trade records.

Gear

KOKU BU ZENI

10

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

Techniques (New ⚡)

**Weight of Duty:** When you make a Social skill (Earth) check targeting a character, you may spend ⚡ as follows:  
 Earth ⚡: Learn one way the target fears failing as a samurai.  
 Earth ⚡⚡: Learn the target's giri.

Notes



# Kakita Hikaru

Character Name

Player Name

**Crane** **Kakita**

Clan **Kakita Duelist** Family **2**

School **Bushi, Artisan** School Rank

Roles



60

Honor

40

Glory

35

Status

**Ninjō** Find a rival truly worthy of your skills with the blade.

**Giri** See that Takashi gets married, so that he can maintain Crane influence over the Golden Valley and dispel the concerns of his seeming weakness.

Identity

Social Standing

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.

Skills

Overcome an Opponent

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

### APPROACHES

- Feint
- Withstand
- Overwhelm
- Shift
- Sacrifice

**Dangerous Allure (Fire):** You always make an impression, and NPCs remember your name and face after interacting with you for one or more scenes (unless you take pains to disguise yourself).

**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

**Benten's Curse (Air):** Your romantic efforts are always stymied by circumstances, and your gestures to get the romantic attention of others are usually misinterpreted.

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

**Stories (Earth):** You can recall any story you have been told, including the details that others would gloss over or forget.

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

Influence a Person

SOCIAL SKILLS	RANKS
Command	⬠
Courtesy	⬠⬠
Games	⬠
Performance	⬠

### APPROACHES

- Trick
- Reason
- Incite
- Charm
- Enlighten

**Perfectionism (Water):** Anything short of perfection in your work is unacceptable to you, and you have been known to create works of beauty only to cast them aside over some perceived flaw. You cannot help but try to improve any work in which you identify a flaw, even if it means informing someone of higher status of an error they have made.

### PERSONALITY, HABITS, AND QUIRKS

Strokes his long, glorious, pure white hair when he thinks no one is watching him

Keeps sizing up everyone he meets as potential dueling opponents

Acquire or Use Resources

TRADE SKILLS	RANKS
Commerce	
Labor	
Seafaring	
Skulduggery	
Survival	

### APPROACHES

- Con
- Produce
- Innovate
- Exchange
- Subsist

### OTHER CHARACTER'S NAME      STANDING      NOTES

OTHER CHARACTER'S NAME	STANDING	NOTES

Advantages and Disadvantages

Relationships

Symbol Key

- Success
- Explosive Success
- Opportunity
- Strife

### EXPERIENCE





CONFLICT MODE

Rings and Stances

**EARTH STANCE:**  
Others cannot spend ⚡ to inflict critical strikes or conditions on you.

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

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



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

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

STANCES CAN ONLY BE APPLIED DURING CONFLICTS

**ENDURANCE**  
(Earth + Fire) x 2

10

FATIGUE

**COMPOSURE**  
(Earth + Water) x 2

6

STRIFE

**FOCUS**  
(Air + Fire)

6

**VIGILANCE**  
(Air + Water) / 2

2

**VOID POINTS**

2

MAXIMUM

1

CURRENT

Derived Attributes

Combat Skills

SKILL NAME	RANKS
Fitness	⬠
Martial Arts [Melee]	⬠⬠⬠
Meditation	⬠⬠
Tactics	⬠

Dangerous Allure

Benten's Curse

Stories

Perfectionism

Disadvantages & Advantages

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)

**Way of the Crane:** Once per round, you may increase or decrease the severity of a critical strike you inflict by an amount up to your school rank (2).

Conditions

School Abilities

Armament

WEAPONS			
NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Katana	4/5 (7 DLS if 2 handed)	1	Ceremonial, Razor-Edged
Wakizashi (short sword)	3/5 (7 DLS if 2 handed)	0-1	Ceremonial, Razor-Edged

ARMOR		
NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES
Resplendent Robes	Physical (1)	Mundane
Ceremonial Clothes	Physical (1)	Ceremonial, Resplendent

Clothes

Techniques (New Actions)

TECHNIQUE TYPES AVAILABLE

KATA ⚔  KIHŌ ⚡  INVOCATIONS 🌀  RITUALS 🕯  SHŪJI ⚡  
 MAHŌ 🕯  NINJUTSU 🗡

**Iaijutsu Cut (Rising Blade):** As an Attack action using one sheathed Razor-Edged weapon, you may make a **TN 3 Martial Arts [Melee] check** targeting one character at range 0-1 and draw the sheathed weapon in a one-handed grip. If you succeed, you deal physical damage to the target equal to the weapon's deadliness. Your target cannot defend against this damage if they are Compromised. ⚡: Ready one other sheathed Razor-Edged weapon.

Traveling clothes, traveling pack, an attendant or Rokugani pony.

<b>KOKU</b>	<b>BU</b>	<b>ZENI</b>
7		

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

Gear

Techniques (New ⚡)

**Sensational Distraction:** When making a Social skill (Fire) check targeting one or more characters, you may spend ⚡ in the following way: Fire ⚡+: When interacting with other characters, the target treats their vigilance as 1 lower per ⚡ spent this way; when interacting with you, the target treats their vigilance as 1 higher per ⚡ spent this way. This effect persists until the end of the scene.

Notes



Kitsuki Sora

Character Name

Player Name

Dragon Kitsuki

Clan Family  
Kitsuki Investigator 2

School School Rank

Courtier, Bushi

Roles



55

Honor

45

Glory

35

Status

**Ninjō** Find out the truth surrounding the murder of Retsu and use this knowledge to the advantage of the Dragon Clan.

**Giri** As a diplomat, ensure that the Dragon Clan is considered an ally of the lord and lady of Kyotei Castle (regardless of their allegiance).

Identity

Social Standing

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

**Ambidexterity (Air):** As you have no dominant hand, you can compensate if your right hand is injured or lost. This lets you use weapons and make actions with either hand.

**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

**Whispers of Doom (Void):** You are well-known, but not for the right reasons. Characters who do not know you personally always assume that those around you will perish or meet bad ends, even if you survive to spread your ill fortune further.

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

**History (Earth):** After a short time spent studying it, you can discern the era and context of any object, structure, or text you encounter—or else you know for certain that no chronicler of the Emerald Empire has encountered this thing before.

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

Influence a Person

SOCIAL SKILLS	RANKS
Command	⬠
Courtesy	
Games	
Performance	⬠

APPROACHES

- Trick
- Reason
- Incite
- Charm
- Enlighten

**Impatience (Earth):** You find it difficult to repress yourself, and when you are forced to wait, it causes you palpable discomfort. If given the choice between seizing an opportunity and waiting for a better moment, you strive to seize the opportunity despite risks that might be mitigated if you act later.

PERSONALITY, HABITS, AND QUIRKS

Very fastidious, especially around crime scenes

Strokes beard when thinking

Acquire or Use Resources

TRADE SKILLS	RANKS
Commerce	⬠
Labor	⬠
Seafaring	
Skulduggery	⬠⬠
Survival	⬠

APPROACHES

- Con
- Produce
- Innovate
- Exchange
- Subsist

OTHER CHARACTER'S NAME	STANDING	NOTES

Advantages and Disadvantages

Relationships

Symbol Key

- Success
- Explosive Success
- Opportunity
- Strife

EXPERIENCE



Legend of the Five Rings  
ROLEPLAYING



CONFLICT MODE

Rings and Stances

**EARTH STANCE:**  
Others cannot spend ⚡ to inflict critical strikes or conditions on you.

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

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



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

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

STANCES CAN ONLY BE APPLIED DURING CONFLICTS

**ENDURANCE**  
(Earth + Fire) x 2

12

FATIGUE

**COMPOSURE**  
(Earth + Water) x 2

10

STRIFE

**FOCUS**  
(Air + Fire)

3

**VIGILANCE**  
(Air + Water) / 2

2

**VOID POINTS**

1

MAXIMUM

1

CURRENT

Derived Attributes

Combat Skills

SKILL NAME	RANKS
Fitness	⬡
Martial Arts [Melee]	⬡⬡
Martial Arts [Ranged]	⬡
Tactics	⬡

Ambidexterity

Whispers of Doom

History

Impatience

Advantages & Disadvantages

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)

**Kitsuki's Method:** When performing a check to investigate with any skill, you may treat your ranks in the skill you are using as being equal to your school rank (2). If your ranks in the skill are equal to or higher than your school rank, or if you have 5 ranks in the skill, you may add a kept ⚡ set to an ⚡ result instead.

Conditions

School Abilities

Armament

WEAPONS			
NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Jian (sword)	5/3	0-1	—
Jitte (forked hand weapon)	3/2	0	Concealable, Snaring
Wakizashi (short sword)	3/5 (7 DLS if 2 handed)	0-1	Ceremonial, Razor-Edged

ARMOR		
NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES
Common Clothes	Physical (1)	Mundane
Ceremonial Clothes	Physical (1)	Ceremonial, Resplendent

Clothes

Techniques (New ⚡)

TECHNIQUE TYPES AVAILABLE

KATA ⚡
  KIHŌ ⚡
  INVOCATIONS ⚡
  RITUALS ⚡
  SHŪJI ⚡
  MAHŌ ⚡
  NINJUTSU ⚡

**Striking as Earth:** When you make a Martial Arts [Melee,Ranged, or Unarmed] (Earth) check, you may spend ⚡ in the following way: Earth ⚡+: Treat your physical resistance as 1 higher per ⚡ spent this way until the beginning of your next turn.

Traveling clothes, knife, calligraphy set, traveling pack, journal of observations.

Gear

KOKU	BU	ZENI
6		

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

Techniques (New ⚡)

**Truth Burns through Lies:** When making a Scholar skill (Fire) check to assess a character's story, you may spend ⚡ in the following way: Fire ⚡: If there is a single statement upon which the character's story hinges, you determine what it is and what you would need to do to verify or disprove it.

Notes



**Kitsu Kohaku**

Character Name

Player Name

**Lion**      **Kitsu**

Clan      Family  
**Kitsu Medium**      2

School      School Rank  
**Shugenja**

Roles



60

Honor

40

Glory

35

Status

**Ninjō** Find out what became of your uncle's body as the Crane never returned it after the Tsume family massacred everyone and took the castle.

**Giri** The Golden Valley has been in spiritual disarray since the Crane violently seized it. You must find a way to end the cycle of hate once and for all.

Identity

Social Standing

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

**Bishammon's (Water):** You recover from physical exhaustion twice as quickly as others.

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

**Haunting (Void):** The spirit of your uncle, Goseki Yobuhito, seems to be everywhere you go, always demanding vengeance for his lord Damasu Kojima, who was slain by the Tsume family.

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.

**Brushwork (Air):** You can identify the signature styles of numerous different schools and individual artists in paintings and calligraphy, as well as common motifs and techniques.

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

**Superstition (Void):** When faced with signs of the supernatural, you become visibly agitated, and you attempt to leave the scene, appease the being or phenomenon in question, or acquire supernatural protection of some kind.

Influence  
a Person

SOCIAL SKILLS	RANKS
Command	⬠
Courtesy	
Games	⬠⬠
Performance	

APPROACHES

- Trick
- Reason
- Incite
- Charm
- Enlighten

PERSONALITY, HABITS, AND QUIRKS

Extremely pale and dislikes direct sunlight  
Doesn't like touching other people

Acquire or  
Use Resources

TRADE SKILLS	RANKS
Commerce	
Labor	
Seafaring	
Skulduggery	
Survival	⬠

APPROACHES

- Con
- Produce
- Innovate
- Exchange
- Subsist

OTHER CHARACTER'S NAME      STANDING      NOTES

OTHER CHARACTER'S NAME	STANDING	NOTES

Advantages and Disadvantages

Relationships

Symbol Key

- Success
- Explosive Success
- Opportunity
- Strife

EXPERIENCE





CONFLICT MODE

Rings and Stances

**EARTH STANCE:**  
Others cannot spend ♨ to inflict critical strikes or conditions on you.

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

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



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

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

STANCES CAN ONLY BE APPLIED DURING CONFLICTS

**ENDURANCE**  
(Earth + Fire) x 2

6

FATIGUE

**COMPOSURE**  
(Earth + Water) x 2

10

STRIFE

**FOCUS**  
(Air + Fire)

3

**VIGILANCE**  
(Air + Water) / 2

3

**VOID POINTS**

3  2

MAXIMUM

CURRENT

Derived Attributes

Combat Skills

SKILL NAME	RANKS
Fitness	⬡
Martial Arts [Melee]	⬡⬡
Martial Arts [Unarmed]	⬡
Meditation	⬡
Tactics	⬡

Bishamon's Blessing  Haunting

Brushwork  Superstition

Disadvantages & Advantages

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)

**Favor of the Ancestors:** Once per scene, you may invoke an ancestor spirit to aid you and guide your hand by making a **TN 2 Theology (Void) check** as an action. Choose a number of skills up to your school rank (2): roll additional ⬡ and keep 1 additional die on your checks using those skills until the end of the scene.

Conditions

School Abilities

Armament

WEAPONS			
NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Bō (staff)	6/2	1-2	Mundane
Wakizashi (short sword)	3/5 (7 DLS if 2 handed)	0-1	Ceremonial, Razor-Edged

ARMOR		
NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES
Sanctified Robes	Physical (1), Supernatural 3	Ceremonial
Ceremonial Clothes	Physical (1)	Ceremonial, Resplendent

Clothes

Techniques (New Actions)

TECHNIQUE TYPES AVAILABLE

KATA  KIHŌ  INVOCATIONS  RITUALS  SHŪJI  
 MAHŌ  NINJUTSU

**Path to Inner Peace:** As a Support action, you may make a **TN 2 Theology (Water) check** targeting yourself or another character at range 0-2. If you succeed, the target removes fatigue equal to your Water Ring plus your bonus successes. (Once per scene per target)  
 Water ♨: Remove Bleeding, Dazed, Disoriented, or Lightly Wounded from target.  
 Water ♨: Your target also removes strife equal to your bonus successes.

Traveling clothes, scroll satchel, traveling pack.

Gear

Techniques (New Actions)

**Commune with the Spirits:** As a downtime activity or Support action, make a **TN 1 Theology check** to perform a ritual to appeal to nearby spirits of that Element for aid. If you succeed, choose and receive one of the following boons from the spirit you contacted:  
*Sense the Kami:* Detect all spirits and uses of their magic by shugenja within a number of range bands equal to the ring you used plus your bonus successes.  
*Spiritual Knowledge:* Learn one fact the spirits know about the area.  
 ♨: Reduce the TN of your next check to interact with or appeal to kami or supernatural presences of this Element by 1.

KOKU  BU  ZENI

4

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

Notes



Kaito Natsuyuki

Character Name

Player Name

Phoenix Kaito

Clan Family  
Kaito Shrine Keeper 2

School School Rank  
Monk

Roles



45

Honor

30

Glory

35

Status

**Ninjō** Prove to the members of the other Great Clans—and to yourself—that the Kaito are as worthy as any other major family.

**Giri** Investigate sources of elemental imbalance in the Golden Valley, such as displeased kami and restless ghosts, and assist in appeasing them.

Identity

Social Standing

Skills

Craft or Repair  
a Work of Art

ARTISAN SKILLS	RANKS
Aesthetics	⬡
Composition	
Design	⬡
Smithing	⬡

Overcome  
an Opponent

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

Know or  
Learn a Fact

SCHOLAR SKILLS	RANKS
Culture	
Government	
Medicine	⬡
Sentiment	⬡
Theology	⬡⬡

Influence  
a Person

SOCIAL SKILLS	RANKS
Command	
Courtesy	⬡
Games	
Performance	⬡

Acquire or  
Use Resources

TRADE SKILLS	RANKS
Commerce	
Labor	⬡
Seafaring	
Skulduggery	
Survival	⬡⬡

APPROACHES

- Refine
- Restore
- Invent
- Adapt
- Attune

APPROACHES

- Feint
- Withstand
- Overwhelm
- Shift
- Sacrifice

APPROACHES

- Analyze
- Recall
- Theorize
- Survey
- Sense

APPROACHES

- Trick
- Reason
- Incite
- Charm
- Enlighten

APPROACHES

- Con
- Produce
- Innovate
- Exchange
- Subsist

Titles

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

**Sixth Sense (Void):** You have an instinctive sense of supernatural beings, and you can feel the presence of spirits and similar entities even when they have not chosen to reveal themselves. This feeling is ominous in the presence of beings with evil intentions and neutral when the beings are simply going about their business as usual.

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

**Bluntness (Air):** You have difficulty expressing things indirectly, and you overlook insinuations and implications in the statements of others unless they are pointed out to you directly.

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

**Sake (Water):** You can identify regional variations in sake and other alcohol, and you know a great deal about the various processes involved in making sake. It takes you twice as much alcohol as it does anyone else to become intoxicated.

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

**Softheartedness (Fire):** If given the choice to kill someone or show mercy, you always spare their life, even if it is not in your interest to let them live.

PERSONALITY, HABITS, AND QUIRKS

Has a long scar along one arm, but refuses to speak of it

Wears hair in a severe bun, and is obsessive about keeping it perfect

OTHER CHARACTER'S NAME	STANDING	NOTES

Advantages and Disadvantages

Relationships

Symbol Key

- Success
- Explosive Success
- Opportunity
- Strife

EXPERIENCE



Legend of the Five Rings  
ROLEPLAYING



CONFLICT MODE

Rings and Stances

**EARTH STANCE:**  
Others cannot spend ⚡ to inflict critical strikes or conditions on you.

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

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



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

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

STANCES CAN ONLY BE APPLIED DURING CONFLICTS

**ENDURANCE**  
(Earth + Fire) x 2

6

FATIGUE

**COMPOSURE**  
(Earth + Water) x 2

8

STRIFE

**FOCUS**  
(Air + Fire)

5

**VIGILANCE**  
(Air + Water) / 2

3

**VOID POINTS**

2  1

MAXIMUM

CURRENT

Derived Attributes

Combat Skills

SKILL NAME	RANKS
Fitness	<input type="checkbox"/>
Martial Arts [Melee]	<input type="checkbox"/>
Martial Arts [Ranged]	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Meditation	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tactics	<input type="checkbox"/>

Sixth Sense

Bluntness

Sake

Softheartedness

Advantages & Disadvantages

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)

**Sacred Arrows:** As an action, you may augment one of your arrows with a prayer to the kami. Make the check to perform one invocation you know, reducing the TN by your school rank (2), and record the result. The arrow unleashes the invocation wherever it lands after you fire it and remains infused with the invocation until the end of the scene.

Conditions

School Abilities

Armament

WEAPONS			
NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Yumi (bow)	5/3	2-5	—
Wakizashi (short sword)	3/5 (7 DLS if 2 handed)	0-1	Ceremonial, Razor-Edged

ARMOR		
NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES
Sanctified Robes	Physical (1), Supernatural (3)	Ceremonial
Ceremonial Clothes	Physical (1)	Ceremonial, Resplendent

Clothes

Techniques (New Actions)

TECHNIQUE TYPES AVAILABLE

KATA  KIHŌ  INVOCATIONS  RITUALS  SHŪJI  
 MAHŌ  NINJUTSU

**Tempest of Air:** As an Attack action, you may make a **TN 3 Theology (Air) check** targeting each character at range 2-3. If you succeed, blasts of wind smite each target. Each target suffers supernatural damage equal to your Air Ring and must resist with a **TN 4 Fitness check (Earth 5, Fire 2)** or suffer the Disoriented condition. Air ⚡+: Each target who fails their Fitness check is also pushed 1 range band away from you per ⚡ spent this way.

Quiver of arrows, knife, scroll satchel, traveling pack.

KOKU  BU  ZENI

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

Gear

Techniques (New ⚡)

**Hawk's Precision:** When you make a Martial Arts [Ranged] check, you may spend ⚡ in the following way: ⚡+: Treat the range of the weapon as 1 higher per ⚡ spent this way, to a maximum of range 6.

Notes



# Bayushi Hibiki

Character Name

Player Name

**Scorpion** Bayushi

Clan Family  
Bayushi Manipulator 2

School School Rank

Courtier

Roles



32

Honor

40

Glory

35

Status

**Ninjō** To always feel in control. It doesn't matter the outcome, so long as you know that you've masterminded the events and outwitted your rivals.

**Giri** Uncover any Scorpion agents sent by your lord's rivals and determine their agendas. Stop them if they are threats to your clan.

Identity

Social Standing

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

**Quick Reflexes (Fire):** At the start of each scene, you can always grab an item within reach or reposition it a few paces within your environment. The GM is the final arbiter of how much you can prepare or how much distance you can achieve before the rest of the scene begins.

**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

**Incurable Illness (Earth):** Periodically, if you push yourself too hard, you are afflicted by especially violent fits that significantly restrict your activity for a brief period of time.

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

**Provocation (Fire):** You can always identify a point of sensitivity that you can push upon in another person—though not whether they will take your comment as slightly aggressive banter or a grave insult.

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

Influence  
a Person

SOCIAL SKILLS	RANKS
Command	
Courtesy	⬠⬠⬠
Games	
Performance	⬠

### APPROACHES

- Trick
- Reason
- Incite
- Charm
- Enlighten

**Fear of Death (Earth):** You cannot voluntarily choose to die or sacrifice your life (including committing seppuku when honor demands it), and if there is a chance you could live, you must always pursue it.

### PERSONALITY, HABITS, AND QUIRKS

Hums childhood tunes while walking

Hates the outdoors, especially unkept wilderness

Acquire or  
Use Resources

TRADE SKILLS	RANKS
Commerce	
Labor	
Seafaring	
Skulduggery	⬠⬠
Survival	

### APPROACHES

- Con
- Produce
- Innovate
- Exchange
- Subsist

OTHER CHARACTER'S NAME	STANDING	NOTES

Advantages and Disadvantages

Relationships

Symbol Key

- Success
- Explosive Success
- Opportunity
- Strife

**EXPERIENCE**

Total	Spent	Saved





CONFLICT MODE

Rings and Stances

**EARTH STANCE:**  
Others cannot spend ⚡ to inflict critical strikes or conditions on you.

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

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



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

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

STANCES CAN ONLY BE APPLIED DURING CONFLICTS

**ENDURANCE**  
(Earth + Fire) x 2

8

FATIGUE

**COMPOSURE**  
(Earth + Water) x 2

6

STRIFE

**FOCUS**  
(Air + Fire)

6

**VIGILANCE**  
(Air + Water) / 2

3

**VOID POINTS**

2  1

MAXIMUM

CURRENT

Derived Attributes

Combat Skills

SKILL NAME	RANKS
Fitness	⬡ ⬡
Martial Arts [Melee]	⬡
Martial Arts [Ranged]	⬡
Martial Arts [Unarmed]	⬡
Tactics	⬡

Quick Reflexes

Incurable Illness

Provocation

Fear of Death

Advantages & Disadvantages

Conditions

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)

**Weakness Is My Strength:** When you exploit a target's disadvantage (see **Turning Advantages and Disadvantages**, page 100) as part of a Scheme action, you do not need to spend a Void point, and you may reroll additional dice up to your school rank (2).

School Abilities

Armament

WEAPONS			
NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Wakizashi (short sword)	3/5 (7 DLS if 2 handed)	0-1	Ceremonial, Razor-Edged
Shuriken	2/4	0	Concealable
Shuriken (thrown)	2/4	1-3	Concealable

ARMOR		
NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES
Common Clothes	Physical (1)	Mundane
Concealed Armor	Physical (2)	Concealed
Ceremonial Clothes	Physical (1)	Ceremonial, Resplendent

Clothes

Techniques (New Actions)

TECHNIQUE TYPES AVAILABLE

KATA ⚔  KIHŌ ⚡  INVOCATIONS ⚡  RITUALS ⚡  SHŪJI ⚡  
 MAHŌ ⚡  NINJUTSU ⚡

**Lightning Raid:** Once per scene, as an Attack and Movement action, you may make a **TN 3 Command (Fire) check** targeting any number of characters in the scene. If you succeed, each character increases their initiative by your Fire Ring plus your bonus successes at the beginning of the next round.  
 Fire ⚡: Immediately perform a Strike action (see page 260).

Traveling clothes, calligraphy set, traveling pack, shamisen (three-stringed guitar).

KOKU  8  BU  ZENI

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

Gear

Techniques (New ⚡)

**Skulk:** When you perform an Initiative or Attack check using Air, you may spend ⚡ as follows:  
 ⚡: If you are in Obscuring terrain, a crowd, or otherwise concealed from sight, one character with vigilance lower than or equal to your ranks in Skulduggery loses sight of you.

Notes



# Utaku Azami

Character Name

Player Name

Unicorn Utaku

Clan Family  
Utaku Battle Maiden 2

School School Rank  
Bushi

Roles



65

Honor

50

Glory

35

Status

**Ninjō** Minimize the suffering of the common people, the defenseless, and the innocent. Don't allow cruelty or injustice to continue to cause suffering.

**Giri** Ensure the Unicorn Clan is considered an ally of the Crane, and improve relations between the Unicorn and Phoenix clans.

Identity

Social Standing

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

**Animal Bond—Steed (Earth):** Your horse Chikara follows you around wherever you go and generally acts as your companion. It can be cajoled to do what you want, but it might need incentives (usually food) to perform difficult tasks on demand.

**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

**Gaijin Culture (Fire):** People of higher and equal status tend to assume that you are uneducated at best and a barbarian at worst, while people of lower status respond to you with fear.

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

**Tea (Void):** You can identify regional variations in tea, and you know a great deal about the process of preparing and drying leaves. In the wilderness, you can acquire the natural ingredients required to make rustic teas of various sorts with relative ease.

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).

**Materialism (Void):** You are obsessed with physical possessions and objects, despite what the Tao of Shinsei says about such material earthly bonds. You cannot refuse gifts of rarity 3 or higher.

### PERSONALITY, HABITS, AND QUIRKS

Sometimes uses gaijin words or phrases

Loves the outdoors and feels uncomfortable in crowds

Acquire or  
Use Resources

TRADE SKILLS	RANKS
Commerce	
Labor	⬡
Seafaring	
Skulduggery	
Survival	⬡⬡⬡

### APPROACHES

- Con
- Produce
- Innovate
- Exchange
- Subsist

OTHER CHARACTER'S NAME	STANDING	NOTES

Advantages and Disadvantages

Relationships

Symbol Key

- Success
- Explosive Success
- Opportunity
- Strife

**EXPERIENCE**

Total	Spent	Saved

Legend of the Five Rings  
ROLEPLAYING



CONFLICT MODE

Rings and Stances

**EARTH STANCE:**

Others cannot spend ⚡ to inflict critical strikes or conditions on you.

**WATER STANCE:**

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

**VOID STANCE:**

You do not receive strife from ⚡ symbols on checks.



**AIR STANCE:**

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

**FIRE STANCE:**

If you succeed, +1 bonus success per ⚡ symbol.

STANCES CAN ONLY BE APPLIED DURING CONFLICTS

**ENDURANCE**  
(Earth + Fire) x 2

8

FATIGUE

**COMPOSURE**  
(Earth + Water) x 2

10

STRIFE

**FOCUS**  
(Air + Fire)

4

**VIGILANCE**  
(Air + Water) / 2

3

**VOID POINTS**

2

MAXIMUM

1

CURRENT

Derived Attributes

Combat Skills

**SKILL NAME**

**RANKS**

Fitness	⬠⬠
Martial Arts [Melee]	⬠⬠
Martial Arts [Unarmed]	⬠
Tactics	⬠⬠

Animal Bond (Steed)

Gaijin Culture

Tea

Materialism

Disadvantages & Advantages

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)

**Heroic Charge:** When you succeed at an Attack action check, add bonus successes equal to the number of range bands you have moved this round, to a maximum of your school rank (2).

Conditions

School Abilities

Armament

**WEAPONS**

NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Yari (spear)	5/3	2	Wargear
Scimitar	4/5	1	Durable, Razor-Edged
Wakizashi (short sword)	3/5 (+2 DLS if 2 handed)	0-1	Ceremonial, Razor-Edged

**ARMOR**

NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES
Common Clothes	Physical (1)	Mundane
Lacquered Armor	Physical (4)	Ceremonial, Cumbersome, Wargear
Ceremonial Clothes	Physical (1)	Ceremonial, Resplendent

Clothes

Techniques (New Actions)

**TECHNIQUE TYPES AVAILABLE**

KATA ⚔  KIHŌ ⚡  INVOCATIONS ⚡  RITUALS ⚡  SHŪJI ⚡  
 MAHŌ ⚡  NINJUTSU ⚡

**Honest Assessment:** As a Support action, you may make a **TN 2 Courtesy (Earth)** check to appraise the weaknesses of a character. If you succeed, choose one of the target's known disadvantages. The target does not apply that disadvantage to their checks until the end of the scene.  
 Earth ⚡+: Choose one additional disadvantage per ⚡ spent this way.  
 Earth ⚡⚡: Reduce the TN of the target's next skill check using the ring the disadvantage is attached to by 2.

Traveling clothes, knife, traveling pack, Utaku steed (Chikara).

Techniques (New ⚡)

**Striking as Air:** When you make a Martial Arts [Melee, Ranged, or Unarmed] (Air) check, you may spend ⚡ in the following way:  
 Air ⚡+: Reserve one of your rolled dice, plus one additional die per ⚡ spent this way. These dice become dropped dice. When making a check with the same skill before the end of your next turn, you may roll one fewer ■ per reserved ■ and one fewer ⬠ per reserved ⬠, then add the reserved dice to your roll. These dice count as rolled dice, but are added set to the results they had when they were reserved.

<b>KOKU</b>	<b>BU</b>	<b>ZENI</b>
6		

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

Gear

Notes