

Identity

Akagi Daichi [Ah-KA-gi DIE-chi]
Character Name

Player Name

 Haunted Land Hinin (Secret)
Region **Upbringing**
 Artisan of the Roads 2
School **School Rank**
 Artisan
Roles



30 **28** **24**
 Honor Glory Status

Social Standing

Ninjō: To be well-liked and to prove to the world that you are more than the circumstances of your birth.

Past: You were born a hinin, part of the lowest caste in the whole of Rokugan, but you lie about this past.

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

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

Ebisu's Blessing (Earth): Laborer's recognize you as a kindred spirit. NPC characters with a status of 30 or lower automatically trust you unless you give them a reason not to.

Subtle Observer (Air): You can read people's lips and facial expressions with ease. Spotting minute details comes naturally to you.

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

Momoku (Void): You do not detect supernatural presences even when they are obvious. You can observe how such presences affect the physical world, but only when it is painfully obvious. You also have difficulties understanding such things even when they are obvious.

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

Generosity (Water): You can always identify a proper gift for a particular person that does not risk giving offense.

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

Dark Secret (Void): You are secretly from the lowest caste in Rokugan; a hinin. Even though you are extremely talented, if anyone were to find out your secret you would be ruined and may even face punishment.

OTHER CHARACTERS' NAMES	STANDING	NOTES
Noboru	Friendly, they seem kind and treat you well	
Mishti	Friendly, she has never been anything but nice	
Turgen	Neutral, he seems a bit odd. The hawk is interesting, though	
Haruko	Neutral, Haruko is a bit formal, and samurai make you nervous	
Kenshin	Kenshin seems like another person trying to make their way in a world that wants to dictate what you can accomplish by your birth, a kindred soul	

Advantages and Disadvantages

Relationships

Symbol Key

- Success
- Explosive Success
- Opportunity
- Strife

EXPERIENCE

35 **34** **1**
 Total Spent Saved

AKAGI DAICHI - CONFLICT MODE

Rings and Stances

EARTH STANCE:
Others cannot spend 𠄎 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 𠄎 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 𠄎 symbol.

STANCES CAN ONLY BE APPLIED DURING CONFLICTS

ENDURANCE
(Earth + Fire) x 2

10

FATIGUE

COMPOSURE
(Earth + Water) x 2

8

STRIFE

FOCUS
(Air + Fire)

5

VIGILANCE
(Air + Water) / 2

2

VOID POINTS

1

MAXIMUM

CURRENT

Derived Attributes

Combat Skills

SKILL NAME RANKS

Improved Assault 1

Razor-Edged Weapons: When you make an Attack action check with a Razor-Edged weapon, you may spend 𠄎 as follows: 𠄎+: Treat the deadliness of this weapon as 1 higher per 𠄎 spent this way.

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)

Resourceful Artistry: Once per game session when performing a downtime activity to craft, you may scavenge supplies for your craft worth up to 2 koku. These materials do not have the same resale value if not used to make something.

Conditions

School Abilities

Armament

WEAPONS

NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Knife	2 / (4/6)	0	Concealable, Razor-Edged
Lute	(1/2) / (2/3)	0-1	Mundane
Blowgun	1 / 2	2-3	Concealable

ARMOR

NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES
Traveling Clothes	2 Physical	Durable, Mundane, Subtle

Clothes

Techniques

TECHNIQUE TYPES AVAILABLE

- KATA 𠄎
 RITUALS 𠄎
 SHŪJI 𠄎

- Artisan's Appraisal 𠄎
- Fanning the Flames 𠄎
- Fluent Bargaining 𠄎
- Shallow Waters 𠄎
- Improved Assault 𠄎

Cooking Kit, Tailor's Kit, Art Supplies, One 1/2 Finished Art Piece-Box of Darts, **One Vial of Nightmilk Poison** (When Nightmilk is introduced into a character's bloodstream, the character suffers 5 fatigue and the Disoriented and Prone conditions. When Nightmilk is applied to a weapon, after a target suffers a critical strike from the weapon, they suffer the Disoriented and Prone conditions).

KOKU	BU	ZENI
		5

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

Gear

Notes

Techniques

NAME Artisan's Appraisal (🌀)

Activation (Action/Check): When assessing an object or performance with an **Artisan skill (Air)**, **Performance (Air)**, or **Games (Air) check**, you may spend 🌀 in the following ways:

Air 🌀: Choose a ring; learn the value of that ring for the creator or performer and all adv. and disadv. attached to that ring that are not of the curse type.

Air 🌀: If the creator or performer is an NPC, learn their demeanor.

NAME Fanning the Flames (🌀)

Activation (Action/Check): When you make a **Social skill (Fire) check** targeting a character, you may spend 🌀 as follows:

Fire 🌀+: One target gains the Dazed condition per 🌀 spent this way.

Fire 🌀 🌀+: One target gains the Enraged condition per 🌀 🌀 spent this way.

NAME Fluent Bargaining (🌀)

Activation (Action/Check): When you make a **Commerce (Water) check** to negotiate payment for a job, you may spend 🌀 in the following way:

Water 🌀+: If you succeed, you also convince the client to pay 10% of the fee up front per 🌀 spent this way.

NAME Shallow Waters (🌀)

Activation (Action/Check): When you make a **Social skill (Water) check** targeting a character, you may spend 🌀 as follows:

Water 🌀: Learn of one material item or worldly experience the target desires.

Water 🌀: Learn the target's ninjō.

NAME Improvised Assault (🔪)

Activation (Action/Check): As a Movement and Support action, you may make a **TN 2 Tactics (Water)** or **Smithing (Water) check** using a readied improvised weapon.

Effects: If you succeed, your improvised weapon counts as having the following profile until the end of the scene (at which point it becomes Damaged): (Blunt Weapon, [Range 0-1, DMG 4/5, Deadliness 1]).

NAME Using Void Points

Everyone can use Void points in the following ways:

Seize the Moment: When making a check, during **Step 3: Assemble and Roll Dice Pool**, you may spend 1 Void point to roll one additional Ring (🎲) die and subsequently keep one additional die during **Step 5: Choose Kept Dice**.

Shattering Parry: Once per game session, when trying to survive a critical strike, you may spend 1 Void point to dramatically intercept the attack with their weapon to increase your chance of survival. You may reroll all of your dice for the check (to resist the critical strike), and your weapon gains the Damaged quality. At the GM's discretion you may be able to use your unarmed profile to do this, though you may lose the limb.

NAME

Check

New 🌀

NAME

Check

New 🌀

NAME

Check

New 🌀

NAME

Check

New 🌀

Techniques

Identity

Maki Haruko [Ma-ki Ha-rue-ko]
Character Name

Player Name

Rural Farmland Fallen Noble (Lion Clan)
Region **Upbringing**

Wandering Blade 2
School **School Rank**

Bushi
Roles



45 34 34
Honor Glory Status

Social Standing

Ninjō: To atone by being a strong leader, protecting others, and proving your worth as a person of integrity.

Past: Your family disowned you after you disobeyed an order and caused the deaths of those under your charge.

Skills

ARTISAN SKILLS	RANKS
Aesthetics	
Composition	
Design	
Smithing	⬡

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

SCHOLAR SKILLS	RANKS
Culture	
Government	⬡
Medicine	⬡
Sentiment	⬡
Theology	

SOCIAL SKILLS	RANKS
Command	⬡
Courtesy	⬡
Games	
Performance	

TRADE SKILLS	RANKS
Commerce	⬡
Labor	⬡
Seafaring	
Skulduggery	
Survival	

Craft or Repair a Work of Art

Overcome an Opponent

Know or Learn a Fact

Influence a Person

Acquire or Use Resources

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

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

Ardent Leader (Fire): People are more likely to hear what you have to say even if they are of a higher status (though that doesn't save you from consequences of being impolite or foolish).

Indomitable Will (Earth): You can always choose to stand your ground, even when faced with untenable odds or supernatural terrors that bend the minds of lesser souls.

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

Incurable Illness (Earth): Periodically, if you push yourself too hard, you find yourself significantly restricted in your activity for a brief period of time.

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

Honest Work (Earth): You are always able to determine how much work is needed to complete a physical, hands-on task, and your work on such tasks is always markedly better than that of others.

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

Failure (Water): The thought of letting someone down to which you have made a promise induces panic in you that manifests physically and can only be soothed by making a step towards accomplishing your goal. Shirking your obligations or working against keeping a promise you made causes you significant anxiety.

Advantages and Disadvantages

Symbol Key

- Success
- Explosive Success
- Opportunity
- Strife

EXPERIENCE

35 34 1
Total Spent Saved

Legend of the Five Rings
ROLEPLAYING

Relationships

OTHER CHARACTER'S NAME	STANDING	NOTES
Noboru	Good terms, but they give a lot of questionable advice	
Mishti	Friendly, something about her reminds you of your situation	
Turgen	A strange man, but seems generally honorable	
Akagi Daichi	Neutral, seems a little suspicious	
Kenshin	Neutral, seems geisha are a part of Rokugan	

MAKI HARUKO - 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)

4

VIGILANCE
(Air + Water) / 2

2

VOID POINTS

2

MAXIMUM

CURRENT

Derived Attributes

Combat Skills

SKILL NAME	RANKS
Striking as Earth	1
Tactical Assessment	1
Mind's Edge	1
Striking as Fire	1

Razor-Edged Weapons: When you make an Attack action check with a Razor-Edged weapon, you may spend ⚡ as follows: ⚡+: Treat the deadliness of this weapon as 1 higher per ⚡ spent this way.

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)

Conditions

School Abilities

Signature Weapon: When using a weapon from the Sword category (such as your nodachi, or katana) to perform an Attack action or Performance check, roll one additional skill (⬡) die. Additionally, when making such a check you may suffer fatigue up to your school rank (2) to alter that many results of your kept dice to ⚡ results.

Armament

WEAPONS			
NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Nodachi (longsword)	5 / 6	1-2	Ceremonial, Razor-Edged
Katana	4 / (5/7)	1	Ceremonial, Razor-Edged

ARMOR		
NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES
Traveling Clothes	Physical 2	Durable, Mundane, Subtle
Ashigaru Armor	Physical 3	Wargear

Clothes

Techniques

TECHNIQUE TYPES AVAILABLE

- KATA ⚡
 RITUALS ⚡
 SHŪJI ⚡

- Bellow of Resolve ⚡
- Wanderer's Resolve ⚡
- Mind's Edge ⚡
- Striking as Earth ⚡
- Striking as Fire ⚡
- Tactical Assessment ⚡

Two days' rations, medicine kit, a gold-inlayed helmet with a faux Lion's mane (worth approx. 3 koku).

KOKU	BU	ZENI
		0

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

Gear

Notes

Techniques

NAME Mind's Edge (ㄨ)

Activation (Action/Check): Once per scene, after you perform an action that does not require a check while in a Void stance, you may make a TN 1 Meditation (Void) check.

Effects: If you succeed, the next time you would receive strife, reduce the amount you receive by 3, plus 1 per two bonus successes. This effect persists until the start of your next turn.

Void ㄨ: This effect applies each time you would receive strife before the start of your next turn instead.

Void ㄨ ㄨ: You may use this technique one additional time this scene.

NAME Striking as Earth (ㄨ)

Activation (Action/Check): When you make a Martial Arts [Melee, Ranged, or Unarmed] (Earth) Attack action check, you may spend ㄨ in the following way:

Earth ㄨ+: Treat your physical resistance as 1 higher per ㄨ spent this way until the beginning of your next turn.

NAME Striking as Fire (ㄨ)

Activation (Action/Check): When you make a Martial Arts [Melee, Ranged, or Unarmed] (Fire) Attack action check, you may spend ㄨ in the following way:

Fire ㄨ+: The next time your target suffers a critical strike, increase its severity by 1 per ㄨ spent this way. This effect persists until the end of your next turn.

NAME Tactical Assessment (ㄨ)

Activation (Action/Check): When you make an Initiative check, you may spend ㄨ in the following ways:

Air ㄨ: Choose an enemy in the conflict. Learn one of the advantages (of their choice) or their physical or supernatural resistance (your choice).

Earth ㄨ: Choose a character in the conflict. They do not apply any of their disadvantages to their checks until the end of their first turn.

Water ㄨ: Choose a piece of terrain in the scene. Until the start of your first turn, it counts as having the Obscuring quality for Attack action checks targeting you or your allies (see page 267).

Fire ㄨ: Choose a character in the conflict and one of their advantages you know. Until the end of their first turn, they apply that advantage to all of their checks.

NAME

Activation (Action/Check)

Effects

New ㄨ

NAME Using Void Points

Everyone can use Void points in the following ways:

Seize the Moment: When making a check, during **Step 3: Assemble and Roll Dice Pool**, you may spend 1 Void point to roll one additional Ring (■) die and subsequently keep one additional die during **Step 5: Choose Kept Dice**.

Shattering Parry: Once per game session, when trying to survive a critical strike, you may spend 1 Void point to dramatically intercept the attack with their weapon to increase your chance of survival. You may reroll all of your dice for the check (to resist the critical strike), and your weapon gains the Damaged quality. At the GM's discretion you may be able to use your unarmed profile to do this, though you may lose the limb.

NAME Bellow of Resolve (ㄨ)

Activation (Action/Check): Once per scene as a Support action, you may make a TN 2 Command (Earth) check targeting on Compromised or Incapacitated character.

Effects: If you succeed and your target is Compromised, they remove strife until their strife is equal to their composure minus 1.

If you succeed and your target is Incapacitated, they remove fatigue until their fatigue is equal to their endurance minus 1.

Earth ㄨ ㄨ: You may use this technique one additional time this scene.

Earth ㄨ ㄨ ㄨ: This technique instead targets any number of Compromised or Incapacitated characters of your choice in the scene.

NAME Wanderer's Resolve (ㄨ)

Activation (Action/Check): Once per scene as a Support action, if you are in a Void stance, you may focus on protecting what is important to you.

Effects: You remove 3 fatigue and 3 strife.

NAME

Activation (Action/Check)

Effects

New ㄨ

Techniques

Identity

Noboru [No-BO-rue]
Character Name

Player Name

 Mountainous Temple/Monastic
Region **Upbringing**
 Mystic of the Mountain 2
School **School Rank**
 Monk, Courtier
Roles



50 Honor 38 Glory 35 Status

Ninjō: To help bring others closer to a path of Enlightenment, and to fill others' lives with peace.
 Past: A terrible fire left awful scars on your body and your mind, and stole those you cherished from you.

Social Standing

Skills

ARTISAN SKILLS	RANKS
Aesthetics	
Composition	
Design	
Smithing	

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

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

SOCIAL SKILLS	RANKS
Command	
Courtesy	⬡ ⬡
Games	
Performance	⬡

TRADE SKILLS	RANKS
Commerce	⬡
Labor	
Seafaring	
Skulduggery	
Survival	⬡

Craft or Repair a Work of Art

Overcome an Opponent

Know or Learn a Fact

Influence a Person

Acquire or Use Resources

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

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

Paragon of Bushidō Tenet [Righteousness] (Void): You believe utterly in Righteousness, and others instinctively discern that your actions are genuine when you act in accordance with it. Righteousness is also known as the Right Action, or Justice.

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

Horrible Scar (Air): You have an awful scar that covers half your face and your upper arm, and strangers stare at you, treat you unfairly, and otherwise judge you for your appearance.

Maimed Arm (Air): Your left arm is injured, making it much harder to perform activities that involve using it. Gripping anything tightly causes you pain.

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

Enlightenment (Void): You feel no attachment to mundane items and earthly titles; you cannot be tempted with material wealth or the promise of power. Detaching yourself from material concerns through contemplation, engaging with nature, and meditating brings you relief from mortal concerns.

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 your interest to let them live. When dealing with matters of killing you experience significant distress.

OTHER CHARACTER'S NAME	STANDING	NOTES
Haruko	Good terms, she seems like a wayward soul	
Mishti	Friendly, she seems determined and honest	
Turgen	Friendly, a kind man with a love of animals	
Daichi	Very friendly, you know his secret — he's a hinin, but you don't mind (titles are a worldly concern...) and are compassionate to his struggles	
Kenshin	Friendly, they seem ambitious and conscientious	

Advantages and Disadvantages

Relationships

Symbol Key

- Success
- Explosive Success
- Opportunity
- Strife

EXPERIENCE

35 Total 34 Spent 1 Saved

Rings and Stances

EARTH STANCE:
Others cannot spend 𠄎 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 𠄎 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 𠄎 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

3

MAXIMUM

CURRENT

Derived Attributes

Combat Skills

SKILL NAME	RANKS
Air Fist	1
Honest Assessment	1
Ki Protection	1
Way of the Earthquake	1

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)

Unexpected Wisdom: You are (or at least believe yourself to be) a wealth of wisdom, which you can dispense up to 2 times during this game session. On your turn or at any appropriate time during a narrative scene, you may dispense a small bit of wisdom to a character who can hear you and has not benefited from this ability this scene. The next time a character, including yourself, employs that wisdom they may reduce the TN of that check by 1 and may negate a number of 𠄎 up to your ranks in Sentiment or Theology.

Conditions

School Abilities

Armament

WEAPONS			
NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Bō (staff)	6 / 2	1-2	Mundane
Punch (hand)	1 / 2	0	Snaring
Kick (leg)	2 / 1	1	-

ARMOR		
NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES
Traveling Clothes	Physical 2	Durable, Mundane, Subtle
Sanctified Robes	Physical 1, Supernatural 3	Ceremonial

Clothes

Techniques

TECHNIQUE TYPES AVAILABLE

- KATA 𠄎
 RITUALS 𠄎
 SHŪJI 𠄎

Cleansing Rite 𠄎

Artisan's Appraisal 𠄎

Air Fist 𠄎

Honest Assessment 𠄎

Ki Protection 𠄎

Way of the Earthquake 𠄎

1 day's worth of rations, small tent, a journal of somewhat useful musings, a lucky cricket in a tiny box with holes, cooking kit

KOKU	BU	ZENI
		0

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

Gear

Notes

NAME Air Fist (☯)

Activation (Action/Check): As an Attack and Support action, you may make a **TN 1 Martial Arts [Unarmed] (Air) check** to empower your unarmed blows. When you perform this action, you may choose one other character at range 0–1 as the target for the burst effect.

Enhancement Effect: If you succeed, the kihō activates. While this kihō is active, treat the maximum range of your punch and kick unarmed weapon profiles as equal to 3.

Burst Effect: If you have two or more bonus successes, you deal physical damage to the target equal to 3. Your target must make a **TN 4**

Fitness check (Earth 5, Fire 2) or be pushed 1 range band away from you, plus a number of range bands equal to their shortfall.

NAME Artisan's Appraisal (♻)

Activation (Action/Check): When assessing an object or performance with an **Artisan skill (Air), Performance (Air), or Games (Air) check**, you may spend ♻ in the following ways:

Air ♻: Choose a ring; learn the value of that ring for the creator or performer and all adv. and disadv. attached to that ring that are not of the curse type.

Air ♻: If the creator or performer is an NPC, learn their demeanor.

NAME Cleansing Rite (☞)

Activation (Action/Check): As a downtime activity, you may make a **TN 3 Theology (Void) check** targeting up to five characters to remove spiritual contaminants from the targets before they spread. Note that this cannot remove a Shadowlands Taint disadvantage once it has taken hold, but it can prevent this spiritual contamination from taking root after a character is exposed.

Effects: If you succeed, remove the Afflicted condition from the targets.

Void ♻: If one or more targets is an Otherworldly being, you become aware of it after completely the ritual—but you do not know which target.

Void ♻+: Choose one additional target per ♻ spent this way.

Void ♻+: Instead of targeting characters, you may target an area that encompasses a number of range bands around you equal to the ♻ spent this way. Remove the Defiled terrain quality in this area. The quality returns in one day, plus an additional day equal to your bonus successes.

NAME Honest Assessment (♻)

Activation (Action/Check): As a Support action, you may make a **TN 2 Courtesy (Earth) check** to appraise the weaknesses of a character.

Effects: 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.

NAME Using Void Points

Everyone can use Void points in the following ways:

Seize the Moment: When making a check, during **Step 3: Assemble and Roll Dice Pool**, you may spend 1 Void point to roll one additional Ring (■) die and subsequently keep one additional die during **Step 5: Choose Kept Dice**.

Shattering Parry: Once per game session, when trying to survive a critical strike, you may spend 1 Void point to dramatically intercept the attack with their weapon to increase your chance of survival. You may reroll all of your dice for the check (to resist the critical strike), and your weapon gains the Damaged quality. At the GM's discretion you may be able to use your unarmed profile to do this, though you may lose the limb.

NAME Ki Protection (☯)

Activation (Action/Check): As a Movement and Support action, you may make a **TN 1 Meditation (Water) check**. You may choose one character at range 0–1 as the target for the burst effect.

Enhancement Effect: If you succeed, this kihō activates. When this kihō is active, when you perform the Calming Breath action, you may remove 2 fatigue instead of 1.

Burst Effect: If you have two or more bonus successes, your target removes fatigue equal to your ranks in Medicine (1) plus your bonus successes. Each target cannot be affected by this effect again until the end of the scene.

NAME Way of the Earthquake (☷)

Activation (Action/Check): As an Attack and Support action, you may make a **TN 2 Martial Arts [Unarmed] (Earth) check** to control the earth around you. When you perform this action, you may choose any number of other characters at range 0–1 as targets for the burst effect.

Enhancement Effect: If you succeed, this kihō activates. When this kihō is active, after you perform an Attack or Support action, or defend against damage, you may choose one other character at range 0–2 who must resist with a **TN 4 Fitness check (Air 2, Water 5)** or suffer physical damage equal to your Earth Ring (3) and the Prone condition.

Burst Effect: If you have two or more bonus successes, each target suffers physical damage equal to your Earth Ring (3). Each Prone target suffers physical damage equal to your Earth Ring (3) plus your bonuses successes and the Immobilized condition instead.

NAME

Check

New ♻

Identity

Hiyabayashi Kenshin [Hiya-BUY-ashi Ken-shin]
Character Name

Player Name

Urban Geisha House
Region **Upbringing**

Voice of the Wilds 2
School **School Rank**

Shugenja, Courtier
Roles



35 **29** **0**
Honor Glory Status

Social Standing

Ninjō: To earn fame and prestige, and to make powerful contacts, all while providing entertainment.

Past: You owe a massive debt to a moneylender and need to pay it down as soon as possible.

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

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

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 (up to GM discretion). You are also able to act very swiftly in nearly any circumstance.

Small Stature (Air): You can fit into small spaces, hid behind other people, are hard to spot in a crowd, and sometimes need assistance reaching objects on high shelves. Being small is an asset to you that you can employ in many circumstances.

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

Debt to [Nakamura Jun'ichi, Loan Shark] (Air): You a massive debt to Nakamura Jun'ichi, and if you do not make regular payments to him then he will surely hunt you down and may you pay, one way or another. When dodging or making choices that will worsen your debt you exacerbate this problem.

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

Attention (Fire): At the start of each scene, you can always determine the most effective way to gain the attention of those around you.

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

Eyes of Many (Fire): You are constantly worried others are watching and judging you, whether you fear they are Nakamura Jun'ichi's underlings or simply strangers mocking you. You find it difficult to relax in public spaces and tend to worry about other people's impressions of you more than most others would. When in crowded places or in situations where two or more strangers are actively listening to you, you experience a great deal of anxiety.

OTHER CHARACTER'S NAME	STANDING	NOTES
Maki Haruko	Neutral, you feel as if she only tolerates you	
Mishti	Friendly, her grace is undeniable, and she carries herself well	
Turgen	Neutral, there is only room for one real star	
Daichi	Friendly, he seems like he is an honest man	
Noboru	Friendly, seems like they have a lot of interesting stories you can add into your repertoire	

Advantages and Disadvantages

Relationships

Symbol Key

- ⬢ Success
- ⬢ Explosive Success
- ⬢ Opportunity
- ⬢ Strife

EXPERIENCE

35 **35** **0**
Total Spent Saved

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

MAXIMUM

CURRENT

Derived Attributes

Combat Skills

SKILL NAME

RANKS

Razor-Edged Weapons: When you make an Attack action check with a Razor-Edged weapon, you may spend ⚡ as follows: ⚡+: Treat the deadliness of this weapon as 1 higher per ⚡ spent this way.

Breath of the Fire Dragon (Rank 3, from school ability)

Naturally Attuned: As a downtime activity, you may select a number of invocations with total school rank prerequisites equal to double your school rank. You can perform these invocations as if you knew them (see next page). When making a check to activate an invocation, if you become Compromised, you suffer spiritual backlash.

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)

Spiritual Backlash: This happens if you generate 3 or more ⚡ symbols on dice you keep when using an invocation, or if you become Compromised (because of your Naturally Attuned ability). You suffer 3 fatigue as the raw power of your invocation overtaxes you. You cannot use invocations of that element again until the end of the scene. If the element was Air, the GM may choose two additional targets for your invocation. If the element was Fire, the invocation targets every character within range, and applicable terrain at range 0-2 catches on fire.

Conditions

School Abilities

Armament

WEAPONS

NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Kiseru (Smoking Pipe)	2 / 2	0	Concealable, Mundane
Knife	2 / (4/6)	0	Concealable, Mundane, Razor-Edged

ARMOR

NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES
Traveling Clothes	Physical 2	Durable, Mundane, Subtle

Clothes

Techniques

TECHNIQUE TYPES AVAILABLE

- RITUALS
 SHŪJI

Commune with the Spirits

Nature's Touch

Sensational Distraction

Well of Desire

Cloak of Night (Rank 1, from school ability)

Breath of the Fire Dragon

Calligraphy set, 2 days' rations, small tent, umbrella, *Winter* (a pillowbook written by Kakita Ryoku about her exploits), makeup kit, an Omamari (**Blessing of Bente**; Bente watches over artists and lovers, guiding them in their endeavors. Once per game session, after rolling dice, you may spend 1 Void point to add kept set to an Artisan or Social check.)

KOKU	BU	ZENI
3		

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

Gear

Notes

Techniques

NAME Cloak of Night (👁)

Activation (Action/Check): As a Scheme and Support action, you may make a **Theology (Air) check** targeting one object or character at range 0–1. The TN is equal to the target's silhouette.

Effects: If you succeed, you augment the target with an illusion that renders it invisible to the naked eye. The object is still physically present and can be touched, smelled, or otherwise sensed. This effect persists for one round, plus additional rounds equal to your bonus successes.

Air 🌀🌀🌀: Choose one addition target of the same silhouette or smaller per 🌀🌀 spent this way.

NAME Commune with the Spirits (👁)

Activation (Action/Check): As a downtime activity or Support action, you may make a TN 1 Theology check using Air, Earth, Fire, Water, or Void to appeal to nearby spirits of that element (ancestors if choosing Void) for aid.

Effects: If you succeed, choose and receive one of the following boons from the spirit or spirits you contacted:

Sense the Kami: Detect all spirits and uses of their magic by shugenja with 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.

Elemental Gift: You receive a small token from the Kami, such as a light shower, finding a stream, bringing forth a shower of sparks, finding a large stone, or (if praying to ancestors) perhaps you might find an item in your time of need that relates to that ancestor.

🌀: Reduce the TN of your next check to interact or appeal to the kami or supernatural presences of this Element by 1.

🌀🌀: If you succeed, receive one additional boon per 🌀 spent this way. Each boon can only be received one time per activation.

NAME Breath of the Fire Dragon (👁)

Activation (Action/Check): As an Attack action, you may make a **TN 4 Theology (Fire) check** targeting one character at range 0–3.

Effects: If you succeed, you exhale searing flames that smite the target and those around them. The target suffers supernatural damage equal to your Fire Ring (3) plus two times your bonus successes and the Burning condition (p. 272). Each character at range 0–1 of the target must make a **TN 3 Fitness check (Air 4, Water 1)** or suffer supernatural damage equal to your Fire Ring (3).

NAME Nature's Touch (👁)

Activation (Action/Check): As a Support action, you may make a **TN 1 Theology (Air) check** targeting yourself.

Effects: If you succeed, you augment yourself with the ability to speak to animals of the natural world. Animals can understand you (within their ability to do so, a horse can't understand politics). They are not compelled to obey you. This effect persists until the end of the scene.

Air 🌀: Until the end of the scene, you can understand animals' speech.

Air 🌀: If you succeed, the animal also acts favorably toward you automatically. It will fulfill one request that does not endanger it without needing to be bribed or needing additional checks.

Air 🌀🌀: If you succeed, you can communicate with an Otherworldly being this way, provided it wishes to speak with you.

NAME Sensational Distraction (🌀)

Activation (Action/Check): When making a Social skill (Fire) check targeting one or more character, 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.

NAME Well of Desire (🌀)

Activation (Action/Check): When you make a **Courtesy (Water) check** to present a gift to a target, you may spend 🌀 as follows:

Water 🌀: To refuse your gift, your target must forfeit glory equal to your Water Ring (2). Additionally, if the gift is something that the target desires, the target must also suffer strife equal to its rarity to refuse it. If your target accepts the gift, reduce the TN of your next Social skill check targeting them by the rarity of the item (to a minimum of 1).

NAME Using Void Points

Everyone can use Void points in the following ways:

Seize the Moment: When making a check, during **Step 3: Assemble and Roll Dice Pool**, you may spend 1 Void point to roll one additional Ring (🎲) die and subsequently keep one additional die during **Step 5: Choose Kept Dice**.

Shattering Parry: Once per game session, when trying to survive a critical strike, you may spend 1 Void point to dramatically intercept the attack with their weapon to increase your chance of survival. You may reroll all of your dice for the check (to resist the critical strike), and your weapon gains the Damaged quality. At the GM's discretion you may be able to use your unarmed profile to do this, though you may lose the limb.

Techniques

Identity

Ahuja Mishti [Ah-you-ha Mish-tee]
Character Name

Player Name

Yodha Hunter
Region **Upbringing**

Ivory Kingdoms Sage 2
School **School Rank**

Sage, Bushi
Roles



50 Honor 34 Glory 3 Status

Social Standing

Ninjō: To recover your family's lost blade and make peace with yourself.

Past: Haunted by your part in your family's death, you fear that recovering their blade won't relieve your guilt.

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

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

Sixth Sense (Void): You have the instinctive sense of supernatural beings, and you can sense the presence of spirits even if they have not revealed themselves. This feeling is ominous in the presence of evil and neutral if the beings are going about their usual business. You are exceptionally good at following your hunches.

Large Stature (Earth): You are easy to spot in a crowd, can reach high spaces, can see over others, and tend to hit your head on doorways.

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

Encompassing Duty (Earth): You have a duty to avenge your family. You must secure your family's sacred gada (mace) and destroy the monster who stole it. Whenever you make a check related to overcoming something that is hindering you in achieving your goal, you must choose and reroll two dice containing or symbols.

Gaijin Name (Fire): People of a higher status tend to assume you are uneducated, while people of lower status tend to be fearful of you. You struggle to inspire those who are not from your culture.

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

Curiosity (Fire): The first time you attempt a new task and fail, you always think of another route you could try to take to overcome or learn more about the problem. You always feel better after taking a step closer to answering an interesting question.

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

The Coming Storm (Void): Your family has been plagued by wicked creatures for generations. As a result, you are constantly vigilant for Tainting beings that will spell your demise. When performing a check that involves planning or preparation for securing your family's well-being (such as a Command check to warn others of an impending attack related to wicked creatures), you receive 3 strife. If this was the first time this has occurred this scene, gain 1 Void point.

Advantages and Disadvantages

Symbol Key

- Success
- Explosive Success
- Opportunity
- Strife

EXPERIENCE

35 Total 34 Spent 1 Saved

Relationships

OTHER CHARACTER'S NAME	STANDING	NOTES
Haruko	Friendly, she seems like a kindred spirit who has seen struggle	
Kenshin	Friendly, seems friendly and honest	
Turgen	Friendly, another person who knows the realities of being in Rokugan as an outsider. He has a mischievous spirit haunting him, but you don't see any reason for that to hinder your friendship	
Daichi	Neutral, he seems to be nervous most of the time	
Noboru	Friendly, they remind you of the wizened sage of your village	

Rings and Stances

EARTH STANCE:
Others cannot spend 𠄎 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 𠄎 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 𠄎 symbol.

STANCES CAN ONLY BE APPLIED DURING CONFLICTS

ENDURANCE
(Earth + Fire) x 2

10

FATIGUE

COMPOSURE
(Earth + Water) x 2

10

STRIFE

FOCUS
(Air + Fire)

3

VIGILANCE
(Air + Water) / 2

2

VOID POINTS

2

MAXIMUM

CURRENT

Derived Attributes

Combat Skills

Earthen Fist	1
Earth Needs No Eyes	1
Landslide Strike	1

Razor-Edged Weapons: When you make an Attack action check with a Razor-Edged weapon, you may spend 𠄎 as follows: 𠄎+: Treat the deadliness of this weapon as 1 higher per 𠄎 spent this way.

Cumbersome Weapons: While wielding an item with this quality, increase the TN of your checks to maneuver in your environment by 1. If you moved this turn, increase the TN of Attack action checks using a Cumbersome weapon by 1.

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)

Conditions

School Abilities

Gift of Inner Power: You can infuse other characters with your inner energy. After you perform a check to activate on of your kihō (Cleansing Spirit, Earth Needs No Eyes, Earthen Fist, or Ki Protection), you can receive up to your school rank and choose another character at range 0-1. If you do, that character gains the enhancement effect of your kihō in your stead (you may still resolve the burst effect, if able). The effect persist a number of rounds equal to the amount of fatigue you received this way plus your ranks in Meditation (1). Only one character can benefit from your kihō in this way at a time.

Armament

WEAPONS

NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Talwar	4 / 6	1	Cumbersome, Durable, Razor-Edged
Chain Whip	3 / 5	1-2	Razor-Edged, Snaring
Punch	1 / 2	0	Snaring
Kick	2 / 1	1	—

ARMOR

NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES
Traveling Clothes	Physical 2	Durable, Mundane, Subtle
Sanctified Robes	Physical 1, Supernatural 3	Ceremonial

Clothes

Map of the route to Crab lands from the Sand Road, 5 days' rations, small sketch of family, finger of jade, finger of coral, small tent, whetstone, fishing kit

Gear

KOKU	BU	ZENI
	4	

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

Notes

Techniques

TECHNIQUE TYPES AVAILABLE

- KATA 𠄎 RITUALS 𠄎 KIHŌ 𠄎

Bellow of Resolve 𠄎

Cleansing Spirit 𠄎

Ki Protection 𠄎

Threshold Barrier 𠄎

Earth Needs No Eyes 𠄎

Earthen Fist 𠄎

Landslide Strike 𠄎

NAME Bellow of Resolve (🌀)

Activation (Action/Check): Once per scene as a Support action, you may make a **TN 2 Command (Earth) check** targeting on Compromised or Incapacitated character.

Effects: If you succeed and your target is Compromised, they remove strife until their strife is equal to their composure minus 1.

If you succeed and your target is Incapacitated, they remove fatigue until their fatigue is equal to their endurance minus 1.

Earth 🌀🌀: You may use this technique one additional time this scene.

Earth 🌀🌀🌀: This technique instead targets any number of Compromised or Incapacitated characters of your choice in the scene.

NAME Ki Protection (🌀)

Activation (Action/Check): As a Movement and Support action, you may make a **TN 1 Meditation (Water) check**. You may choose one character at range 0–1 as the target for the burst effect.

Enhancement Effect: If you succeed, this kihō activates. When this kihō is active, when you perform the Calming Breath action, you may remove 2 fatigue instead of 1.

Burst Effect: If you have two or more bonus successes, your target removes fatigue equal to your ranks in Medicine (1) plus your bonus successes. Each target cannot be affected by this effect again until the end of the scene.

NAME Earth Needs No Eyes (🌀)

Activation (Action/Check): As a Support action, you may make a **TN 1 Meditation (Earth) check** to gain an awareness of your surroundings.

Enhancement Effect: If you succeed, this kihō activates. When this kihō is active, you can use vibrations through the earth to “see” a number of range bands in all directions equal to your Earth Ring (3). While this kihō is active, increase your vigilance by your Earth Ring (3).

Burst Effect: If you succeed with three or more bonus successes, you instantly become aware of all living creatures and objects touching the ground within a number of range bands equal to your Earth Ring (3) plus your bonus successes.

NAME Threshold Barrier (🌀)

Activation (Action/Check): As a downtime activity, you may make a **TN 2 Theology check** using Air, Earth, Fire, Water, or Void targeting a threshold, gate, or other entryway at range 0–1.

Effects: If you succeed, the threshold is barred against a particular type of entity, based on the ring you chose, for one hour, plus additional hours equal to your bonus successes. When an entity of this type attempts to enter, it must resist a **TN 3 Meditation (Void) check** or be repelled by the spiritual barrier. Whether it succeeds or fails, you immediately become aware of its attempted entry. The particular type of being is based on the ring you chose, as follows: **(Air):** Ethereal Otherworldly beings such as spirits and ghosts. **(Earth):** Living Tainted beings. **(Fire):** Undead beings with corporeal form. **(Water):** Wild animals. **(Void):** Humans.)

🌀: Instead of a threshold, you may protect the entirety of a sealed area that extends a number of range bands around you no greater than your bonus successes.

🌀: If any beings of the type you are attempting to seal the threshold against have passed through the threshold within the last 24 hours, you become aware of the passage.

NAME Cleansing Spirit (🌀)

Activation (Action/Check): As a Support action, you may make a **TN 1 Theology (Earth) check** to bolster your spiritual resilience. When you perform this action, you may choose one other character at range 0–1 at the target for the burst effect.

Enhancement Effect: If you succeed, this kihō activates. When this kihō is active, reduce the TN of all your checks to resist poison, disease, mahō, the Defiled terrain quality, and the effects of Otherworldly and Tainted beings by your Earth Ring (3).

Burst Effect: If you have two or more bonus successes, remove one of the following conditions from your target: Afflicted, Bleeding, Dazed, Disoriented, Dying, Fatigued, or Intoxicated.

NAME Earthen Fist (🌀)

Activation (Action/Check): As an Attack and Support action, you may make a **TN 1 Martial Arts [Unarmed] (Earth) check** to empower your unarmed blows. When you perform this action you may choose a character at range 0–1 as the target for the burst effect.

Enhancement Effect: If you succeed, this kihō activates. When this kihō is active, treat the base damage of your unarmed punch and kick profiles as being increased by your Earth Ring (3). While this kihō is active, increase your physical resistance by 1.

Burst Effect: If you succeed with two or more bonus successes, you deal physical damage to the target equal to your Earth Ring (3), and your target must resist with a **TN 4 Fitness check (Air 2, Water 5)** or suffer the Prone condition.

NAME Landslide Strike (🌀)

Activation (Action/Check): As an Attack and Scheme action, you may make a **Martial Arts [Melee] (Earth or Water) check** targeting one character in your weapon's range. The TN is equal to the target's vigilance. If your target is in Dangerous, Entangling, or Obscuring terrain, the TN is 1 instead.

Effects: If you succeed, your target must choose one of the following: Receive fatigue equal to your ranks in Fitness and the Prone condition, or switch to a different stance of their choice and suffer the Immobilized condition.

🌀🌀+: If your weapon has the Cumbersome quality, choose one additional target with vigilance lower than or equal to your original target's vigilance per 🌀🌀 spent this way.

NAME Using Void Points

Everyone can use Void points in the following ways:

Seize the Moment: When making a check, during **Step 3: Assemble and Roll Dice Pool**, you may spend 1 Void point to roll one additional Ring (🎲) die and subsequently keep one additional die during **Step 5: Choose Kept Dice**.

Shattering Parry: Once per game session, when trying to survive a critical strike, you may spend 1 Void point to dramatically intercept the attack with their weapon to increase your chance of survival. You may reroll all of your dice for the check (to resist the critical strike), and your weapon gains the Damaged quality. At the GM's discretion you may be able to use your unarmed profile to do this, though you may lose the limb.

Identity

Otgontogoch Turgen
[Ought-gone-tog-otch Tur-geŋ]

Character Name

Player Name

Ujik Hunter

Region **Upbringing**

Treasure Hunter 2

School **School Rank**

Courtier, Bushi

Roles



27 Honor 30 Glory 3 Status

Social Standing

Ninjō: Appear the spirit that haunts you, find your brother, and save him from his curse as well.

Past: Wherever you go, an angry spirit you call Bataar causes mischief and inconvenient nuisances

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

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

Lucky Hunter (Void): You are exceptionally fortunate as a hunter and are always able to identify the best spots for doing so.

Dashing Scar (Air): You have a long scar that curves from your lower jaw down to your rib cage that suggests a heroic act to all who see it, and people tend to remember and think of you positively unless you give them a reason not to. You can leverage your scar to help you.

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

Haunting (Earth): A spirit haunts you and interferes with your agenda in irritating ways (subject to GM discretion). You know the spirit only as Bataar. The spirit tends to cause particularly bothersome acts when you attempt to make friends.

Gaijin Name (Fire): People of a higher status tend to assume you are uneducated, while people of lower status tend to be fearful of you. You find it particularly difficult to inspire those who are not from your culture.

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

Animal Bond (Earth): You are bonded to a hawk named Od [Augh-d] who generally acts as your companion. He can be cajoled to do things for you, but might need incentives. Interacting with animals in general make you feel at peace.

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

Fear of Stagnation (Earth): Staying in one place too long frustrates you. You also have a fear of intense relational commitments that tie you to one place, and you also prefer moving forward (and prefer people who are similarly-minded). Performing tasks that keep you in one place too long or that require a lot of repetition vexes you and causes you a great deal of stress.

Advantages and Disadvantages

Symbol Key

- ⬢ Success
- ⬢ Explosive Success
- ⬢ Opportunity
- ⬢ Strife

EXPERIENCE

35 Total 35 Spent 0 Saved

Legend of the Five Rings
ROLEPLAYING

Relationships

OTHER CHARACTER'S NAME	STANDING	NOTES
Haruko	Friendly, seems like she could use someone to talk to!	
Kenshin	Friendly, seems like they could use some help!	
Mishti	Friendly, she understands the struggles of being an outsider in Rokugan	
Daichi	Friendly, seems talented and kind-hearted	
Noboru	Neutral, they remind you of the shaman who cursed you, and that makes you nervous	

OTGONTOGOCH TURGEN - 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

10

STRIFE

FOCUS
(Air + Fire)

7/5

VIGILANCE
(Air + Water) / 2

5/3

VOID POINTS

2

MAXIMUM

CURRENT

Derived Attributes

Combat Skills

SKILL NAME	RANKS
Chaotic Scattering	1
Striking as Air	1
Tactical Assessment	1
Razor-Edged Weapons: When you make an Attack action check with a Razor-Edged weapon, you may spend ⚡ as follows: ⚡+: Treat the deadliness of this weapon as 1 higher per ⚡ spent this way.	

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)

Risk and Reward: You have an uncanny sense for dangerous situations. Your vigilance and focus are increased by your school rank, unless you are Compromised (this is factored in to your Conflict Mode statistics, the first number is when you are not Compromised, the second number is when you are).

Conditions

School Abilities

Armament

WEAPONS			
NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Masakari (Axe)	3 / (4/6)	0-1	Mundane
Scimitar (Sword)	4 / 5	1	Durable, Razor-Edged
Yumi (Bow)	5 / 3	2-5	—

Techniques

TECHNIQUE TYPES AVAILABLE

KATA ✂ RITUALS 🙏 SHŪJI ✓

Rustling of Leaves ✓
Chaotic Scattering ✂
Tactical Assessment ✂
Striking as Air ✂

ARMOR		
NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES
Traveling Clothes	Physical 2	Durable, Mundane, Subtle

Ankle-bones Gaming Set, Medicine Kit, Silver Snuff Box, Bear-fur Bedroll, Tattoo Needles, Quiver of Arrows

KOKU	BU	ZENI
	4	

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

Clothes

Gear

Notes

Techniques

NAME Chaotic Scattering (X)

Activation (Action/Check): As a Movement and Scheme action using a readied improvised weapon, you may make a **TN 2 Survival (Air) check** targeting on position as range 1-2.

Effects: You throw the improvised weapon at the chosen position.

If you succeed, choose one of the following terrain qualities: Dangerous, Entangling, or Obscuring. The weapon lands at the target position. All terrain within 1 range band of the targeted position gains that terrain quality. This effect persists for one round, plus one additional round for every two bonus successes.

If you fail, the weapon lands at the target position.

☼☼: Choose one additional terrain quality of those mentioned to apply to the terrain as well.

NAME Rustling of Leaves (C)

Activation (Action/Check): When you make a Social skill (Air) check to spread a rumor, you may spend ☼ in the following way:

Air ☼+: Increase the TN of any check to trace the rumor back to you by 2 per ☼ spent this way.

NAME Striking as Air (X)

Activation (Action/Check): 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.

NAME Tactical Assessment (X)

Activation (Action/Check): When you make an Initiative check, you may spend ☼ in the following ways:

Air ☼: Choose an enemy in the conflict. Learn one of the advantages (of their choice) or their physical or supernatural resistance (your choice).

Earth ☼: Choose a character in the conflict. They do not apply any of their disadvantages to their checks until the end of their first turn.

Water ☼: Choose a piece of terrain in the scene. Until the start of your first turn, it counts as having the Obscuring quality for Attack action checks targeting you or your allies (see page 267).

Fire ☼: Choose a character in the conflict and one of their advantages you know. Until the end of their first turn, they apply that advantage to all of their checks.

NAME

Activation (Action/Check)

Effects

New ☼

NAME Using Void Points

Everyone can use Void points in the following ways:

Seize the Moment: When making a check, during **Step 3: Assemble and Roll Dice Pool**, you may spend 1 Void point to roll one additional Ring (■) die and subsequently keep one additional die during **Step 5: Choose Kept Dice**.

Shattering Parry: Once per game session, when trying to survive a critical strike, you may spend 1 Void point to dramatically intercept the attack with their weapon to increase your chance of survival. You may reroll all of your dice for the check (to resist the critical strike), and your weapon gains the Damaged quality. At the GM's discretion you may be able to use your unarmed profile to do this, though you may lose the limb.

NAME

Check

New ☼

NAME

Check

New ☼

NAME

Check

New ☼

NAME

Check

New ☼

Techniques