

Ide Yuina

She/Her

Character Name

Player Name

Unicorn Ide

Clan Family

Ide Trader 1

School School Rank

Courtier

Roles



45

Honor

40

Glory

30

Status

Ninjō

To protect your friend, Higuchi, from harm – even if that means convincing her to give up writing because she is putting herself in increasingly dangerous situations trying to perfect her stories.

Giri

To protect Higuchi, her secret identity, and her ability to continue writing as her work provides a great deal of financial assets to your lord.

Your character portrait

Important notes

Craft or Repair
a Work of Art

Overcome
an Opponent

Know or
Learn a Fact

Influence
a Person

Acquire or
Use Resources

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

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.

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

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, 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).

Meekness (Fire): You are extremely shy, and you struggle to stand up for yourself. You cannot interrupt people of higher status, and you find it very hard to assert yourself over anyone, including people of lower status.

PERSONALITY, HABITS, AND QUIRKS

You often talk to your horse, Miki, as if she were a person - and you have a habit of doing so under your breath even if Miki isn't around.

OTHER CHARACTER'S NAME

STANDING

Success

Explosive Success

Opportunity

Strife

EXPERIENCE

Total

Spent

Saved

Legend of the Five Rings
ROLEPLAYING

Rings and Stances

EARTH STANCE:

Others cannot spend 𐂔 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 𐂔 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 𐂔 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)

4

VIGILANCE

(Air + Water) / 2

3

VOID POINTS

1

MAXIMUM

CURRENT

Derived Attributes

Combat Skills

SKILL NAME

RANKS

Martial Arts [Ranged]



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)
- Move before or after action (Skirmish: 1 range band)

Brushwork (Air), Passion

Meekness (Fire), Anxiety

Advantages & Disadvantages

Conditions

School Abilities

Vendor of Strange Wares: Ignore the Forbidden quality when acquiring and handling items. When acquiring, selling, or gifting an item, you may treat its rarity as reduced or increased by your school rank.

Techniques

TECHNIQUE TYPES AVAILABLE



Tributaries of Trade: Once per scene as a Scheme and Support action, you may make a **TN 1 Commerce (Water)** check to establish that you acquired a chosen item earlier. From a narrative standpoint, you procured this gift during your last opportunity (or sent an attendant to retrieve it) but are only revealing it now. 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.

Water 𐂔+: Reduce the price you must pay for the item by one-quarter per 𐂔 spent this way (to a minimum of one-quarter of the original price).

Shallow Waters: When you make a **Social (Water)** check targeting a character, you may spend 𐂔 as follows:

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

Water 𐂔+: Learn the target's ninjō (see page 38 of the CRB).

Feigned Opening: As a Movement and Scheme action, you may make a **Performance (Air)** check targeting one character in the scene who is observing you. The TN is equal to the target's vigilance. This technique can only be used during skirmish and mass battle conflicts. If you succeed, reduce the TN of the next Attack checks against each target by 1 plus your bonus successes. This effect persists until the end of your next turn.

Air 𐂔+: Choose one additional target with vigilance lower than or equal to the original target's per 𐂔 spent this way.

WEAPONS

NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Wakizashi (shortsword)	3 / (5/7)	0-1	Ceremonial, Razor-Edged
Yumi (bow)	5 / (3)	2-5	-

Armament

ARMOR

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

Clothes

Quiver of arrows, calligraphy set, traveling pack, Ide traveling pony [Miki] (page 141), journal.

KOKU	BU	ZENI
4	3	

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

Gear

Iuchi Minoru

They/Them

Character Name

Player Name

Unicorn Iuchi

Clan Family

Iuchi Meishōdō Master 1

School School Rank

Shugenja, Artisan

Roles



40

Honor

40

Glory

30

Status

Ninjō

You are bitter than the rest of the Empire looks down upon the tradition of meishōdō magic, and you desperately want to prove that the art of containing spirits within talismans can be done with the same respect that other practices use.

Giri

Your sworn duty to your clan, family, and lord is to first and foremost represent the Unicorn Clan with integrity and grace, and to secondly to maintain the tenuous balance between spirits and humankind.

Your character portrait

Craft or Repair
a Work of Art

ARTISAN SKILLS

RANKS

Aesthetics

Composition

Design

五五

Smithing

Overcome
an Opponent

MARTIAL SKILLS

RANKS

Fitness

Martial Arts [Melee]

Martial Arts [Ranged]

Martial Arts [Unarmed]

Meditation

五五

Tactics

Know or
Learn a Fact

SCHOLAR SKILLS

RANKS

Culture

Government

Medicine

Sentiment

Theology

五五

Influence
a Person

SOCIAL SKILLS

RANKS

Command

Courtesy

Games

Performance

Acquire or
Use Resources

TRADE SKILLS

RANKS

Commerce

Labor

Seafaring

Skulduggery

Survival

五

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.

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

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 or slighting them publicly.

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

Delusions of Grandeur (Void): You believe yourself destined for greatness, and nothing will dissuade you from your fixation upon this goal. When you are presented with a chance to advance your glory, you must attempt to pursue it.

PERSONALITY, HABITS, AND QUIRKS

You love to feel the texture of different objects around you, from fine tea cups to the fabric of clothing. You never touch others without asking, but if an object is unattended or unadorned your desire can sometimes be overwhelming.

OTHER CHARACTER'S NAME

STANDING

EXPERIENCE



Success



Explosive Success



Opportunity



Strife

Total

Spent

Saved

Legend of the Five Rings
ROLEPLAYING

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

2

VOID POINTS

1

MAXIMUM

CURRENT

SKILL NAME**RANKS**

Meditation

Theology

SUMMARY OF A CONFLICT TURN

- Choose Stance (Air, Earth, Fire, Water, or Void)
- Perform Action (Intrigue p. 254, Duel p. 258, Skirmish p. 262)
- Move before or after action (Skirmish: 1 range band)

Generosity (Water), Passion

Delusions of Grandeur (Void), Anxiety

The Way of Names (School Ability): As a downtime activity, you may make a **TN 2 Design check** using any ring to bind a spirit to an inanimate vessel, creating a meisshōdō talisman for one invocation of that Element that you have learned. While you have the talisman in your possession, reduce the TN of checks to activate that invocation by 1. You can give the talisman to another shugenja, allowing them to perform that invocation even if they have not learned it and reducing the TN to activate it by 1, but the talisman ceases to function after a number of uses equal to your school rank.

TECHNIQUE TYPES AVAILABLE

Grasp of Earth: As an Attack action, you may make a **TN 2 Theology (Earth) check** targeting one character at range 0–2. If you succeed, you *summon* cracks in the earth; each target suffers supernatural damage equal to your Earth Ring and must resist with a **TN 4 Fitness check (Air 2, Water 5)** or suffer the Prone condition.

Earth ♨: Each target that fails their Fitness check to resist also suffers the Immobilized condition.

Earth ♨: Reduce the damage each targets suffers to 0.

The Rushing Wave: As a Movement action, you may make a **TN 2 Theology (Water) check** targeting one character at range 0–1. There must be a large source of water nearby to perform this invocation. If you succeed during a skirmish, you *summon* a rushing waterspout that propels the target. The target may immediately move 1 range band, plus additional range bands equal to your bonus successes.

If you succeed during a narrative or downtime scene, you *summon* a gentle current that doubles the target's speed across or through the water (such as while swimming or while traveling in a sailing ship or riverboat). This effect persists until the end of the scene.

Sympathetic Energies: As a Support action, you may make a **TN 2 Theology (Water) check** to spread one chosen persistent invocation effect across a number of targets equal to your Water Ring at range 0–1. If you succeed, you *augment* the spiritual power of one persistent invocation effect that is already affecting one target. Each other target counts as being affected by it as well. This effect persists as long as the original effect persists on the original target.

Water ♨: You may choose a condition that the target is suffering instead of a persistent invocation effect.

Commune with the Spirits: 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 (appeal to the departed, such as ancestor spirits, and other non-elemental supernatural presences, if using Void) for aid. 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 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.

Elemental Gift: The kami deliver a small amount of the Element in question to you. For instance, a prayer to a water kami might cause it to begin raining lightly, for a short time, but it might also cause you to run across a stream, or even find groundwater. In contrast, a prayer to fire kami might bring forth a small shower of sparks, while a prayer to an air kami might elicit a gust of wind. Praying to an earth kami might cause you to stumble across a large stone, or find a small patch of arable ground amid a wasteland. Prayers to the ancestors may allow the petitioner to find something that belonged to an ancestor in a time of need.

Well of Desire: 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. Additionally, if the gift is something that the target desires, the target also must 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).

WEAPONS

NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Wakizashi (shortsword)	3 / (5/7)	0-1	Ceremonial, Razor-Edged
Kiseru (smoking pipe)	2 / (2)	0	Concealable, Mundane

ARMOR

NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES
Traveling Clothes	Physical 2	Durable, Mundane, Subtle
Ceremonial Clothes	Physical 1	Ceremonial, Resplendent

Calligraphy set, traveling pack, luchi riding steed [Kaede] (page 141)

KOKU

BU

ZENI

5

2

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

Kaeru Akiara

He/Him

Character Name

Player Name

Formerly Lion Kaeru (formerly Akodo)

Clan Family

Rōnin

1

School

School Rank

Bushi, Courtier

Roles



30

Honor

44

Glory

35

Status

Ninjō

Your heart yearns for the bygone days where you fought side-by-side with your fellow soldiers in the Lion Clan. You are always craving a fight, and that sometimes overwhelms your better judgment.

Giri

To uphold the laws of the City of the Rich Frog and maintain the strength and prosperity of your found-family, the Kaeru.

Your character portrait

Important notes

Craft or Repair
a Work of Art

Overcome
an Opponent

Know or
Learn a Fact

Influence
a Person

Acquire or
Use Resources

ARTISAN SKILLS

RANKS

Aesthetics

Composition

Design

五五

Smithing

MARTIAL SKILLS

RANKS

Fitness

Martial Arts [Melee]

五

Martial Arts [Ranged]

五

Martial Arts [Unarmed]

Meditation

Tactics

五

SCHOLAR SKILLS

RANKS

Culture

Government

五

Medicine

Sentiment

Theology

SOCIAL SKILLS

RANKS

Command

五五

Courtesy

五

Games

Performance

TRADE SKILLS

RANKS

Commerce

Labor

五

Seafaring

Skulduggery

五

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.

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

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

Playfulness (Air): When you say something untoward to someone of lower or equal status, they write it off as your playful nature instead of being significantly angered or saddened by it.

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

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

You have habit of stroking your chin when idle or listening to others. You also still maintain the stiff posture of a soldier, even though your days on the battlefield are long past.

OTHER CHARACTER'S NAME

STANDING



Success



Explosive Success



Opportunity



Strife

EXPERIENCE

Total

Spent

Saved

Legend of the Five Rings
ROLEPLAYING

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

6

STRIFE

FOCUS

(Air + Fire)

5

VIGILANCE

(Air + Water) / 2

2

VOID POINTS

2

MAXIMUM

CURRENT

Derived Attributes

Combat Skills

SKILL NAME

RANKS

Martial Arts [Melee]

⬠

Martial Arts [Ranged]

⬠

Tactics

⬠

Command

⬠ ⬠

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)
- Move before or after action (Skirmish: 1 range band)

Playfulness (Air), Passion

Impatience (Earth), Anxiety

Advantages & Disadvantages

Conditions

School Abilities

School of Waves: Choose one bonus curriculum skill; this skill henceforth counts as part of the Worldly Rōnin Path curriculum for you at all ranks. Each time your school rank increases, choose one additional bonus curriculum skill this way.

When you make a check using one of your bonus curriculum skills, you may negate 1 ♨ symbol.

Techniques

TECHNIQUE TYPES AVAILABLE



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.

Pelting Hail Style: When you make a **Martial Arts [Ranged]** check, you may spend ♨ in the following way:

♨+: Choose a number of other characters at range 0–2 of your target equal to ♨ spent this way. Each chosen character receives strife equal to the base damage of your weapon.

All in Jest: When you make a **Commerce (Water)**, **Courtesy (Water)**, or **Performance (Water)** check, you may spend ♨ in the following way:

Water ♨+: If you forfeited honor as part of the check in order to say something rude or appeal to your target's base desires (greed, lust, laziness, etc.), regain 1 honor per ♨ spent this way (see **Forfeiting Social Attributes**, on page 37 of the CRB).

WEAPONS

NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Yari (polearm)	5 / (3)	2	Wargear
Yumi (bow)	5 / (3)	2-5	-

Armament

ARMOR

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

Clothes

Quiver of arrows, pillow book

KOKU

BU

ZENI

2

4

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

Gear

Matsu Rin

She/Her

Character Name

Player Name

Lion Matsu

Clan Family

Matsu Berserker 1

School School Rank

Bushi

Roles



55

Honor

44

Glory

35

Status

Ninjō

You have the heart of a romantic and have a soft spot for the injured, frightened, or love stuck - whether they are mortals or spirits.

Giri

Your duty to your clan is to find the missing author and protect the City of the Rich Frog, while saving face for the Lion Clan and the Governor Miya.

Your character portrait

Craft or Repair
a Work of Art

Overcome
an Opponent

Know or
Learn a Fact

Influence
a Person

Acquire or
Use Resources

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

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.

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

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

Daredevil (Fire): You can risk your life without consideration or hesitation, even if the potential consequences are obvious and dire.

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

Painful Honesty (Air): You are tormented by internal conflict when you lie or allow a lie to pass. You cannot make claims you know to be false, although you can say technically truthful things that imply untruths, if politeness or circumstances demand it.

PERSONALITY, HABITS, AND QUIRKS

You love delicate and beautiful jewelry and trinkets, and often feel the strong desire to invest in or comment on frivolous objects despite how it might look to others.

OTHER CHARACTER'S NAME

STANDING

EXPERIENCE



Success



Explosive Success



Opportunity



Strife

Total

Spent

Saved

Legend of the Five Rings
ROLEPLAYING

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)

4

VIGILANCE
(Air + Water) / 2

2

VOID POINTS

1

MAXIMUM

CURRENT

Derived Attributes

Combat Skills

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

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)
- Move before or after action (Skirmish: 1 range band)

Daredevil (Fire), Passion

Painful Honesty (Air), Anxiety

Advantages & Disadvantages

Conditions

School Abilities

Matsu's Fury: After you suffer a critical strike or unmask, you may suffer the Enraged condition to remove an amount of fatigue from yourself equal to your school rank.

Techniques

TECHNIQUE TYPES AVAILABLE



Spinning Blades Style: When you make a **Martial Arts [Melee]** or **Martial Arts [Unarmed] Attack action check**, if you have a second readied weapon you did not use for the attack, you may spend ♨ in the following way:

♨+: You must spend ♨ equal to your target's Vigilance to activate this technique. You use your second readied weapon against one target of your action, inflicting physical damage equal to its base damage. If that target is Dazed, increase this damage by your ranks in the skill you used for the check.

Stirring the Embers: When making a **Social skill (Fire) check** targeting one or more characters, you may spend ♨ in the following way:

Fire ♨+: Choose a target and one of their known distinctions per ♨ spent this way. Until the end of the scene, when that advantage applies to a check, the target may reroll up to three dice (instead of two).

Lord Akodo's Roar: Once per game session as an action, you may make a **TN 1 Command (Void) check** targeting each hostile character within a number of range bands equal to your school rank. If you succeed, each target suffers the Dazed condition.

Void ♨ ♨+: After you perform this action, one other friendly character per ♨ spent this way at range 0-3 may immediately perform a Strike action targeting a Dazed character.

WEAPONS

NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Wakizashi (shortsword)	3 / (5/7)	0-1	Ceremonial, Razor-Edged
Nodachi (greatsword)	5 / (6)	1-2	Ceremonial, Razor-Edged
Katana	4 / (5/7)	1	Ceremonial, Razor-Edged

ARMOR

NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES
Ashigaru Armor	Physical 3	Wargear

Knife, quiver of arrows, traveling pack

KOKU	BU	ZENI
4	3	

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

Armament

Clothes

Gear

Identity

Tonbo Goro

He/Him

Character Name

Player Name

Dragonfly Tonbo

Clan Family

Grace of the Spirits 1

School School Rank

Courtier, Shugenja

Roles



40

Honor

35

Glory

30

Status

Ninjō

You secretly wish to leave the City of the Rich Frog and pursue spiritual studies elsewhere, as your current position feels stifling and mentally taxing.

Giri

Your sworn duty is to protect the shrine garden of the City of the Rich Frog and do whatever you can to bring peace to the spirits under your care that dwell in the city.

Your character portrait

Craft or Repair
a Work of Art

Overcome
an Opponent

Know or
Learn a Fact

Influence
a Person

Acquire or
Use Resources

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

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.

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

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

Travel (Water): You are not unsettled by foreign customs, and you can comfortably fit in even in strange environments.

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

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

You have a habit of repeating back what others say to you. Though you do so to show you are listening and to verify your understanding, this is sometimes seemed as annoying or frustrating to others.

OTHER CHARACTER'S NAME

STANDING

- ☉ Success
- ☼ Explosive Success
- ✿ Opportunity
- ☯ Strife

EXPERIENCE

Total

Spent

Saved

Legend of the Five Rings
ROLEPLAYING

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)

4

VIGILANCE

(Air + Water) / 2

2

VOID POINTS

2

MAXIMUM

CURRENT

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)

May the Spirits Show the Path: Once per scene if you would fail a Social check, you may immediately make a **TN 5 Theology check**, with the TN being reduced by a number equal to your school rank (to a minimum of 1). If you succeed, you may change any kept ■ on that Social check to ♣ results instead.

TECHNIQUE TYPES AVAILABLE



Dominion of Suijin: As a Movement and Scheme action, you may make a **TN 2 Theology (Water) check** targeting one position containing a body of water at range 0–1. If you succeed, you scry in the ripples. The target body of water displays an image of a second body of water of your choice and its surroundings as if the onlooker were just below the surface. This second body of water must be at range 0–6 of the target position, and you must have concrete knowledge of a specific body of water to use it this way.

Reflections of P'an Ku: As a Scheme action, you may make a **TN 2 Theology (Water) check** targeting one item at range 0–1. If you succeed, you scry to uncover all properties an item possesses, including its name, maker, mundane qualities, magical properties, curses, and sealed techniques (see **Nemuranai** on page 307 of the CRB).

Heart of the Water Dragon: As a Support action, you may make a **TN 3 Theology (Water) check** targeting one character at range 0–2. If you succeed, you *augment* your target with the spiritual fluidity of water. The target gains supernatural resistance equal to your Water Ring and removes 1 fatigue at the end of each round. This effect persists for one round, plus additional rounds equal to your bonus successes. Each target cannot be affected by the Heart of the Water Dragon invocation again until the end of the scene.

Cleansing Rite: 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. If you succeed, remove the Afflicted condition from the target.

Void ♣: If one or more targets is an Otherworldly being, you become aware of it after completing 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 ♣ spent this way. Remove the Defiled terrain quality from this area. If it is a deeply unhallowed place that has long been the domain of evil, the Defiled quality returns after one day, plus additional days equal to your bonus successes.

Commune with the Spirits: 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 (appeal to the departed, such as ancestor spirits, and other non-elemental supernatural presences, if using Void) for aid. 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 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.

Elemental Gift: The kami deliver a small amount of the Element in question to you. For instance, a prayer to a water kami might cause it to begin raining lightly, for a short time, but it might also cause you to run across a stream, or even find groundwater. In contrast, a prayer to fire kami might bring forth a small shower of sparks, while a prayer to an air kami might elicit a gust of wind. Praying to an earth kami might cause you to stumble across a large stone, or find a small patch of arable ground amid a wasteland. Prayers to the ancestors may allow the petitioner to find something that belonged to an ancestor in a time of need.

Threshold Barrier: 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 with 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.

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.

WEAPONS

NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Wakizashi (shortsword)	3 / (5/7)	0-1	Ceremonial, Razor-Edged
Ji (polearm)	2 / (5)	2	Snaring, Wargear

ARMOR

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

Scroll satchel, calligraphy set, list of observations, traveling pack

KOKU	BU	ZENI
1	4	6

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

Kitsuki Tsubasa

They/Them

Character Name

Player Name

Dragon Kitsuki

Clan Family

Kitsuki Investigator

School School Rank

Courtier, Bushi

Roles



45

Honor

44

Glory

30

Status

Ninjō

Your desire for the truth in every situation is absolute, and can sometimes put yourself or others in awkward or dangerous situations.

Giri

Your sworn duty is to seek the truth, but also maintain the social order. You are expected to smooth over any situation that would cause the Dragon Clan or their allies embarrassment.

Your character portrait

Important notes

Craft or Repair
a Work of Art

Overcome
an Opponent

Know or
Learn a Fact

Influence
a Person

Acquire or
Use Resources

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

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.

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

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

Gossip (Air): At the start of each scene, you can always identify the character present who will know the juiciest rumors (besides yourself, obviously).

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

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

You have a habit of ending most sentences with the phrase, "or so it seems." even when it makes little sense. You follow each utterance of the phrase with a serious, perplexed look of pondering.

OTHER CHARACTER'S NAME

STANDING

Success

Explosive Success

Opportunity

Strife

EXPERIENCE

Total

Spent

Saved

Legend of the Five Rings
ROLEPLAYING

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

Martial Arts [Melee]

𠄎

Meditation

𠄎

SUMMARY OF A CONFLICT TURN

- Choose Stance (Air, Earth, Fire, Water, or Void)
- Perform Action (Intrigue p. 254, Duel p. 258, Skirmish p. 262)
- Move before or after action (Skirmish: 1 range band)

Gossip (Air), Passion

Perfectionism (Water), Anxiety

Advantages & Disadvantages

Conditions

School Abilities

Kitsuki's Method: When performing a check to investigate with any skill (see **The Art of Investigation**, on page 170 of the CRB), you may treat your ranks in the skill you are using as being equal to your school rank. 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 𠄎 set to an 𠄎 result instead.

Techniques

TECHNIQUE TYPES AVAILABLE



Tactical Assessment: When you make an Initiative check, you may spend 𠄎 in the following way:

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

Earth 𠄎: 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 𠄎: Choose a piece of terrain in the scene (see **Terrain** on page 267 of the CRB). Until the start of your first turn, it counts as having the Obscuring quality for Attack action checks targeting you and your allies.

Fire 𠄎: 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.

Shallow Waters: When you make a **Social skill (Water)** check targeting a character, you may spend 𠄎 as follows:

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

Water 𠄎: Learn the target's ninjō (see page 38 of the CRB).

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 𠄎+: Choose one additional disadvantage per 𠄎 spent this way.

Earth 𠄎: Reduce the TN of the target's next skill check using the ring the disadvantage is attached to by 2.

WEAPONS

NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES
Wakizashi (shortsword)	3 / (5/7)	0-1	Ceremonial, Razor-Edged
Jian (straight sword)	4 / (4/5)	0-1	-

Armament

ARMOR

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

Clothes

Knife, calligraphy set, traveling pack, journal of observations

KOKU	BU	ZENI
6	4	

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

Gear