

Bayushi
Kyo

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Courtier of the Scorpion Clan

TURN TO THE BACK OF THIS BOOKLET TO SEE IF
BAYUSHI KYO IS THE RIGHT CHARACTER FOR YOU!

Welcome to The Emerald Empire

This is an era of sudden change and upheaval in Rokugan, where the Emerald Empire has ruled for over a thousand years. Mortal schemes, natural calamities, and celestial turmoil alike have disrupted the political, military, and spiritual equilibrium of the land. Long-simmering rivalries and fresh betrayals ripple through the courts and on the battlefield. The Chrysanthemum Throne is beset by threats from without and within, and the honor of the seven Great Clans—the families descended from the heroes of legend and sworn to rule their lands in the Emperor's name—shall be put to the test.

READY TO START?

If you're already familiar with Rokugan, the clans of the Emerald Empire, and the other cultural aspects of the *Legend of the Five Rings* setting, then you can skip the remainder of this page and jump straight to the next page to learn about roleplaying and more about your character.

Your Clan: The Scorpion

"I will be your villain, Hantei."

From behind our masks and veils, the Scorpion smile grimly at the performance of our duty, for it is our sacrifice to be hated even as we execute it perfectly. What other clan could perform the role of loyal villain? It was the contention of the Scorpion Clan's founder that enemies need not be external to the Empire, and thus, the Scorpion fight fire with fire. We keep all clans united in hatred against us, yet divided so that no one clan can challenge the line to whom we owe undying loyalty: the Hantei.

Your School: Shosuro Infiltrator

Schools in Rokugan train and prepare us for our role as samurai, such as bushi (warriors), shugenja (priests who can call on the spirits for aid), courtiers (those skilled in political matters), and monks (seekers of enlightenment).

The Shosuro Infiltrators have perfected the art of deception. With our well-honed abilities in acrobatics, disguise, and stealth, Scorpion agents encounter very few places to which we cannot gain access. As agents of surprise and disruption, we do not stand and fight, but instead sow chaos and vanish—usually to disguise what our mission actually was. Many a yōjimbō has thwarted an apparent assassination attempt that was merely a distraction from the target the Shosuro Infiltrators truly sought. Our infiltrators can vanish into shadows or, with equal skill, mingle with peasants to become invisible to the eyes of samurai.

The Code of Bushidō

The Way of the Warrior, or *Bushidō*, elevates samurai from the rest of society while also chaining us to near-unattainable ideals. When you become a samurai, you must embody Righteousness and Honor, Loyalty and Duty, and Courtesy and Compassion, as well as Courage in the face of death. You will be expected to uphold these virtues in your every word and deed, even when these ideals conflict with one another. The tenets of *Bushidō* would not be ideals to strive toward, after all, if they were easy to achieve...

The tenet of **Duty and Loyalty** is of deep importance to you, as the Scorpion Clan must be prepared to do—and sacrifice—anything and everything in the service of the Empire.

Wise Words from your Sensei...

Honor and glory are everything to a samurai. Honor reflects your inward opinion of how well you adhere to the tenets of *Bushidō*, while glory reflects how well known your name is throughout the Empire. In a perfect world, you could bring glory to yourself and the Scorpion while maintaining your moral integrity, but in Rokugan, we are frequently tested to see which one we value more highly.

Know that your life as a samurai will often feature much turmoil over competing desires—especially over what you personally want (your *ninjō*) and what society, your clan, and your lord expect of you (your *giri*).

Playing Your Character

You are part of a roleplaying game (RPG), an exciting cooperative storytelling experience. Like many games, it has rules, components, and dice to help describe and resolve the action. Unlike most games, an RPG has no winner or loser and no opposing teams. If everyone has fun, then everyone wins!

One player will act as game master, or GM. The other players (like you) are hero players. Each of you controls one player character (PC)—your character is Bayushi Kyo. Hero players make decisions for their PCs, describing what they want their characters to do and how they react to the plot and setting created by the game master (GM) who runs the game. Whenever you want your character to do something, simply tell the GM what that is; the GM will then tell you the result. Sometimes, the GM may say a check is needed to see if you succeed in your request, like if you wanted to leap over a chasm or attack a foe. You'll learn how to make checks on the next page.

Your Story So Far...

The recent untimely and mysterious death of the Emerald Champion, Doji Satsume of the Crane Clan, has thrown the Emerald Empire into turmoil. Each of the Great Clans suspiciously eyes the others and wonders whether the death was no tragic accident, but a dishonorable act of murder.

In these times of strife, a group of youths approaches the village of Tsuma for the Topaz Championship and their *gempuku*, the coming-of-age ceremony that will mark them as fully fledged samurai. Each contestant has come from a different clan and dreams of being the highest-scoring contestant in the tournament, earning the title of Topaz Champion. Despite being pitted against one another, they are all united in their desire to succeed and bring honor to their clan and family.

Not everyone in Tsuma has honorable motives for the contest, however. Personal vendettas, supernatural visitations, and deadly sabotage may undermine the following days—unless the new arrivals stay true to the Code of Bushidō and act as the honorable samurai they seek to become.

As you travel to Tsuma from the Castle of Pretending...

Your cousin Bayushi Umiko has been arranged to marry a Crane named Doji Ren, who may also be competing. She wishes for you to learn more about any weaknesses Ren might have that she can exploit. Such actions can only help your own efforts in the Championship.

You wonder if you will see your cousin Bayushi Sugai in Tsuma. You had secretly listened in on a discussion concerning his performance at last year's Topaz Championship and feel someone who dislikes your clan must have interfered to prevent him from winning.

You remember some of your teachers worried that other Scorpions could be in Tsuma, disguised as judges or even other competitors. Revealing any Scorpions hiding in this way, without anyone thinking that their actions were an assignment from your clan, would be tricky—but would also be a true test of your abilities. Winning this rather trivial competition, after all, pales against the honor of the Scorpion Clan.



RINGS AND RING VALUES



Craft or Repair
a Work of Art

Overcome
an Opponent

Know or
Learn a Fact

Influence
a Person

Acquire or
Use Resources

SKILLS AND DICE THEY ADD

ARTISAN	RANK / DICE
Aesthetics: Create visual works of art	0 / -
Composition: Compose literature	0 / -
Design: Fashion and select clothing	1 / 5
Smithing: Craft weapons and armor	0 / -
MARTIAL	RANK / DICE
Fitness: Perform feats of physical prowess	1 / 5
Martial Arts [Melee]: Use close combat weapon	1 / 5
Martial Arts [Ranged]: Use ranged weapon	0 / -
Martial Arts [Unarmed]: Use fists in combat	0 / -
Meditation: Process and control emotions	0 / -
Tactics: Command and control in a battle	0 / -
SCHOLAR	RANK / DICE
Culture: Know Rokugani traditions and trends	1 / 5
Government: Know how the Empire operates	1 / 5
Medicine: Know the body and how to heal it	0 / -
Sentiment: Understand emotions of others	1 / 5
Theology: Understand religions and the spirits	0 / -
SOCIAL	RANK / DICE
Command: Issue orders to others	0 / -
Courtesy: Control conversations and arguments	1 / 5
Games: Play and understand games	1 / 5
Performance: Entertain and impress others	1 / 5
TRADE	RANK / DICE
Commerce: Buy and sell goods for profit	0 / -
Labor: Conduct manual tasks such as farming	0 / -
Seafaring: Operate boats and subsist at sea	0 / -
Skulduggery: Steal and spy on others	2 / 5 5
Survival: Travel and endure in wilderness areas	0 / -

ENDURANCE 1	CRITICAL STRIKES 2	CONDITIONS 3
8	FATIGUE	
COMPOSURE 4	PERSONAL UNMASKING	
4	Your reaction when you exceed your Composure: Distracting giggling and gesturing	
FOCUS 5	VIGILANCE 6	VOID POINTS 7
6	2	2 / MAXIMUM CURRENT
HONOR 8	GLORY 9	CONTEST POINTS 10
30 / STARTING CURRENT	45 / STARTING CURRENT	

APPROACHES AND DICE THEY ADD

- Air Ring:** 3 / ■■■■
Graceful, cunning, and precise
- Earth Ring:** 1 / ■
Steady, grounded, and thorough
- Fire Ring:** 3 / ■■■■
Direct, ferocious, and inventive
- Water Ring:** 1 / ■
Balanced, flexible, and perceptive
- Void Ring:** 2 / ■■
Enlightened, centered, and mystical

CONFLICT STANCES

- Air:** Enemies add +1 to the target number (TN) of their checks against you
- Earth:** Foes can't spend 3 to injure you
- Fire:** You may count your 6 results in a successful check as bonus successes
- Water:** You can perform an additional, different action that doesn't need a check
- Void:** You ignore strife from 6 results in your check

Success. If the total number of 6 results on kept dice are equal to or greater than the Target Number (TN) of the check, then you succeed! Each 6 beyond this is a bonus success.

Explosive Success. This counts as a 6 result, and for each kept die with 6, you can roll 1 extra die of the same type and then choose whether to keep it or not. You can keep doing this each time you get a 6 result on a kept die.



Skill Die 5

Ring Die 6

HOW TO PERFORM A CHECK

1. Describe to the GM what you want to do, and they will determine the check you need to make, the skill to use, and the target number (TN) to succeed.
2. Refer to the Skill to be used for the check, and select the associated number of  dice.
3. Select the Approach (based on the Ring you're going to use) and the associated number of  dice.
4. Roll the combined dice pool.
5. Keep a number of dice (of either type) equal to or less than the Ring used in the check.
6. If you have at least as many Successes (Q) on the kept dice as the TN, you succeed!

IN YOUR TURN:

At the start of your turn, you should set your **Stance** if you're in a skirmish. This determines which Ring you'll fight with.

Then you can move 1 range band, and can perform one of the following **Actions**:

- ⊗ **Attack** by using the Strike action. You'll probably use this frequently in skirmishes.
- ⊗ **Move up** to 1 extra range band.
- ⊗ **Use a skill** in a check, such as Medicine to remove fatigue or Fitness to move a fallen tree out of your way.

You can also use your School Ability as part of making a check. This doesn't count as a separate action.

YOUR CHARACTER'S HEALTH AND STANDING IN THE CHAMPIONSHIP

- 1 **Endurance** represents your stamina and willingness to fight, while fatigue indicates damage you have taken. When you suffer **fatigue**, mark it here. If this goes above your Endurance value, you fall unconscious!
- 2 **Critical strikes** represent serious injuries to your character. If you suffer one, mark it here. Erase the mark if the critical strike is healed.
- 3 If your character suffers any health **conditions** such as becoming unconscious, indicate them here.
- 4 **Composure** is your capacity to endure mental and emotional pressure, while **strife** represents strong emotions that can overcome your inner control. When you suffer strife, mark it here. When the strife you've suffered exceeds your Composure value, you become Unmasked!
- 5 **Focus** represents how fast you react to threats. It helps determine the order in combat!
- 6 **Vigilance** is your wariness and overall ability to notice things that could be a threat.
- 7 **Void points** will be available for you to use after the Interlude on the next page.
- 8 **Honor** represents your belief that you are upholding the values of Bushidō. Record any changes to it here.
- 9 **Glory** reflects your social standing in Rokugan. Record any changes to it here.
- 10 Track the **contest points** you achieve here. Your goal is to reach 8 points, and thus show your readiness to become a samurai!

WEAPONS AND GEAR

WEAPON	SKILL	RANGE	DAMAGE
Fists	Martial Arts [Unarmed]	0	1
Blunted or wooden sword	Martial Arts [Melee]	1	2

You deal damage to the target equal to the weapon's base damage plus your bonus successes. You may also spend  from the check to inflict a **critical strike**!

GEAR	
Common Robes	Perfect for blending into crowds
Traveling Pack	Useful items when on the road, like bedmat and traveling clothes
Poison (1 vial)	See page 26 of the rulebook
Money	4 koku (enough money to sustain you for four months)

YOUR PERSONAL TURMOIL

You seek to uncover and eliminate any weaknesses within your clan, but also desire to embrace a life where no deception or lying is needed—to become your masked identity.

YOUR SCHOOL ABILITY:

PATH OF SHADOWS

Add 2 to your damage against Unmasked, Incapacitated, or Unconscious targets, or those unaware of your presence.

YOUR ADVANTAGE

Flexibility: You can fit through narrow spaces and perform sinuous dances or grappling maneuvers others would wince to attempt.

You may reroll up to 2 dice of your choice when your advantage helps you on any check.



Opportunity. This represents a positive, incidental effect of your action. Your GM will indicate what benefits this result will give you for this check.



Strife. This reflects your emotional reaction to the task. It can represent things like frustration or fear, or the thrill of a challenge or joy. Too much strife, though, can make you lose your Composure and Unmask!

STOP!
Don't turn the page until the GM instructs you to.

CHARACTER NAME

Bayushi Kyo

CLAN

Scorpion

RINGS AND RING VALUES



Craft or Repair
a Work of Art

Overcome
an Opponent

Know or
Learn a Fact

Influence
a Person

Acquire or
Use Resources

ENDURANCE

8

FATIGUE

CRITICAL STRIKES



CONDITIONS



COMPOSURE

4

STRIFE

PERSONAL UNMASKING

Your reaction when you exceed your Composure:
Distracting giggling and gesturing

FOCUS

6

VIGILANCE

2

VOID POINTS

2 / 1
MAXIMUM / CURRENT

HONOR

30 /
STARTING / CURRENT

GLORY

45 /
STARTING / CURRENT

CONTEST POINTS



SKILLS AND DICE THEY ADD

ARTISAN

RANK

- Aesthetics: Create visual works of art
- Composition: Compose literature
- Design: Fashion and select clothing
- Smithing: Craft weapons and armor

MARTIAL

RANK

- Fitness: Perform feats of physical prowess
- Martial Arts [Melee]: Use close combat weapon
- Martial Arts [Ranged]: Use ranged weapon
- Martial Arts [Unarmed]: Use fists in combat
- Meditation: Process and control emotions
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SCHOLAR

RANK

- Culture: Know Rokugani traditions and trends
- Government: Know how the Empire operates
- Medicine: Know the body and how to heal it
- Sentiment: Understand emotions of others
- Theology: Understand religions and the spirits

SOCIAL

RANK

- Command: Issue orders to others
- Courtesy: Control conversations and arguments
- Games: Play and understand games
- Performance: Entertain and impress others

TRADE

RANK

- Commerce: Buy and sell goods for profit
- Labor: Conduct manual tasks such as farming
- Seafaring: Operate boats and subsist at sea
- Skulduggery: Steal and spy on others
- Survival: Travel and endure in wilderness areas

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- Void:** You ignore strife from results in your check



Skill Die



Ring Die



Success



Explosive Success



Opportunity

INTERLUDE: SPENDING EXPERIENCE POINTS (XP)

During the Interlude, you gain 4 XP! You can spend XP to...

- ⊗ **Increase one or more Rings:** Increasing a Ring value costs XP equal to three times the new value. So advancing from 1 to 2 costs 6 XP, from 2 to 3 costs 9 XP, and so on. Each upgrade must be done separately, so increasing a Ring value from 1 to 3 would cost 15 XP (6 XP + 9 XP). You can never increase a Ring value greater than your lowest Rings value + your Void Ring value. *Mark the new value in the entry space for that ring.*
- ⊗ **Increase one or more Skills:** Buying +1 rank in a skill costs twice the new rank value. So going from 0 ranks to 1 rank costs 2 XP, from 1 to 2 costs 4 XP, etc. Each upgrade must be done separately, so going from 1 rank to 3 ranks would cost 10 XP (4 XP + 6 XP). *Mark the new value in the rank entry for that skill.*
- ⊗ Purchase a Technique—**Feigned Opening** (2XP) This technique creates a false sense of weakness, making it easier for you and your allies to strike for greater effect. *If chosen, see the rules below on this page and place a check next to its title.*
- ⊗ Purchase a Technique—**Skulk** (2XP) You can use this technique to move stealthily and escape the sight of your targets! *If chosen, see the rules below on this page and place a check next to its title.*

- 1 You can now use **Void points**, which allow you to call on your inner strength and overcome impossible odds. While making a check, when assembling the dice pool you may spend 1 Void point to **Seize the Moment!** This allows you to roll 1 additional ■ ring die and then keep 1 additional die (of any type) when resolving the check.

- 2 **Techniques** represent advanced training that let you act in unexpected ways or exploit openings that others would overlook. You have two techniques available to purchase during the interlude.

WEAPONS AND GEAR

WEAPON	SKILL	RANGE	DAMAGE
Fists	Martial Arts [Unarmed]	0	1
Katana	Martial Arts [Melee]	1	4

You deal damage to the target equal to the weapon's base damage plus your bonus successes. You may also spend ☼☼ from the check to inflict a **critical strike!**

GEAR	
Common Robes	Perfect for blending into crowds
Traveling Pack	Useful items when on the road, like bedmat and traveling clothes
Poison (1 vial)	See page 26 of the rulebook
Money	4 koku (enough money to sustain you for four months)

IN YOUR TURN:

At the start of your turn, set your Stance if in a skirmish.

Then you can move 1 range band, and can perform one of the following **Actions**:

- ⊗ Attack using Strike
- ⊗ Move 1 extra range band
- ⊗ Use a skill
- ⊗ Use one of your new Techniques, if it is described as an action

You can also use your School Ability as part of making a check. This doesn't count as a separate action. You may also use a Technique if it isn't described as an action.

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Add 2 to your damage against Unmasked, Incapacitated, or Unconscious targets, or those unaware of your presence.

YOUR ADVANTAGE

Flexibility: You can fit through narrow spaces and perform sinuous dances or grappling maneuvers others would wince to attempt.

You may reroll up to 2 dice of your choice when your advantage helps you on any check.

NEW TECHNIQUES



FEIGNED OPENING

During a skirmish, you may target one enemy at range 0–3 and make a Performance (Air) check. The TN is equal to the target's vigilance. If you succeed, reduce the TN of Attack checks against the target by 1 plus your bonus successes (to a minimum of 1). This effect persists until the end of your next turn.



SKULK

When you make an Attack (Air) check while concealed or obscured, you may spend ☼ to have one character with vigilance of 3 or less lose sight of you.



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Enter the Emerald Empire with Bayushi Kyo!

You would be wise to select this character if you want to:

- ✿ Be an expert at subterfuge and disguise
- ✿ Belong to a clan that focuses on duty above all, even above considerations of honor
- ✿ Solve your problems with duplicity and stratagems

It would be unwise, however, to choose Bayushi Kyo if you desire a to play a character who calls on the spirits for aid, or seeks to become an expert at martial combat and weapons of war.

Bayushi Kyo's Story

Bayushi Kyo has two older siblings, twins, a sister named Egao and a brother named Eiji. Egao and Eiji looked so similar as children that they would frequently dress as one another and change roles for the day as a joke, and once Kyo was old enough the fun extended to all three of them. For years, for fun or to cover for one or another's illness or malfeasance, Kyo would happily assume the role of either older sibling, much to the consternation of their parents, tutors, and household staff.

All three siblings were considered for induction into the Shosuro Actor School, but it was only Kyo who was formally inducted into its ranks. With years of experience at adopting a role, Kyo was soon distinguished as one of the top students at the dojo, and soon enough was recruited to another school, one hidden in the shadows of the Shosuro family: the Shosuro Infiltrator School. Now a shinobi-in-training, Kyo's assignments included spying on various classmates and assessing their loyalty and fitness for possible membership in the ranks of the shinobi themselves.

Years of service as an informant and infiltrator within the Shosuro school has left Kyo with few friends in the Scorpion clan, so the soon-to-be-samurai has been sent to the village of Tsuma. There they will compete in the Topaz Tournament and achieve gempuku, the traditional graduation from childhood to adulthood—all while maintaining cover as a humble actor. But as with all things in the Scorpion Clan, there is more than one motive at play. Some of Kyo's teachers have their doubts about the loyalty and judgment of the other Scorpions in Tsuma, and it will be up to Kyo to ensure that no...embarrassments crop up to stain the Scorpion Clan's honor.