

Identity

Character Name

Player Name

Clan Family

School School Rank

Roles



Honor

Glory

Status

Ninjō

Giri

Social Standing

Skills

Craft or Repair  
a Work of Art

ARTISAN SKILLS	RANKS
Aesthetics	
Composition	
Design	
Smithing	

APPROACHES

- Refine
- Restore
- Invent
- Adapt
- Attune

Titles

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

Overcome  
an Opponent

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

APPROACHES

- Feint
- Withstand
- Overwhelm
- Shift
- Sacrifice

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

Know or  
Learn a Fact

SCHOLAR SKILLS	RANKS
Culture	
Government	
Medicine	
Sentiment	
Theology	

APPROACHES

- Analyze
- Recall
- Theorize
- Survey
- Sense

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

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

Influence  
a Person

SOCIAL SKILLS	RANKS
Command	
Courtesy	
Games	
Performance	

APPROACHES

- Trick
- Reason
- Incite
- Charm
- Enlighten

PERSONALITY, HABITS, AND QUIRKS

Acquire or  
Use Resources

TRADE SKILLS	RANKS
Commerce	
Labor	
Seafaring	
Skulduggery	
Survival	

APPROACHES

- Con
- Produce
- Innovate
- Exchange
- Subsist

OTHER CHARACTER'S NAME STANDING NOTES

Advantages and Disadvantages

Relationships

Symbol Key

- Success
- Explosive Success
- Opportunity
- Strife

EXPERIENCE

Total Spent Saved

Legend of the Five Rings  
ROLEPLAYING



# CONFLICT MODE

Rings and Stances

**EARTH STANCE:**  
Others cannot spend 𐰇 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 𐰇 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 𐰇 symbol.

STANCES CAN ONLY BE APPLIED DURING CONFLICTS

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

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

**FOCUS**  
(Air + Fire)

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

**VOID POINTS**

	FATIGUE
	STRIFE
MAXIMUM	CURRENT

Derived Attributes

Combat Skills

SKILL NAME	RANKS

References

## SUMMARY OF A CONFLICT TURN

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

Advantages &

Disadvantages

Conditions

School Abilities

Armament

## WEAPONS

NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES

Techniques (New Actions)

## TECHNIQUE TYPES AVAILABLE

<input type="checkbox"/> KATA 𐰇	<input type="checkbox"/> KIHŌ 𐰇	<input type="checkbox"/> INVOCATIONS 𐰇	<input type="checkbox"/> RITUALS 𐰇	<input type="checkbox"/> SHŪJI 𐰇
<input type="checkbox"/> MAHŌ 𐰇	<input type="checkbox"/> NINJUTSU 𐰇			

Techniques (New 𐰇)

## ARMOR

NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES

Clothes

Gear

KOKU	BU	ZENI

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

Notes



## Experience

## Experience Points and Advancement Log

Title

[illegible]

TITLE NAME	XP INVESTED

☐ COMPLETED
 XP Spent in Title / Total =
 /

Title Mastery Ability:
 UNLOCKED ☐



NAME Page #

Activation (Action/Check)

Effects

New 

NAME Page #

Activation (Action/Check)

Effects

New 

NAME Page #

Activation (Action/Check)

Effects

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Techniques (New Actions)

Techniques (New Actions)

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Activation (Action/Check)

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