ARTISAN SKILLS
- Aesthetics
- Composition
- Design
- Smithing

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

SCHOLAR SKILLS
- Culture
- Government
- Medicine
- Sentiment
- Theology

SOCIAL SKILLS
- Command
- Courtesy
- Games
- Performance

TRADE SKILLS
- Commerce
- Labor
- Seafaring
- Skulduggery
- Survival

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.

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

PERSONALITY, HABITS, AND QUIRKS

OTHER CHARACTER’S NAME

STANDING

NOTES

Legend of the Five Rings
ROLEPLAYING

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**SUMMARY OF A CONFLICT TURN**
- Choose Stance (Air, Earth, Fire, Water, or Void)
- Move before or after action (Skirmish: 1 range band)

**RINGS AND STANCES**

**EARTH STANCE:**
Others cannot spend _SYMBOL_ 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 _SYMBOL_ 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_ symbol.

**STANCES CAN ONLY BE APPLIED DURING CONFLICTS**

**TECHNIQUE TYPES AVAILABLE**
- KATA
- KIHO
- INVOCATIONS
- RITUALS
- SHUJI
- MAHO
- NINJUTSU

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

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

**FOCUS**
(Air + Fire)

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

**VOID POINTS**

**WEAPONS**

<table>
<thead>
<tr>
<th>NAME</th>
<th>DAMAGE / DEADNESS</th>
<th>RANGE</th>
<th>QUALITIES</th>
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**ARMOR**

<table>
<thead>
<tr>
<th>NAME</th>
<th>PROTECTION TYPE (RESISTANCE)</th>
<th>QUALITIES</th>
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**NAME**

<table>
<thead>
<tr>
<th>KOKU</th>
<th>BU</th>
<th>ZENI</th>
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1 1 Koku = 5 Bu = 50 Zeni / 1 Bu = 10 Zeni