



Shinjo
Takuya

心助
托矢



Bushi of the Unicorn Clan

TURN TO THE BACK OF THIS BOOKLET TO SEE IF
SHINJO TAKUYA 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 Unicorn

"One cannot capture the wind."

The Unicorn Clan spent hundreds of years outside the Empire, returning in a glorious cavalry charge that shook the other clans to their core. The "barbaric" ways we adopted in our exile continue to shock and disgust the other clans, yet the Unicorn remain fierce in our duty and unwavering in our honor. Of all the clans, we are best suited to uncovering foreign manipulation and infiltration, for we faced innumerable horrors and traitors in our wandering years.

Your School: Shinjo Outrider

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 core of the Unicorn military, the Shinjo Outriders emphasize speed and flexibility. All Shinjo Outriders learn the art of reconnaissance and how to get the most out of our horses. No samurai is more mobile than a mounted Shinjo Outrider. Our preferred weapon is the Shinjo horsebow, which we use with great accuracy even while riding at a gallop. Trained to live off the land, we thoroughly learn the terrain of each potential battlefield before fighting over it.

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 **Compassion** is of deep importance to you, as mutual understanding and cooperation was the key to the Unicorn Clan's survival during its long journey across the wider world.

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 Unicorn 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 Shinjo Takuya. 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 Far Traveler Castle...

You remember the poor encounter with haughty members of the Crane Clan years ago and how badly those from other clans generally behave toward your clan. This event can be the perfect opportunity to show Rokugan (and especially the Crane) true samurai spirit.

You are amazed at the grand temples and castles everywhere, and the densely packed cities. You can't imagine how it would be to live so crowded together, where there are no wild fields to race against the wind.

You are saddened at the meager skills displayed all around you in horseback riding, as well as how small everyone's horses are compared to those of your clan. The Emerald Empire relies on ponies it appears—it is no wonder the Unicorn Clan was able to smash through its defenses when your clan emerged from out of the gaijin lands to return to Rokugan.



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 1	CRITICAL STRIKES 2	CONDITIONS 3
10 FATIGUE		
COMPOSURE 4	PERSONAL UNMASKING	
10 STRIFE	Your reaction when you exceed your Composure: Blushing and Blustering	
FOCUS 5	VIGILANCE 6	VOID POINTS 7
4	2	2 / MAXIMUM / CURRENT
HONOR 8	GLORY 9	CONTEST POINTS 10
55 / STARTING / CURRENT	46 / STARTING / CURRENT	

SKILLS AND DICE THEY ADD

ARTISAN	RANK / DICE
Aesthetics: Create visual works of art	0 / -
Composition: Compose literature	0 / -
Design: Fashion and select clothing	0 / -
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	1 / 5
Martial Arts [Unarmed]: Use fists in combat	0 / -
Meditation: Process and control emotions	0 / -
Tactics: Command and control in a battle	1 / 5
SCHOLAR	RANK / DICE
Culture: Know Rokugani traditions and trends	1 / 5
Government: Know how the Empire operates	0 / -
Medicine: Know the body and how to heal it	1 / 5
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	0 / -
Games: Play and understand games	0 / -
Performance: Entertain and impress others	1 / 5
TRADE	RANK / DICE
Commerce: Buy and sell goods for profit	1 / 5
Labor: Conduct manual tasks such as farming	0 / -
Seafaring: Operate boats and subsist at sea	0 / -
Skulduggery: Steal and spy on others	1 / 5
Survival: Travel and endure in wilderness areas	2 / 5 5

APPROACHES AND DICE THEY ADD

- Air Ring:** 1 / ■ Graceful, cunning, and precise
- Earth Ring:** 3 / ■■■ Steady, grounded, and thorough
- Fire Ring:** 2 / ■■ Direct, ferocious, and inventive
- Water Ring:** 2 / ■■ 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



Skill Die 5



Ring Die 6



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.

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	
Riding clothes	Anything else would be foolish
Traveling Pack	Useful items when on the road, like bedmat and traveling clothes
Unicorn Warhorse	The only being you can trust here
Money	3 koku (enough money to sustain you for three months)

YOUR PERSONAL TURMOIL

You want to prove that Unicorn samurai are not barbarians and are just as good as any other, but you also desire to get revenge on the Crane and others who look down on your clan.

YOUR SCHOOL ABILITY:

BORN IN THE SADDLE

Once per scene, before rolling dice in a check, you may direct your horse (if present) to aid you and reduce the TN by 1.

YOUR ADVANTAGE

Bishamon's Blessing: You quickly recover from exhaustion after long durations of exertion and strenuous physical activity.

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.

RINGS AND RING VALUES



ENDURANCE	CRITICAL STRIKES	CONDITIONS
10	FATIGUE	
COMPOSURE	PERSONAL UNMASKING	
10	Your reaction when you exceed your Composure: Blushing and Blustering	
FOCUS	VIGILANCE	VOID POINTS 1
4	2	2 / CURRENT
HONOR	GLORY	CONTEST POINTS
55 / CURRENT	46 / CURRENT	

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TRADE	RANK
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Labor: Conduct manual tasks such as farming	
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Survival: Travel and endure in wilderness areas	

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- Overcome an Opponent
- Know or Learn a Fact
- Influence a Person
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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—**Pelting Hail style** (2XP) This technique allows you to fire large volleys of arrows, enough to terrify even the hardiest of warriors! *If chosen, see the rules below on this page and place a check next to its title.*
- ⊗ Purchase a Technique—**Striking as Fire** (2XP) You can use this technique to furiously attack a foe, forcing them to make an error or open themselves to a deadly hit. *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	
Riding clothes	Anything else would be foolish
Traveling Pack	Useful items when on the road, like bedmat and traveling clothes
Unicorn Warhorse	The only being you can trust here
Money	3 koku (enough money to sustain you for three 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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Bishamon's Blessing: You quickly recover from exhaustion after long durations of exertion and strenuous physical activity.

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

NEW TECHNIQUES



PELTING HAIL STYLE

When you make a Martial Arts [Ranged] check, you may spend ☞ and 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.



STRIKING AS FIRE

When you make a Martial Arts (Fire) check that inflicts a critical strike on a target, you may spend ☞☞ to inflict 2 critical strikes on the target instead of 1.



Enter the Emerald Empire with Shinjo Takuya!

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

- ✿ Be an expert at mounted combat and horseback riding
- ✿ Belong to a clan that knows much about foreign lands and their customs
- ✿ Solve your problems with energy and unconventional ideas

It would be unwise, however, to choose Shinjo Takuya if you desire to play a character who solves problems with eloquence and cunning or belong to a clan that focuses on battle and honor.

Shinjo Takuya's Story

Takuya was raised like many Shinjo, living in yurts and moving his family's herds throughout the Golden Plains depending on the season. This nomadic life was a far cry from the palace-bound upbringing of the Imperial Court or, frankly, most of the rest of Rokugan, but Takuya had nothing to judge it against, until his first encounter with non-Unicorn samurai left a bitter taste in his mouth.

On hearing that Takuya's father, Shinjo Zuiya, counted many fine horses in his herd, a Crane samurai named Doji Chihoko and her daughter Chikaze came to negotiate a favorable trade. Takuya and Chikaze were left to their own devices while the adults retreated into the family's ordu to make their deal, so Takuya did his best to entertain the strange girl. These attempts did not go well.

Chikaze was not charmed by Unicorn games, music, food, or art, and when Takuya, in exasperation, offered to take her riding, her own horse proved too slow and dainty to keep up with his. To make matters worse, Chikaze complained the whole way, of the smell, of the uncomfortable pace Takuya set, of the "barbaric" wild country through which they rode. When they returned to the ordu, Takuya sullenly refused to help Chikaze dismount, which caused her to fall and become covered head-to-toe in mud and filth... just as their parents emerged to announce a marriage contract between the two to secure their trade alliance.

Takuya would have laughed, but Chikaze was the faster, and she loudly announced that she could never marry such an uncouth barbarian. Chikaze's wails and protestations were so loud, and her appearance so bedraggled, that her mother Chihoko promptly canceled the deal and both Cranes left that very day. No trade agreement with the Crane was ever proposed again.

Takuya nevertheless applied himself well to his studies and was selected to represent the Unicorn Clan in the Topaz Tournament in Tsuma—a Crane village. As far as his father and sensei are concerned, this is Takuya's chance to show Rokugan how excellent his manners and skills are, and to rekindle Crane interest in a trade agreement for Shinjo horses. As far as Takuya is concerned, this is a chance for a little petty revenge against the clan that once attempted to shame him.