



# Legend of the Five Rings

## 5th Edition Beta Notes Wk6 U20 r2

Ring Descriptions	
☯ Air	grace, perceptiveness, cunning, and precision
🌍 Earth	resilience, memory, patience, and discipline
🔥 Fire	passion, invention, candor, and ferocity
💧 Water	adaptability, awareness, gregariousness, and power
☯ Void	mysticism, wisdom, intuition, and instinct

Skill Approaches					
Group:	Artisan	Social	Scholar	Martial	Trade
🌍 Earth	Restore	Reason	Recall	Withstand	Produce
💧 Water	Adapt	Charm	Survey	Shift	Exchange
🔥 Fire	Invent	Incite	Theorize	Overwhelm	Innovate
☯ Air	Refine	Trick	Analyze	Feint	Con
☯ Void	Attune	Enlighten	Sense	Sacrifice	Subsist

Skills by Group				
Artisan	Social	Scholar	Martial	Trade
Aesthetics	Command	Culture	Fitness	Commerce
Composition	Courtesy	Government	MA [Melee]	Labor
Design	Games	Medicine	MA [Ranged]	Seafaring
Smithing	Performance	Sentiment	MA [Unarmed]	Skulduggery
		Theology	Meditation	Survival
			Tactics	

Experience	
2 per hour	
+3-5 each milestone, recurring foe, etc	

Experience Spends		
Item	Cost	Effect
+1 Ring rank	NR × 3	max = lowest + Void.
+1 Skill rank	NR × 2	no limit
Technique (opportunity)	2	Must be on school's list, meet listed prerequisites
Technique (Action)	3	Must be on school's list, meet listed prerequisites

Void Points			
Start	Void/2 ↑	Maximum	Void

Wheel of Discord								
Player								
Giri	1 (9)	2	3	4	5	6	7	8
Ninjō	1 (9)	8	7	6	5	4	3	2

Start of Session: (players) × : Giri +1; Ninjō +1. Those tagged +1 Void Point

General Action types			
Attack	Scheme	Movement	Support

Ranges					
Band	Meters	Label	Steps	Name	Falling
0	≤1 m	Touch	0	Grapple, daggers	Disoriented
1	1 m — 2 m	Sword	1	Swords, conversation	4 PD & Disoriented
2	3 m — 4 m	Spear	2	Spears, Naginata	8 PD & Disoriented
3	5 m — 10 m	Throw	3-5	Thrown Weapons	12 PD & Unconscious
4	12 m — 100 m	Bow	6-20	Aimed Bowshot, Earshot	Crit 10 & Unconscious
5	100 m — 300 m	Volley	21-60	Volley, Visual Details	Crit 12 & Unconscious
6	300 m — 4 km	Sight	61-LOS	Spot people	Crit 16 & Unconscious

Falling Resist: TN 3 Fitness (Air 1, Earth 5) reduce range by 1+BS (Use Current stance)

Falling damage in Fatigue is Deadliness 7; direct crits as listed.

Steps - Houserule: 2m bands used for counting movements

Silhouettes	
Sil.	Example
0	Handheld objects, cats, small dogs
1	Children, Nezumi, large dogs, goblins (bakemono), Zokujin
2	Adult humans, Ningyo, Kenku
3	Horses, Naga, Rakshasa, Trolls
4	Ogres, elephants
5	Dragons

Personality Archetypes			
Type	Check Mods		Outburst
<b>Ambitious</b>	☯ F TN+2	☯ E TN-2	Compromise or Flee
<b>Assertive</b>	☯ E TN+2	☯ W TN-2	Enraged
<b>Detached</b>	☯☯☯ AEFW TN+1	☯ V TN-2	Shut Down
<b>Gruff</b>	☯ W TN+2	☯ E TN-2	Inappropriate Remark
<b>Shrewd</b>	☯ W TN+2	☯ F TN-2	Expose Weakness

Major Clan Information			
Clan	Key Tenet	Weak Tenet	Colors
Imperial	—	—	Jade & Gold
🌍 Crab	Courage	Courtesy	Brick Red, Gunmetal, Blue
🦅 Crane	Courtesy	Courage	Skye blue, White
🐉 Dragon	Sincerity	Duty, Loyalty	Emerald Green, Yellow
🦁 Lion	Honor	Compassion	Gold, w/Earth tones
🔥 Phoenix	Righteousness	Sincerity	Red, Yellow, Orange
🦂 Scorpion	Duty	Righteousness, Honor	Black, Blood Red, White
🐎 Unicorn	Compassion	Courtesy	Purple, White



Standard Check Formats

Table with 2 columns: Skill Name and Description. Includes 'TN X Skill (RingA)' and 'TN X Skill (RingA)'.

Dice Table

Table showing dice symbols and their corresponding numbers (1-12).

Making a Check

Large table detailing the steps for making a check, including determining skill groups, target numbers, and dice rolls.

Assistance

Table describing unskilled and skilled help, including the number of helpers and their effects.

Forfeits

Table listing different types of forfeits: Both, Glory, and Honor.

Equipment Quality Chains

Table showing equipment quality chains: Concealable, Durable, Sacred, Subtle, Cumbersome, Damaged, Unholy, Resplendent.

Narrative Attributes

Table mapping narrative attributes like Ninjō and Giri to human feelings and sworn duties.

Figured Attributes

Table mapping figured attributes like Resilience and Composure to physical and mental traits.

Spending Void Points

Table detailing various techniques for spending void points, such as 'Seize the Moment' and 'Last Ditch Effort'.

Gaining Void Points 1 each, to maximum of Void

Table listing ways to gain void points, including 'Outburst', 'Adversity Failure', and 'Flip a Positive Trait'.

Strife States

Table showing current strife levels and their mechanical effects on dice rolls.

Unmasking

Table detailing unmasking actions like 'Challenge of Honor', 'Compromise', and 'Expose a Strength or Weakness'.

Strife Recovery

Table describing how to recover from strife, such as 'End of Scene' and 'Unmasking'.

Fatigue States

Table showing current fatigue levels and their mechanical effects on actions.

Fatigue Recovery

Table detailing fatigue recovery methods like 'Night's Rest', 'First Aid', and 'Treatment'.

Suffocation

Table describing suffocation effects on characters, including 'While conscious' and 'While Unconscious'.



Criticals		
Svr.	Label	Effect (by ring used to resist)
≤0	Close Call	Armor (if worn) becomes damaged
1 — 4	Staggering Hit	☯ Air    ☯ Earth    ☯ Water    ☯ Fire    ☯ Void Prone    Immobilized    Dazed    Disoriented    Bleeding
5 — 7	Crushing Blow	☯ Air    ☯ Earth    ☯ Water    ☯ Fire    ☯ Void Injured Jaw Injured Ribs Injured Leg Injured Arm Injured Brain Repeats become Devastating Strike, instead
8 — 9	Devastating Strike	Bleeding, plus choice of one Scar by Ring used to resist ☯ Air    Maimed Visiage, Nerve Damage ☯ Earth    Fractured Spine, ☯ Water    Lost Eye, Maimed Foot ☯ Fire    Lost Fingers, Maimed Arm ☯ Void    Lost Memories Repeats    Dying (10 Rd)
10 — 11	Maiming Blow	Bleeding, Unconscious, & choice of one Scar by Ring used ☯ Air    Deafness, Muteness ☯ Earth    Damaged Heart, Damaged Organ ☯ Water    Blindness, Lost Leg ☯ Fire    Lost Hand, Lost Arm ☯ Void    Cognitive Lapses Repeats    Dying (10 Rd)
12 — 13	Agonizing Death	Bleeding, Dying (3 Rounds)
14 — 15	Swift Death	Bleeding, Dying (1 Round)
≥ 16	Instant Death	Dead (perhaps some last words)
Svr.	Label	Excess Fatigue Critical Effect on Minions
0-6	Alive	Take the severity as additional fatigue
≥7	Dead	Dead
Svr.	Label	Effect on Minions from any other source
≥1	Ouch!	Take the severity as additional fatigue, which might cause another critical

Equipment Qualities	
Label	Mechanical Effect
Ceremonial	Sign of rank, use can be expected, using another's forfeit's 1 honor
Concealable	TN 3 Design (Air) or Smithing (Air) to notice. If would gain cumbersome, lose concealable instead
Cumbersome	movement TN+1. If you moved, Attacks TN+1 with it.
Damaged	Tool: Usage TN+1    Armor: Resistance -2 Wapon: Damage -1, Deadliness -2, both minimum 0 If damaged again, becomes destroyed.
Destroyed	Broken. Cannot be used as intended. Might be used as improvised item.
Durable	When Damaged, remove durable instead of gaining damaged.
Mundane	Not considered a weapon, allowed to be worn openly
Natural	Always considered readied unless bound, cannot be dropped.
Prepare	Must be reloaded, reset, etc, using a support action
Razor-edged	If attack stopped by armor (Damage reduced to 0), weapon damaged. ☯+    Increase deadliness by ☯ spent.
Resplendent	Increases glory gain by +1. Instead of gaining subtle, loses resplendent
Sacred	Shadowlands Creatures and Tainted take TN+1 to hit you. Gain of unholy instead loses sacred, and jade parts become water and drip away.
Snaring	Can be used with certain techniques to grab weapons or opponents
Subtle	TN+1 to gain information about item or person using it. If item should gain Resplendent, instead it loses subtle
Unholy	When damaged by it, gain afflicted for the ring used by attacker. When wielded, TN 4 Meditation or gain afflicted in ring tested. When should gain Sacred, instead loses unholy
Wargear	When opponent weaping wargear,, and you take ≥1 stife, you gain 1 extra.

Resisting Criticals		
In combat: TN 1 Fitness (stance)		Narrative: TN 1 Fitness (choice)
Reduce severity by successes.		
Conditions		
Label	Narrative	Mechanical Effect
Afflicted Air	Melancholic haze of memory	Outbursts: You mistake someone for someone from your past, making accusations (real and/or imaginary)
Afflicted Earth	Flesh pale and decaying	Outbursts: reduce Resilience by 1 until cured
Afflicted Fire	Possessed by desire	Outbursts: Pursue desire in an obvious manner. If prevented, become Enraged
Afflicted Water	Health collapses, withering begins	Outbursts: Become violently ill and suffer a severity 5 critical
Afflicted Void	Emotional disarray	Outbursts: Lose all unspent void points
Bleeding	losing blood.	All Strife also do fatigue. Stauching R 0—1 TN 2 Medicine (Earth) to end.
Burning	On fire	3 physical & 3 strife damage after action. Severity 5 if critical. Smothering: TN 2 Fitness+(Water or Air)
Dazed	Focus hampered or vision obscured	Attack and Scheme checks TN+2. Ends: end of round without making attack nor scheme actions.
Disoriented	Scattered senses	Movement and Support checks TN+2. Ends: end of round without making movement nor support actions.
Dying	Will die unless treated in time	Range 0—1 TN 3 Medicine & Air as support to remove it. If not removed, dies.
Enraged	Consumed by rage and berserk	All crits inflicted +2 Severity. 1st time in scene they kill, +1 Void Point. May not use the Parry Void Spend. Ends after TN3 Meditation & Void as Support Action, or scene.
Exhausted	Automatic after 24 hours awake	suffer 1 Strife & 1 fatigue after any check made. Ends after 6 solid hours of sleep
Immobilized	Cannot move	Cannot change stance nor use Movement actions. Ends with turn in no movement action taked
Incapacitated	Incapable of Action	May not take actions which need checks. Ends when Fatigue ≤ Resilience. Criticals +5 Severity
Injured [Location]	Ends when a TN 4 medical & Void passed, or a TN 5 Fitness (with matched ring, ignoring the TN penalty) after a week of rest.	•Injured Face    TN+2 on Social or Martial Air Checks. •Injured Leg    TN+2 on Social & Martial Water Checks •Injured Arm    TN+2 Martial & Artisan checks using Fire •Injured Torso    TN+2 on Trade and Martial Checks using Earth •Injured Head    TN+2 on Scholar and Martial Checks using Void
Intoxicated	Drunk	Double all strife gains and losses Ends: TN 3 Fitness (Water) to end, or downtime rest.
Low Ammo	only 3 arrows left	Gain 1 Void Point, have only 3 standard arrows left.
Pinned	Unable to close	To close: TN 4 Fitness (Air 2, Water 5), suffers 1 physical per ☯.
Prone	Flat on the ground	Max 1 range band changed. Ends when, at end of turn without performing a movement action.
Unconscious	KO'd, asleep, or otherwise totally unaware, Fatigue ≥	Cannot move, perform actions, nor act upon the world. Criticals taken +5 Severity, +10 if incapacitated. End with TN 2 Medicine & Fire check as support, or with several hours passage. If Unconscious from anything but physical harm, wake with harm, loud noises, or other waking stimuli.



General ☯ Spends		
Elem.	Price	Effect
☯ Any	F & ☯	Provide assistance to next character doing similar check
☯ Any	S & ☯☯	Provide assistance to next character doing similar check
☯ Air	☯	Observe an interesting detail about 1 character. §
☯ Air	☯+	Extremely subtle; more is better.
☯ Air	☯xT	Pick T targets; learn their demeanor and current strife
☯ Air	x2	Pick a Water or Fire Opportunity at double cost
☯ Earth	☯	Recall an important piece of information
☯ Earth	☯	Add a minor preparatory action in the past now relevant
☯ Earth	☯xT	T targets recover 1 Strife
☯ Earth	x2	Pick a Water or Fire Opportunity at double cost
☯ Fire	☯	Notice Something conspicuously missing or out of place. §
☯ Fire	☯+	Flashy resolution. More is moreso
☯ Fire	☯xT	T targets suffer 1 Strife
☯ Fire	x2	Pick an Air or Earth Opportunity at double cost
☯ Water	☯	Spot an interesting physical detail. May be defining a new one.
☯ Water	☯+	Efficiently, either less time or fewer materials
☯ Water	☯+	Remove 1 Strife per ☯
☯ Water	x2	Pick an Air or Earth Opportunity at double cost
☯ Void	☯	Reveal a fact about your character not previously defined
☯ Void	☯	Gain some spiritual insight into the nature of universe or yourself. §
☯ Void	☯	Detect supernatural around you. More is more locatable.
☯ Void	☯	Name a ring; if next check uses it, reduce TN by 1
☯ Void	x2	Choose any non-void opportunity and resolve it at double cost.

§ May be used to add a new such detail defined by the player at the GM's whim.

Artisan ☯ Spends		
Elem.	Pr	Effect
☯ Any	☯+	Affect/Create 1 additional item per each
☯ Any	☯+	Learn something of value about item; TN -1 per each vs it rest of scene.
☯ Earth	☯	Add Durable quality to item being repaired/maintained
☯ Fire	☯	Add resplendent quality to item being invented
☯ Water	☯	Add the Wargear or Concealable quality to an item you are altering into a different item.
☯ Air	☯	Increase one numerical value by 1. Once per item, ever.
☯ Void	☯+	TN -1 per each on next check to use item this scene

Social Skill ☯ Spends		
Elem.	Pr	Effect
☯ Any	☯xT	Affect T additional targets
☯ Earth	☯	One character's next social skill targeting you is +1 TN
☯ Earth	☯	Choose another character in scene; learn their Composure
☯ Fire	☯	Choose another character in scene; they take 1 Strife, but -1 TN on their next check this scene
☯ Fire	☯	Choose another character in scene; learn if their Glory is higher or lower than yours
☯ Water	☯	Your next social action vs target -1 TN as long as not using water.
☯ Water	☯	Choose another character in scene; learn if their Status is higher or lower than yours
☯ Air	☯+	Choose 1 character, learn 1 skill's ranks per ☯ spent.
☯ Air	☯	Choose another character in scene; learn if their Honor is higher or lower than yours
☯ Void	☯	Choose another character in scene; learn if they are conflicted about their objectives in this scene.

Martial Skill ☯ Spends for Specific Weapons/Qualities		
Elem.	Pr	Effect
☯ Razor Edged	☯+	+1 Deadliness per ☯
☯ Repeating Crossbow	☯☯	After attack, Immediately prepare it again.

Scholar ☯ Spends		
Elem.	Pr	Effect
☯ Any	☯+	Next Friendly's action TN -1 per each
☯ Earth	☯	Review a topic to discern if there is information left to be gained
☯ Fire	☯	Flash of insight to realize something no-one else has
☯ Water	☯	Notice seemingly unrelated environmental lead offering avenue to pursue
☯ Air	☯	Discern a fact of interest about person pertinent to check
☯ Void	☯+	Realize if current investigation worthwhile

Martial Skill ☯ Spends		
Elem.	Pr	Effect
☯ Any	☯+	Sheathe a readied weapon for each ☯
☯ Any	☯☯	In Duel or Skirmish, strike is a Critical, (Severity = Deadliness)
☯ Any	☯☯	In Skirmish: Target in range after charging takes base damage of weapon.
☯ Earth	☯	Complete the task as safely as possible, reduce harm to minimum
☯ Earth	☯	In conflict, ignore the effects of Difficult Terrain next turn
☯ Fire	☯+	In conflict, at the beginning of next round, increase initiative 1 per ☯
☯ Water	☯+	In a skirmish, treat the minimum range of this attack check as 1 lower
☯ Air	☯+	In conflict, the next time you critical strike, you pick which, rather than selection by ring used to resist.
☯ Void	☯	In conflict, Ignore one Condition through end of your next turn.
☯ Void	☯☯	During an Assessment check, gain 1 void point

Terrain	
Terrain	Effect
Dangerous	Physical Damage = ☯
Defiled	End of Turn, TN2 Fitness or Meditation, or suffer the Afflicted [Ring] Condition for the ring used on the check.
Entangling	All movement TN's +2.
Hallowed [Ring]	All Meditation and Theology Checks TN -1
Imbalanced [Ring]	All Meditation and Theology Checks using specified ring TN+1; Shadowlands Taint reduce TN-2 instead
Obscuring	Maximum vision to range 2 All attacks TN+1

Investigation Skills.	
Wilderness environments	Survival
Large cities	Commerce or Skulduggery
Small towns	Labor
High courts	Culture or Government
Markets or docks	Commerce or Seafaring
Shrines or religious locales	Theology
Library	Government or Theology
Battlefields	Tactics

Skill Approaches					
Group:	Artisan	Social	Scholar	Martial	Trade
☯ Earth	Restore	Reason	Recall	Withstand	Produce
☯ Water	Adapt	Charm	Survey	Shift	Exchange
☯ Fire	Invent	Incite	Theorize	Overwhelm	Innovate
☯ Air	Refine	Trick	Analyze	Feint	Con
☯ Void	Attune	Enlighten	Sense	Sacrifice	Subsist

Skills by Group				
Artisan	Social	Scholar	Martial	Trade
Aesthetics	Command	Culture	Fitness	Commerce
Composition	Courtesy	Government	MA [Melee]	Labor
Design	Games	Medicine	MA [Ranged]	Seafaring
Smithing	Performance	Sentiment	MA [Unarmed]	Skulduggery
		Theology	Meditation	Survival
			Tactics	



Conflicts			
Phase 1	Assessment	Intrigue	TN1 Sentiment
		Duel	TN1 Meditation
		Skirmish	TN1 Tactics
		Mass Battle	TN1 Command
		Discern Motivation	Fire
		Perceive Scenery	Water
		Find Defenses	Earth
		Determine Demeanor	Air
		Sense Disturbances	Void
Phase 1.1	Initiative	Focus + Assessment Check Successes	
Phase 1.2	Set Order	Highest to lowest initiative.	
Phase 2	Rounds	Each character takes one turn in each round. End or round effects	
		Set Stance	Set stance and hands used for the turn
	Turns	1. Beginning of Turn Effects	
		2. Set Stance & grip	
3. Perform One Action			
4. End of Turn			
Finish	Cycle through turns until deescalated or ended		
Phase 3	Resolution	Either all goals accomplished, or no more progress possible	

Stances in conflict	
☯ Air	Attack and Scheme checks targeting you if SR ≥ 4, by TN+2, else TN+1
🌍 Earth	Other characters cannot spend 𠄎 targeting you.
🔥 Fire	On success, increase your degrees of success by 1 for each ☯
💧 Water	During your turn, 1 additional action which needs no check
🌀 Void	You do not gain Strife from ☯ results on checks.

Intrigue Assessments		
Stance	Mechanical Effect	Social Meanings
☯ Air	Learn 1 target's demeanor, current fatigue, & Strife	Alert & Attentive
🌍 Earth	One Character's disadvantage ignored for scene	Closed off & protective
🔥 Fire	Determine Other's Objective	Forward engaging, inquisitive, possibly even rude or nosy
💧 Water	Learn about one object in scene	Relaxed & at ease
🌀 Void	Notice any ripples in reality, but not locations nor specific identity	Resolute & Self Confident, non-aggressive

Intrigues		
Ph.	Everyone chooses a social objective	
1.0	Appeal	Change their opinion to your own
	Discern	Find out one or more qualities of target
	Discredit	Trigger an outburst; they forfeit glory or exit the intrigue
	Spread Rumor	Target multiple persons to start rumor; no target repeats.
Ph 1.3	GM Sets	Appeal
	Rhetorical	Discern
	Points Needed	Discredit
		Spread Rumor
Ph. 1.2	Assessment	TN1 Sentiment — OR — no roll & -3 Strife
	Initiative	None; Higher focus may preempt another; if status lower than preempted, forfeit 1 honor (+ possible story effects)
Ph. 2	Rounds	Pick Stance Each character involved takes a turn or passes.
Ph. 3	Resolution	Evaluate ongoing or future story effects.

Unspecified Deadlines			
Fall	7	Kihō	8
Invocations	Caster's Ring + Strife	Temperature	5 or more
Mahō	Caster's Ring + Fatigue	Miscellaneous Objects	Silhouette × 3

Intrigue Actions			
Action		M: Mechanical Effect S: Social Effect	
Assist	Supt	M	Assist one character at range 0–2. No independent roll.
		S	Offer assistance, insight, or moral support
Calming Breath	Supt	M	Remove 1 Strife or 1 Fatigue
		M	Command TN vs Highest Vigilance, -1 if no targets higher status than self. Result Rhetoric Point(s)
Persuade: Command	Schm	S	Foster or quell idea, emotion, or desire
		M	Command TN vs Highest Vigilance, -1 if all targets higher status. Result Rhetoric Point(s)
Persuade: Courtesy	Schm	S	Present proposal backed by honeyed words and clever implications
		M	Command TN vs Highest Vigilance, -1 if all targets same status as self. Result Rhetoric Point(s)
Persuade other	Schm	M	Command TN vs Highest Vigilance, -1 if all targets same status as self. Result Rhetoric Point(s)
Use Skill	var		Varies
Move	Move	M	Put yourself at desired range from target
Sheathe/Draw	—	—	Incidental

Duel, Clash & Skirmish Assessments	
Stance	Mechanical Effect on success
☯ Air	Choose one target; learn their demeanor, current fatigue, and current strife
🌍 Earth	Render one known disad ignored until end of scene
🔥 Fire	Deduce immediate goals or objective of one other character in scene
💧 Water	Spot & learn about one object, item or terrain feature & its qualities
🌀 Void	Notice any ripples in reality, but not locations nor specific identity
☯ Any S	In Duel or Skirmish, on success ready one item/weapon

Skirmish		
Ph. 1	Assessment: TN1 Tactics. Stance as follows	
Ph. 2	Rounds	
	Initiative	Highest to lowest Focus, ties broken by lowest to highest honor
	Rounds	Initiative Sequenced. Everyone gets 1 turn. No fixed limit
	Turns	1 Pick Stance, Primary Move
		2 Action
		3 Secondary move, End of Turn Effects
Stances	Pick Stance	
Movement	≤2 Range Bands at Stance, or ≤1 at end of turn	
Ph. 2.1	Actions	

Skirmish Actions			
Action	Roll	Rng	Notes
Assist	No Roll	0–2	Assist one target in range
Challenge	TN1	0–5	Stake 10H & 5G to initiate a clash; refusal costs them (your Command + Bonus Successes) in Glory. Winning causes Losers' side 3 strife each.
	Command		
Calming Breath	Supt	M	Remove 1 Strife or 1 Fatigue
		N	You may inhale deeply before exhaling, drawing upon your inner strength.
Guard	TN1 Tactics	0–5	Attacks targeting your target TN +1 + Bonus Successes
Maneuver	No Roll	Self	Move 1 range band
	TN2 Fitness	Self	Move 1 + (Bonus Successes/2 ↓)
Prepare	No Roll	Self	Prepare, Ready, sheathe, or stow one item.
Strike	TN2 Martial Arts	Wpn	Deal damage = Weapon's base + Bonus Successes 𠄎𠄎 Inflict a critical with (Deadline) Severity
Use Skill	varies	N/A	varies by skill
Wait	No Roll	N/A	when event specified happens, perform specified non-movement action. If event doesn't happen, perform 1 action at end of round



Duel			
Ph 1	Objectives	Costs	Resolves after
	lajjutsu 1st strike	sheathed Katana or Wakizashi	doing a critical strike
	lajjutsu 1st blood		Doing a severity ≥5 critical
	lajjutsu to death		Inflicting dying or dead
	Sparring	—	inflicting Incapacitated
	Warrior's Duel		Driving foe Unconscious, dying, or yield
	Taryu-Jiai		Incapacitated
Malicious Intent	Stake 2xHonor Rank	Any objective not agreed upon.	
Ph. 1.1	Assessment: TN1 Meditation. Stance as follows		
	Air	Opponent Weaknesses	Learn their demeanor, fatigue, & strife
	Earth	Own Weaknesses	Ignore one disadvantage
	Fire	Desires of both.	Deduce goals or objective of opponent
	Water	Environment.	Spot & learn about a terrain feature
	Void	Universe	notice supernatural ripples.
Ph. 2	Rounds		
	Staredown	Secretly Bid 0 to Composure. Reveal, take that much Strife and then that same value added to initiative immediately.	
	Initiative	1st round will be focus + assessment Bonus Successes, plus staredown, Later may rise further	
	Turn	Set Stance Choose Action	Note: Range is not used.
Ph. 3	Duel Scoring:	14	killed the enemy in a duel to the death
		6	Achieved Objective
		3	Struck the enemy first
		1	per each Fatigue inflicted
		1	per severity of highest critical strike
		-2	Suffered an outburst
Fail	Witnessed Cheating		
Difference in point totals	0 difference	Draw	
	1 difference	Narrow victory	
	2 difference	Clear Victory	
	3 — 4 difference	Absolute Victory +1 Glory	
	5 or more difference	No contest, + Opp HR Glory	
3.1	Intentional Killing	First Strike, Sparring	10 Honor, 5 Glory
		First Blood	5 Glory
		Taryu-Jiai	10 honor, 10 glory
Stances in conflict			
	Air	Attack and Scheme checks targeting you if SR ≥ 4, by TN+2, else TN+1	
	Earth	Other characters cannot spend  targeting you.	
	Fire	On success, increase your degrees of success by 1 for each	
	Water	During your turn, 1 additional action which needs no check	
	Void	You do not gain Strife from  results on checks.	

Duel/Clash Actions			
Action		Mechanical & Narrative Effects	
Center	Supt	M	TN1 Martial Arts targeting 1 character. TN of target's next attack +1 + (Bonus Successes/2). Secretly record a ring. If ring matches that they used, they take 3 Strife.
		N	You watch your foe closely, predicting their strategy and preparing to subtly shift to avoid it or make the attack impossible altogether
Calming Breath	Supt	M	Remove 1 Strife or 1 Fatigue
		N	You may inhale deeply before exhaling, drawing upon your inner strength.
Provoke	Schm	M	TN2 Martial Arts targeting 1 foe. Reduce TN of attack actions by 1+Bonus Successes
		N	You try to draw a reaction out of your foe, getting them to commit to an attack or defense before they are ready.
Strike	Atk	M	TN2 Martial Arts targeting 1 foe. Success does weapon's base + your bonus successes. Inflict a critical with (Deadline) Severity
		N	
Prepare Use Skill	Supt	M	Prepare, Ready, sheathe, or stow one item.
		N	Use some other skill for effects.
Techniques: Kata, Kihō, Rituals, & Shūji			
All	You must perform the indicated action		
Kata	On the given action(s), you do the effect listed for the kata and you may use the indicated opportunities		
Kihō	Perform the indicated action to activate. The activation action has the listed effect if it succeeds. The ongoing effect lasts until a new kihō is used, even if the activation action failed.		
Invocations			
Check	All invocations specify which ring to use		
Limit	each invocation can only be used once per non-conflict scene.		
Channeling	Limits	Outside conflict, only once; in conflict, not limited.	
	Process	channel anynumber of kept dice; resolution delayed. Keep track of their types and faces next round, pool reduced by dice channeled. Channeled dice count as rolled with existing faces when resolving (or rechanneling)	
		Interrupted Channeling	any action other than invocation of same element. Suffering Dazed or Unconsciousness All channeled dice lost
Backlash	Trigger	on kept dice causes backlash in addition to 3 fatigue:	
	Air	GM picks 2 additional characters who are targeted as well. Caster disoriented.	
	Earth	R 0–3 terrain gains Imbalanced Earth, Caster goes Prone	
	Fire	Targets each character in range instead of intended targets, plus R 0–2 becomes dangerous terrain, and flammables in R 0–2 ignite	
	Water	No water invocations until a non-water one is used. R 0–1 terrain becomes ensaring	
Prepared Invocations			
Both:	Limits	1 at a time unless school provides otherwise	
Wards	Requisites	Invocation known, calligraphy set, 1 bu of blessed parchment	
	Check	Composition (Invocation's Ring) as downtime activity	
Potions	Activation	Affix to surface and write condition on the ward; when condition met, action happens	
	Requisites	Invocation known, blessed glass container, 1 bu of alchemical supplies	
Potions	Activation	Drink: Target's drinker Throw: TN(Range min 1) MA[R] to hit target.	



Mass Battle		
Ph. 1	Select Army Commander	
	GM sets the requirements for Seize Victory. Usually 4 Strategic Objectives	
	Assessment Check: TN1 Command Check.	
	Select Leaders. One per cohort; cohorts denoted by who leads them	
Initiative: Highest to lowest		
Ph. 2	Battle Fatigue	Round 7 & later: TN 4 Command to prevent 10+ Shortfall Panic.
	Best Course	PC's may ask the best course of action: TN 1 Tactics.
	Select Objective	Each side's Commander picks objective for round
	Leaders' Turns	Each leader takes one turn on their commander's initiative
	Resolve Clashes	As duels, except for interruptions
		Interruption by challenge is not dishonorable
		Interruption by other means forfeits 10 Honor. Note that if your opponent is prevented from dueling, you still lose your stake.
	Rout	If Casualties exceed Strength, routed. Each PC and Adversary NPC part takes severity 12 critical
	Morale Collapse	If Panic exceeds Discipline, Morale Collapse. PC's and Adversary NPCs assumed to escape
	Victory/Defeat	If the Seize Victory Strategic Objective achieved, victory.

Mass Battle Fortifications			
Type	Outpost	Fortress	Castle
Casualties	-1	-2	-5

Mass Battle Armies			
Type	Str	Dis	Notes
Peasant Levy	35	20	Conscripted: Assault TN+1
Ashigaru	55	35	Rank Formation
3rd Tower Cmd	25	30	Elite Training, Hardened Veterans
Elite Samurai	50	60	Hardened, Elite Training
Shadowlands Horde	65	45	Relentless, Monstrous, Wake of the Shadowlands
Kazanagan's Horde	35	80/30	Relentless, Monstrous, Wake of the Shadowlands

Army Abilities	
Label	Mechanical Effect
Conscripted	Assault TN+1
Rank Formation:	on reinforce: ☯+ After enemy attacks cohort, they attrit equal to the spend.
Ardened Veterans	When it removes panic, increased by commander's Glory Rank
Elite Training Cavalry	After Assault Succeeds, enemy panic + Leader's Survival
Elite Training Siege	On Rally success, Bonus successes + Leader's Labor
Elite Training Infantry	On Assault Success, Bonus successes + Leader's command
Elite Training Archery	After Reinforce Succeeds, enemy panic + Leader's Tactics
Elite Training Shugenja	After Support succeeds, heal Theology of attrition or panic
Relentless	Does not suffer battle fatigue
Monstrous Enemies	End of each round, enemy suffers 3 panic
Way of the Shadowlands	After battle, opponents must pass TN 1 (Fitness or Meditation) or become corrupted. The battlefield becomes defiled.

Mass Battle Action		
Action	Type	Effect
Assault	At & Mv	TN 2 Tactics moves to position & deals Command+ 2 × Bonus Successes Attrition
Challenge	Mv & Sc	TN 1 Command target 1 Enemy leader .to clash; On success... Accept: 10 H & 5 G stake, forfeit on attack or scheme Decline: Target Forfeits (Your Command+Bonus Successes) G, army suffers Bonus Successes Panic, you recover 1 Void Point
Rally	Sup	TN 1 Command your army heals 1+(Bonus Success) panic. Target unit, has your assistance on next check before your next turn
Reinforce	Mv & Su	TN 2 Tactics to move to and occupy a position. Opponent Assault TN +(1+ your bonus successes)
Retreat	Mv	Forfeit 10 Honor, plus 10 glory if anyone knows it was willingly done. If ordered, the Lord suffers the 10 Honor 10 Glory forfeit.

Mass Battle Objectives		
Action	Fulfilled when	Effect
Occupy Position	Assault doing ≥8 casualties	Ownership changes immediately
Cut Off The Head	Kill the enemy leader named	Enemy Army suffers 10 panic
Draw Them In	Enemy assaults nominated cohort, doing ≤5 casualties	Enemy suffers 5 panic Leader's army recovers 5 panic
Grind them Down	Inflict ≥10 casualties upon enemy army	Enemy army suffers 5 panic Leader's army recovers 5 panic
Seize Victory §	Inflict ≥10 casualties upon enemy army	Enemy retreats

§ Cannot be attempted until a GM-set number of other objectives completed.

Mass Battle ☯ Spends		
Elem.	Pr	Effect
☉ Earth	☯+	your army -1 panic per each
☉ Earth	☯☯	Allied leader of choice cannot be targeted by attacks until your next turn
☼ Fire	☯+	Enemy army +1 panic per each
☼ Fire	☯☯	When attacking enemy cohort, inflict your weapon crit upon their leader
☽ Water	☯+	Allied leader (Not self) next movement action TN -1 per each
☽ Water	☯☯	Chosen Enemy leader's cohort cannot do movement until your next turn
☽ Air	☯+	Allied leader (Not self) next scheme action TN -1 per each
☽ Air	☯☯	Chosen enemy leader's cohort loses benefits of occupied fortification
☾ Void	☯+	Your army and each enemy army suffer 1 attrition per each
☾ Void	☯☯	After support action, perform a challenge against enemy cohort leader



Money and Coins							
Koku	K	Gold coin worth "5 bushels of rice"					
Bu, Ichibukin	b	Silver coin worth 1 bushel of rice					
Zeni	z	bronze coins, worth 1/50th of a bu, or 1/250th of a koku					
Weapons							
Wpn	Sk	R	D	S	Grips	Ra	Pr
Katana	M	1	4	5	1H: — 2H: Deadliness +2	Ceremonial, Razor-Edged	7 20K
Wakizashi	M	0–1	3	5	1H: — 2H: Deadliness +2	Ceremonial, Concealable, Razor-Edged	7 15K
Chokutō	M	0–1	4	5	1H: —	Ceremonial, Razor-Edged	7 20K
Unicorn Scimitar	M	1	4	5	1H: —	Durable, Razor-Edged	8 20K
Bokken	M	1	3	2	1H: — 2H: Damage +2	Mundane	3 1b
Jian	M	0–1	4	4	1H: — 2H: Deadliness +1	—	7 15K
Dao	M	1	3	5	1H: —	—	6 15K
Hook Swords	M	1	4	3	1H: —	Snaring	7 15K
Nodachi	M	1–2	5	6	2H: —	Ceremonial, Razor Edged	7 20 K
Zanbatō	M	1–2	5	6	2H: —	Cumbersome, Wargear	7 40K
Knife	M	0	2	4	1H: — 2H: Deadliness +2	Concealable, Mundane, Razor-Edged	1 1K
Jitte	M	0	1	2	1H: —	Concealable, Snaring	5 5b
Club	M	0–1	5	2	1H: — 2H: Damage +1	Mundane	1 1b
Tetsubō	M	1	8	3	2H: —	Cumbersome, Durable, Wargear	5 20K
Ōtsuchi	M	1	9	3	2H: —	Cumbersome, Wargear	8 30K
Staff	M	1–2	6	2	2H: —	Mundane	2 2b
Yari	M	2	5	3	2H: —	Wargear	3 5K
Naginata	M	2	6	6	2H: —	Cumbersome, Razor-Edged, Wargear	7 10K
Kusari-Gama	M	0 2–3	3	3	1H: — 2H: Range 2–3	Concealable, Snaring, Wargear	6 5K
Tessen	M	0–1	4	3	1H: —	Ceremonial, Concealable	7 15 K
Punch	UA	0–1	1	2	Snaring	Natural	— —
Kick	UA	1	3	2	—	Natural	— —
Bite	UA	0	1	4	—	Natural	— —
Yumi	R	2–5	5	3	2H: —	—	3 3K
Crossbow	R	2–5	7	3	2H: —	Prepare, Wargear	7 30K
Rept. Crossbow	R	2–5	7	3	2H: —	Cumbersome, Prepare, Wargear, 龍龍 prepare	8 40K
Shuriken	M	0 R 1–3	2	4	1HM: — 1HR: —	Concealable	6 1K
Imp. (Blunt)	UA	0–1	2	2	1H: — 2H: Damage +2	Mundane	1 —
Imp. (Edged)	UA	0–1	1	3	1H: — 2H: Deadliness +2	Mundane, Concealable, Razor-Edged	1 —
Omeka	M	1	5	8	1H: — 2H: Deadliness +2	Ceremonial, Durable, Razor-Edged, Resplendent	U ∞

Acquiring things	
Finding to Buy	[Rarity] Commerce (Water) to find available for purchase TN –2 in major cities, to TN +3 in tiny remote villages
Requisitioning from Lord	[Rarity – GR] Courtesy (any) to convince liege of need

Armor					
	P R	SpR		Ra	Pr
Sleeping Garb	—	—	—	2	1K
Common Clothes	1	—	Mundane	1	1b
Ceremonial Clothes	1	—	Ceremonial	3	1K
Concealed Armor	2	—	Concealable	4	5K
Sanctified Robes	1	3	Ceremonial	5	2K
Traveling Clothes	2	—	Durable, Mundane	2	2b
Inconspicuous Garb	1	—	Mundane, Subtle	3	2b
Ashigaru Armor	3	—	Wargear	3	5K
Lacquered Armor	4	—	Ceremonial, Wargear	6	25K
Plated Armor	5	—	Cumbersome, Durable, Wargear	7	40K

Armor		
	Notes	Pr
Finger of Jade	Sacred	5K
Poison (1 vial) — Noxious	Ingested: Severity 8 Weapon Severity +4	2 b
Poison (1 vial) — Fire Biter	Ingested: Severity 5, Dazed, Exhausted Weapon: Dazed & Exhausted	2 b
Poison (1 vial) — Night Milk	Into Blood: Disoriented & Exhausted Weapon Disoriented & Exhausted	2 b
Quiver of Arrows	Runs out only as a narrative effect	20 z
Bowyer's Kit	Allows making arrows if quiver empty	2 b
Calligraphy Set		1 b
Kubi Bukuro (Head Bag)	Mesh bag for carrying severed heads	2 z
Medicine Kit (10 uses)	used for first aid & treatments	2 b
Tent (Chomchog)	Large Unicorn tent.	20 k
Tent (Small)	2 man	1 k
Tent (Yurt)	takes a horse to carry – 8–10 man	10 k
Traveling Rations (1 Meal)		5 z

Travelling Pack		
Any 10 of		
Basket	Incense brazier	Small folding stool
Blacksmith's hammer	Ink brush kit	Small hand mirror
Blanket	Jewelry or accessory	Small knife (noncombat)
Bottle of bleach/dye	Lantern	Small statue
Bottle of sake (rice wine)	Lucky cricket (in cage)	Small tent
Bottle of shōchū (liquor)	Makeup kit	Smoking pipe
Bottle of umeshu (plum wine)	Mask	Snowshoes
Bottle of water	Miniature go or shogi set	Spare kimono
Bucket	Mortar and pestle	Spices (small bottle)
Candles (6)	Musical instrument	Straw cloak
Chopsticks	Parchment and charcoal (10)	Sweets (4 servings)
Coin purse	Perfume	Tatami mat
Cooking pot	Personal seal or chop	Tattoo needles (set)
Daishō stand	Pet (dog, cat, monkey,	Tea set
Divination kit (kawaru coins)	songbird [two items])	Vial of paint
Divination kit (yarrow sticks)	Pillow book	Walking stick
Fan	Rope (50 feet)	Week's rations
Fishing net or pole	Sashimono (small back banner)	Whetstone
Flint and tinder	Set of dice and dice cup	Wicker umbrella
Grappling hook	Shovel	Wide-brimmed straw hat
Incense sticks (10)	Shuki (sake set flask, 2 cups)	Wig



Glory Gains

Level	Trifling = 1 pt	Minor = 3	Major = 6	Massive = 9
<b>Glory Gain</b>	Being publicly acknowledged by someone of equal or higher status Getting someone of equal or higher status to accept an item you crafted as a gift Bragging publicly after receiving recognition for a glorious deed Getting others to gossip and speculate about your most recent love affair (without their knowing the identity of your lover) Publicly defeating a group of bandits or other petty ruffians Participating as a leader in a mass battle Challenging someone to a duel publicly Receiving a marriage proposal from someone of equal or higher status Reading a love letter from an anonymous source in public	Achieving a strategic objective as a leader in a mass battle Publicly receiving a gift of rarity 7 or higher from someone of equal or higher status Participating on the winning side in a public debate (an intrigue scene) Defeating an opponent with glory 40 or higher in a duel or clash (or other relevant contest) Receiving accolades for completing a minor task for someone of equal or higher status Marrying someone of equal or higher glory Orchestrating a marriage of a relative to someone of equal or higher status Reaching school rank 2, 3, or 4	Participating as a leader on the winning side of a mass battle Defeating an opponent with glory 60 or higher in a duel or clash (or other relevant contest) Receiving accolades for completing a major task for someone of equal or higher status Defeating a superhuman creature such as a troll or oni with the assistance of allies Marrying someone of equal or higher status Reaching school rank 5 Settling a long-standing feud, acquiring agreements of palliation from both sides	Defeating an opponent with glory 80 or higher in a duel or clash (or other relevant contest) Defeating a superhuman creature such as a troll or oni in single combat Being the victorious commander in a mass battle Marrying someone in the Imperial family Reaching school rank 6

Glory Forfeits

Level	Trifling = 1 pt	Minor = GR	Major = 2 × GR	Major = 3 × GR
<b>Glory Loss</b>	Choosing to share credit for a deed with someone of lower status Admitting a minor lie publicly Having a gift declined by someone of equal or higher status Declining a gift from someone of lower status (beyond the customary two refusals politeness demands) Being seen retreating from a brawl Killing an opponent who can no longer fight back Choosing to leave the public eye for a month	Allowing an insult to your person to pass without comment Choosing to share credit for a deed with someone of equal or higher status Admitting a serious lie publicly Declining a gift from someone of equal or higher status (beyond the customary two refusals politeness demands) Allowing an ancestral weapon to be destroyed or lost Being seen retreating from a skirmish Choosing not to commit seppuku alongside your lord (if not asked to do so) Choosing to leave the public eye for three to six months	Murdering someone of lower status in cold blood Withdrawing from a mass battle Failing to arrive at a duel Attacking a surrendering enemy army Choosing to leave the public eye for six months to a year	Murdering someone of equal or higher status in cold blood Ordering a retreat in a mass battle Refusing to commit seppuku when ordered to do so by your lord Choosing to leave the public eye for years

Glory Scale

100	A legendary hero, with deeds worthy of poetry and song, is a household name to all	3 Fame Adv
90–99	Among the most trusted & capable in their clan, exploits are well-known throughout the Empire	2 Fame Adv
80–89	One whose exceptional deeds known in the courts of other clans	1 Fame Adv
65–79	A samurai of great accomplishment, a name known outside the family	—
60–64	An extremely competent and valued samurai	—
45–59	Known for their effectiveness and reliability	—
40–44	A yet-unproven or ordinary samurai	—
30–39	A reputation for failure, disappointment, or ill-omen	—
20–29	An individual who is considered incompetent or untrustworthy	—
10–19	An individual who has become known for their misdeeds across several provinces	1 Infamy Disad
1–09	An individual whose heinous acts have been publicized across the land	2 Infamy Disad
0	One of the most villainous or scandalous individuals to have walked the Empire	3 Infamy Disad

Status Scale

100	The Emperor
90–99	The Empress, the Voice of the Emperor, the Emperor's children, a daimyō of the Imperial Families, the Emerald Champion, the Jade Champion, the Imperial Advisor, the Imperial Chancellor
80–89	A Great Clan Champion
70–79	A Minor Clan Champion, the Imperial Herald, the Imperial Treasurer, a Great Clan family daimyō, the commander of an army
60–69	A hatamoto, a provincial governor, a commander of multiple legions
50–59	A city governor, a captain of a military legion, a vassal family daimyō
40–49	A karo, an Emerald/Jade Magistrate, a revered sensei, a clan magistrate, a sergeant or lieutenant of a military squadron, an Imperial Messenger
30–39	An abbot of the Brotherhood, an average Great Clan samurai
25–29	Average Minor Clan samurai, average vassal family samurai, a monk of the Brotherhood
20–24	Village officers, disgraced samurai, rōnin
10–19	Ashigaru, artisans, laborers
01–09	Merchants, bandits
0	Burakumin (entertainers, geisha, leatherworkers, butchers, torturers, gravediggers), those outside the Celestial Order



Bushidō Honor Losses

Level	Trifling = 1 pt	Minor = HR	Major = 2 × HR	Massive = 4 × HR
Gi Righteousness 義	Abetting or covering for a comrade's minor breach of honor Lying to preserve someone's feelings or protect someone	Abetting or covering for a comrade's major breach of honor Lying to someone of equal or lower status for personal gain	Abetting or covering for a comrade's massive breach of honor Lying to someone of higher status for personal gain	Murdering someone of equal or higher status in cold blood (with or without anyone else knowing) Lying to your lord for purely selfish gain
Yu Courage 勇	Allowing fear for someone else's well-being to influence your actions Fleeing from battle at your lord's order Concealing your identity in battle or similar	Allowing fear for yourself to influence your actions Fleeing from a lost battle to protect your lord's interests	Allowing fear to prevent you from acting entirely Fleeing from battle purely to save your own skin	Allowing fear to drive you to a despicable act Sacrificing someone else to save your own life
Jin Compassion 仁	Saying something deeply cruel to enemy Failing to offer proper respects to an animal you have killed or letting its sacrifice go to waste Letting someone die when attempting to save them would likely have cost your own life	Saying something deeply cruel to someone you do not know well Failing to assist someone with a significant problem you could trivially solve Tormenting an animal	Saying something deeply cruel to a friend Physically harming another human being for no reason but revenge Letting someone die when you could have attempted to save them without meaningful risk to yourself	Murdering someone of lower status in cold blood (with or without anyone knowing) Physically harming another human being for no reason but your own satisfaction
Rei Courtesy 礼	Cursing or using disrespectful language in the presence of someone of higher status Publicly and explicitly discussing your finances or mercantile pursuits Forgetting the specifics of a minor societal ritual in the presence of someone of higher status	Being visibly drunk in the presence of someone of higher status Directly asking someone of equal or higher status about their finances or mercantile pursuits Letting an insult to your clan or family pass without remark	Directly insulting someone of equal or higher status Letting an insult to your ancestors, sensei, or lord pass without remark	Directly insulting your lord
Meiyo Honor 名誉	Touching dead flesh on the battlefield Openly displaying raw emotion in the presence of someone of equal or higher status	Touching dead flesh anywhere other than the battlefield Persuading or manipulating someone else into acting dishonorably	Neglecting your duty to your lord to pursue your earthly desires Killing someone in an unjustified duel	Refusing to commit seppuku when commanded to do so by your lord
Makoto Sincerity/ Integrity 真	Breaking your word to someone of lower status Propagating rumors you know to be false Impersonating someone of lower status	Breaking your word to someone of equal or higher status Using false courtesy to mislead a friend or ally to your own advantage	Manipulating someone for no reason beyond the satisfaction of doing so Impersonating someone of equal or higher status	Breaking your word to your lord Manipulating your lord
Chūgi Duty, loyalty 忠義	Disbelieving someone of equal or higher status Intentionally misinterpreting your lord's order to protect their interests Asking to be relieved of a duty from your lord	Committing an act of disloyalty to your spouse or superior. Refusing an order from your lord to protect their interests. Intentionally misinterpreting your lord's order so as to advance your own interests	Refusing an order from your lord for personal reasons Obeying an unjust order from someone of equal or higher status who is not your lord	Committing an act of disloyalty to your lord Forsaking your post to serve someone other than your lord for your own gain

Honor Scale

100	Honor is Stronger than Steel	3 Virtue Advantage
80–99	Never Stray from the Way	2 Virtue Advantage
65–79	My Honor Is My Life	1 Virtue Advantage
30–64	Honor Is the Ideal	—
20–29	Honor Is About Appearances	1 Flaw Disadvantage
1–19	Honor Is a Nicety	2 Flaw Disadvantages
0	I Make My Own Code	3 Flaw Disadvantages

Clan Mods to Honor

Normal Tenets	As listed for the honor tables. All honor gains and losses are internal.
Key Tenets	Double value
Weak Tenets	Half value

Major Clan Information

Clan	Key Tenet	Weak Tenet	Colors
Imperial	—	—	Jade & Gold
🦀 Crab	Courage	Courtesy	Brick Red, Gunmetal, Blue
🦅 Crane	Courtesy	Courage	Skye blue, White
🐉 Dragon	Sincerity	Duty, Loyalty	Emerald Green, Yellow
🦁 Lion	Honor	Compassion	Gold, w/Earth tones
🔥 Phoenix	Righteousness	Sincerity	Red, Yellow, Orange
🦂 Scorpion	Duty	Righteousness, Honor	Black, Blood Red, White
🦄 Unicorn	Compassion	Courtesy	Purple, White

NPC's

School Rank	All	(higher Conflict Rank), max 6
Fatigue	All	Effects normal, values not of need formulaic
Criticals	Minion	Special table; non-weapon/non-fatigue do fatigue, instead.
	Adversary	Same as PC's
Opportunity Spends	Minion	Only those on profile, unless special circumstances.
	Adversary	As PC's
Strife	All	Generally, Unmask immediately when Compromised.



Bushidō Honor Gains				
Level	Trifling = 1 pt	Minor = 3	Major = 6	Massive = 9
Gi Righteousness 義	Correcting someone's (positive) misconception about your abilities Giving proper credit to someone else, forfeiting a portion of your glory reward for a heroic deed	Delivering unpleasant news to your lord without deflecting blame from yourself Taking responsibility for the failure of a subordinate or character of lower status under your charge	Retiring honorably from a position you are no longer capable of fulfilling properly Relinquishing your claim to something in favor of someone of equal or higher status	Refusing to deny true allegations of a failure or misdeed that require you to forfeit 9 or more glory or status
Yu Courage 勇	Refusing to back down when faced with a numerically superior force Accepting a challenge from an enemy of unknown skill	Refusing to back down from an armed enemy while unarmed Accepting a challenge from a foe you know to be a superior warrior	Refusing to back down from an inhuman enemy Attempting to stop a comrade from doing a major or massive breach) Suffering a critical strike with severity $\leq 8$ in direct defense of your lord	Acting to stop your lord from doing something deeply dishonorable (a major or massive breach) Suffering a critical strike with severity 9 or higher in direct defense of your lord
Jin Compassion 仁	Showing kindness to someone of lower status in a context where this requires forfeiting 1 or more glory Sharing your rations with a person or animal that has no food Acting as second to someone who commits seppuku to cut short their suffering	Giving someone a useful item you could replace, such as a knife or piece of clothing Spending your time (two or more downtime scenes) helping a friend instead of advancing your own interests Treating your foe's fatigue after a battle	Giving up your chance to do something heroic (an act that awards 6 or more glory) so that someone else can achieve it Saving someone's life despite knowing that they bear you ill will and may trouble you later	Giving someone a useful item you can never expect to replace, such as an heirloom or relic Completing a dangerous heroic task for someone else who cannot repay you or spread word of your deeds
Rei Courtesy 礼	Paying an honest compliment to an enemy during battle Letting a serious insult (one that requires you to forfeit 1 or more glory to ignore) to your person pass	Allowing a tired foe to rest a moment before you attack them Allowing someone of equal or higher status to have their needs attended to first by a host	Giving an unarmed foe a weapon, or setting aside your own weapons to fight them	Taking an enemy of equal or higher status captive without killing or permanently harming them
Meiyo Honor 名誉	Suppressing your feelings (positive or negative) about someone else despite the angst this causes you Choosing to leave a scene while your strife is equal to your composure to avoid an outburst	Persuading someone to abandon a dishonorable plan (one that would require them to forfeit 1 or more honor) that would assist in your goals	Convincing someone not to make an unjustified challenge	Offering to commit seppuku after failing your lord (with the expectation that they might actually accept your request)
Makoto Sincerity/ Integrity 真	Going significantly out of your way to keep your word to someone of lower status Getting someone of equal or higher status to accept constructive criticism by suggesting where they could improve rather than stating their shortcomings Claiming responsibility for the failing of a subordinate or character of lower status (requiring a forfeit of 1 or more glory)	Publicly revealing a truth that damages your reputation (one that requires forfeiting 3 or more glory) Getting your lord to accept constructive criticism by suggesting where they could improve rather than stating their shortcomings	Giving (honest) testimony against a possible political ally from another clan that jeopardizes future relations	Pointing out a serious flaw in one of your lord's strategies by claiming it as your own failure (requiring a forfeit of 6 or more glory)
Chūgi Duty, loyalty 忠義	Refusing to commit an act of disloyalty to your spouse or superior despite your significant personal feelings for the people involved Choosing to believe someone of equal or higher status despite having evidence to the contrary	Refusing to commit an act of disloyalty to your lord despite your significant personal feelings for the people involved	Refusing to obey an unjust order from someone of equal or higher status who is not your lord but can make your life much more unpleasant or do you harm	Giving up a once-in-a-lifetime opportunity to advance your personal interest or glory to complete a task for your lord

# Legend of the Five Rings

## Families of Rokugan

A listing of the families by Clan, and the kamon known to be used by them

<b>The Imperial Families</b>		<b>Shishi (Lion)</b>		<b>Kamakiri (Mantis)</b>		<b>Geisha (signage)</b>	
Hantei (Imp. Fam) □		Akodo □		Moshi		Pirates (map)	
Toturi/Totsuri (later Imp fam)		Ikoma		Tsuruchi		Shinobi (map)	
Miya		Kitsu		Yoritomo ■		<b>Shinsei (monks of)</b>	
Ōtomo		Matsu		<b>Kame (Tortoise)</b>		Osano-Wo	
Seppun		<b>Hōō (Phoenix)</b>		Kasuga (tortoise) ■		Seven Fortunes	
<b>Kani (Crab)</b>		Agasha		<b>Kitsune (Fox) ■</b>		Seven Thunders	
Hida □		Asako		<b>Kōmori (Bat) ■</b>		Ten Thousand Temples	
Hiruma		Isawa		<b>Morito (Ox)</b>		<b>Spider</b>	
Kaiu		Shiba □		Ushi (Ox) ■		Daigotsu ■	
Kuni		<b>Sasoriza (Scorpion)</b>		<b>Mujina (Badger)</b>		Dark Moto	
Toritaka		Bayushi □		Ichiro (badger) ■		Chuda	
Yasuki		Shosuro		<b>Mukade (Centipede)</b>		Goju	
<b>Tanchō (Crane)</b>		Soshi		Moshi ■		O. of Kokujin	
Asahina		Yogo		<b>Nousagi (Hare)</b>		<b>Non-Humans</b>	
Daidoji		<b>Ikkakujū (Unicorn)</b>		Ujina (rabbit)		Nezumi	
Doji □		Horiuchi		Usagi (rabbit) ■		Naga	
Kakita		Iuchi		<b>Rōnin – Toturi's Army</b>		<b>Magistrates</b>	
Yasuki		Ide		Saru (Monkey)		Emerald Magistrate, The	
Tonburi		Moto		Toku ■		Emerald Magistrates, other	
<b>Ryū (Dragon)</b>		Shinjō □		<b>Suzume (Sparrow) ■</b>		Jade Magistrate, The	
Kitsuki		Utaku		<b>Suzumebachi (Wasp)</b>		Jade Magistrates, other	
Mirumoto ■		<b>Inoshishi (Boar)</b>		•Tsuruchi ■			
O. of Hitomi		Heichi (boar) ■		<b>Tonbo (Dragonfly)</b>			
O. of Hoshi				Yotsu Family			
O. of Togashi □							
Tamori							

Honor-Suffixes		Military Titles.						
<b>Royals</b>		<b>General Fellow Samurai Use</b>						
Heika	Emperor & Empress	Dono/Tono	Lord/Master	Unit	English	Commander	English	Contents
Denka	Prince	Sama	Higher ranking person	Go-Hatamoto	Field Army	Rikugun-shokan	General	staff, ≤48 legions
Hidenka	Princess	San	Equals (St±3) or lesser	Shidan	Regiment	Shireikan	Colonel	staff, & 4-12 daibutai
<b>Academic/Scholastic</b>		Chan	Female lessers	Daibutai	Legion	Taisa	Captain	staff, 4 kaisha, 1 yobetai kaisha
Hakase	Senior Instructor or Art-master	Kun	Significantly lesser	Yobehei	Reserve	Chui	Lieutenant	5 Officers, 2 Guntai Shugenja, 2 guntai siege, 2 guntai cavalry
Sensei	Instructor, Mentor, or Art-master	Chan	Female child	Kaisha	Company	Chui	Lieutenant	5 officers, 7 Guntai
Senpai	Student senior to you		Young favored male child	Guntai	Platoon	Gunso	Sergeant	19 hohei & nikutai
Kōhai	Student equal or lesser to you	Bō	Male child		Squad	Nikutai	Corporal	2-9 hohei, as the Gunso orders
<b>Addressing Peasants</b>		Shi	Uncertain			Hohei	Private	
Kun	Elder or Important Peasants	(none)	Close & equal (Status ±3) friends in informal situation.	Samurai can hold any rank (eventually). While rare, it's possible that a Heimin Gunso might have Samurai Hohei or Nikutai; when at practical, this is avoided				
Chan	Favored peasants	(none)	In-the-home parents to children and children to non-adult siblings	Heimin seldom rise further than Gunso. If they hit Taisa, they are almost certain to be elevated to Samurai status.				
	All the rest							

Key	
□	Clan
■	Family
○	Not in period
□	Founding Kami's Name
■	Functionally the leading Family