Legend of the Five Rings

Name, Title & Description

Skill	Approach
Artisan	
Aesthetics	Refine
Composition	Restore
Design	Invent
Smithing	Adapt
	Attune
Martial	
Fitness	
Meditation	
Tactics	Feint
Martial Arts: Melee	Withstand
Martial Arts: Ranged	Overwhelm
Martial Arts: Unarmed	Shift
	Sacrifice
Social	
Command	Trick
Courtesy	Reason
Games	Incite
Performance	Charm
	Enlighten
Scholar	
Culture	
Government	Analyse
Sentiment	Recall
Theology	Theorise
Medicine	Survey
	Sense
Trade	
Commerce	
Labour	Con
Seafaring	Produce
Skulduggery	Innovate
Survival	Exchange
	Subsist

Personality, Habits & Quirks

Honour

Glory

Status

Success

Explosive Success

Opportunity

Strife

義 Righteousness

礼 Courtesy

勇 Courage

名誉 Honour

仁 Compassion

真 Sincerity & Integrity

忠義 Duty & Loyalty

Skill Dice

Ring Dice

Ninjō — Human Desire

Giri — Sworn Duty

Distinctions — Re-Roll 2 Dice

Adversities — Re-roll 2 Successes

If you fail gain 1 Void Point

Passions — Recover 3 Strife

Anxieties — Suffer 3 Strife

Once per Scene gain 1 Void Point

Legend of the Five Rings

Heritage

Endurance

Fatigue

Composure

Strife

Vigilance
Perceive threats

Focus
React to threats

Void Points

Armour

Armour Name	Protection (Resistance)	Qualities

Weapons

Weapon Name	Range	Damage (Deadliness)	Grips	Qualities

Equipment, Relationships & Notes

School, Rank & Techniques Taught

Total XP | Spent XP | Saved XP

Advancement	Exp Cost	Restrictions
Skill	2 x New Level	Maximum value 5
Ring	3 x New Level	Max = Void + lowest ring
Technique	3 (unless specified)	Observe School and technique restrictions

Rank 1

Advancement	Exp Spent
EXP Spent on Rank 1 Teachings	
½ EXP Spent outside of School Teachings	
Total EXP Spent at Rank 1 (20)	

Rank 2

Advancement	Exp Spent
EXP Spent on Rank 2 Teachings	
½ EXP Spent outside of School Teachings	
Total EXP Spent at Rank 2 (24)	

Rank 3

Advancement	Exp Spent
EXP Spent on Rank 3 Teachings	
½ EXP Spent outside of School Teachings	
Total EXP Spent at Rank 3 (32)	

Rank 4

Advancement	Exp Spent
EXP Spent on Rank 4 Teachings	
½ EXP Spent outside of School Teachings	
Total EXP Spent at Rank 4 (44)	

Rank 5

Advancement	Exp Spent
EXP Spent on Rank 5 Teachings	
½ EXP Spent outside of School Teachings	
Total EXP Spent at Rank 5 (60)	

Rank 6

Mastery Ability

Extracurricular Advances

Advancement	Exp Spent	Rank

Extracurricular Advances

Advancement	Exp Spent	Rank

Title Advances

Advancement	Exp Spent

Title Mastery Ability

Total EXP Spent on Title

School Ability

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities

Technique — Rank/Type

Activation

Effect

Additional Opportunities