

L5R Reference Sheet

(August 2010)

Basics

Earth: Stamina (endurance) and Willpower (patience)

Water: Strength, Perception

Fire: Agility (close combat), Intelligence (lore, internal abilities)

Air: Reflexes (defense and ranged combat) and Awareness (social)

Void

Skills:

*((M) indicate they are macro skills that **must** be specialized, (S) indicates social, (L) indicates likely low uses and/or emphasis, (H) indicates high emphasis, (P) indicates perform skill, (A) indicates artisan skills, (C) indicates craft skill)*

High: Acting (S,P), Artisan (M), Calligraphy (A), Courtier (S), Divination, Etiquette (S), Games (M), Investigation, Lore (M,L), Medicine, Meditation, Perform (M,S), Sincerity (S,L), Spellcraft, Tea Ceremony

Bugei: Athletics, Battle, Defense, Horsemanship, Hunting, Iaijutsu, Jiujutsu, Know the School, Weapon Skills (Chain, Heavy, Kenjutsu, Knives, Kyujutsu, Ninjutsu (L), Polearms, Spears, Staves, War Fans)

Merchant: Animal Handling, Commerce, Craft (M,L,H), Engineering, Sailing (C)

Low: Forgery (C), Intimidation (S), Sleight of Hand, Stealth, Temptation (S)

Spellcasting:

Roll Ring+School Rank (keep Ring) vs TN 5 + Mastery x 5 +1 rank with affinity, -1 rank with deficiency

Void Use/Recovery:

Regain: sleep, meditation, tea ceremony

+1k1 on skill, trait, ring, or spell casting (not damage)

Raise one skill rank from 0 to 1

Exchange initiative with willing participant (start of round)

+10 TN to armor for 1 round – 1 void

-10 wound from a single source – 1 void

Combat

Actions (3-10 seconds total/round)

During a turn a character can do at most one of the following combinations (along with free actions):

- 1 complex action
- 2 simple actions
- Free Action – draw small weapon, speak (5 words), half move (5'xWater), pull out spell scroll, drop weapon/item
- Simple Action - No roll required and easy e.g. activate a Kata, draw a weapon (medium or large), move (10'xWater), dismount a horse, guard, pick up weapon, put away scroll, speak (long), stand up (from prone)
- Complex Actions - Anything with a skill roll or that you want to do carefully (put away a fragile statue, fan signal across battlefield) e.g. attack, cast a spell, skill use, string a bow, mount a horse

Attack Actions

Roll Agility/Skill (melee) or Reflex/Skill (ranged) to hit

-TN to be hit: 5 + Reflex x 5 + Armor + other

Disarm (3 raises)

Called Shot (1 arm/leg, 2 hand/foot, 3 head)

Extra Attack (5 raises, same target unless 2 weapon, first attack must hit)

Feint (2 raises) – if hits, half the amount by which you exceed the target's TN is added to damage (max of 5x Insight Rank)

Guard (0) – simple action, not in full attack, 1 person within 5' gains 10 Armor TN while you lose 5

Increased damage (1+) - increase dmg by 1k0 per raise

Knockdown (2 raises) – do normal damage plus force contested Strength roll to knock opponent prone

Standard Combat Stances

Attack – standard, assumed

Full Attack – no simple or complex actions except to move or attack. +5' of movement, melee only, not while mounted, +2k1 to attack rolls but Armor TN down by 10

Defense – add Air ring plus defense to Armor TN, may not attack
Full Defense – Half of a Reflex/Defense roll is added to TN, may only take free actions (e.g. half move)

Center – used in duel, forfeits all actions this round to (during the next round) get +1k1+Void to any one roll and +10 initiative

Modifiers:

Blinded: -3k3 on ranged attacks, -1k1 melee attacks, Armor TN is only Reflexes plus 5 plus armor, Water ring is 2 ranks lower for movement, simple move action requires an Athletics/Agility roll (TN 20) or fall Prone
Dazed: -3k0 on all actions, only defense and full defense stances, recover with Earth ring vs TN 20 after each round (-5 each round)

Entangled: No actions possible, Strength vs GM TN or contested to escape, opponents may initiate a grapple for free

Fasting: No food or water for 1 day = lose ability to regain Void

2 days = +5 TN to all skill rolls, physical trait rolls, and spell cast

3+ days = +5 TN more

Stamina days = 2k1 Wounds per day

Fatigue: If no sleep for 24 hours, +5 TN to all skill rolls, physical trait rolls, and spell cast; +5 for each day beyond; after Stamina days, Willpower TN 20 every 2 hours to stay up

Grappled: If in grapple, armor TN is just 5 + armor.

Mounted/Higher: +1k0 to attack rolls

Prone: -10 to Armor TN in melee, cannot move, only Attack or Defense stance, cannot attack with Large weapons, -2k0 to attack

Stunned: No actions, armor TN is 5 + armor bonus, Earth Ring vs TN 20 to recover else autorecover after next round

Grappling:

Agility/Wrestling to grab (vs no armor TN, may raise) as complex

Grappling character **starts** in control

Other character may try to take control on their turn: Opposed

Strength/Jiujutsu

Controlling character may (on their turn):

- Hit (complex) – roll normal unarmed damage, only apply free raises
- Throw (complex) – opponent becomes prone 5' from character, end grapple
- Break (simple) – ends grapple
- Pass (free) – maintain grapple and control

Iaijutsu Duels: (each part takes 1 round)

Assessment: Take up Center Stance opposite each other. Roll Awareness / Iaijutsu (Assessment) versus TN 10 + opponent's Insight Rank. Gain knowledge of opponent's Void, Reflexes, Iaijutsu, Iaijutsu emphases, Void points left, or current wound level (+1 piece of information per raise). If roll exceed's opponent's roll by 10 or more (regardless of raises), gain +1k1 to focus.

Focus: Entered at initiative of faster duelist. Contested Iaijutsu (Focus) / Void roll. Winner by 5+ gains first strike and 1 free raise per 5 (else "kharmic strike").

Strike: Entered on initiative of slower duelist. Iaijutsu / Reflexes of first striker vs armor TN (raises used as normal). If not to first blood, second striker goes (else dishonorable). Counts as action of each combatant if to the death.

-May withdraw at any point for no loss of honor (but Glory and argument are both lost)

Relations

Status (-10 to 10)

- May not disobey those of higher status (even if dishonorable)
- Granted/removed by those of superior status
- Ex: Hohei (1), Gunso (3), Chui (5), Great Family Daimyo (7)

Glory (-10 to 10)

- Recognize on Lore: Heraldry/Awareness (TN 50 - (Glory x 5))
- Example ways to gain Glory: Acknowledged as hero by Status 7+, Avenge Blood Feud, Complete Quest, Craftsmanship (+1/raise), Duels, Gift, Inspiration for Art, Gain Insight Rank, Marriage, Bragging, Romantic, Skirmish with Bandits etc, Status gain (+1 pt/rank), Warfare (+6pts if win, +3 if survive)
- Example ways to lose Glory: Lead losing army, Family Dishonor, Idle, Indifferent
- Ex: Hohei (1), Chui (3), Rikugunshokan (6)

Honor (0 to 5)

- Recognize level via Bushido/Awareness (TN 30)
- Honor Roll – After any failed roll, you may roll your honor (keep same amount as the original roll) in an attempt to succeed. Failure on this leads to loss of 1 rank of honor. Once per game session.

Miscellaneous

Cooperative Group Rolls

- No consequence to individual failure – One person rolls with a bonus to the total of assistant's skill ranks (e.g. shipwrights)
- Consequences to individual failure – Person with highest skill grants their rank as a bonus to other rolls

Miscellaneous Etiquette (enhanced for Court)

Minor:

- Refer to other characters by family name before well known
- Spilling tea
- Interrupting a play, story, or other court event (short)
- Interrupting a higher-rank speaker
- Not rejecting a gift at least twice (before accepting it)
- Demanding assistance (an item, some action, etc.) rather than requesting
- Discussing money at a social occasion
- Incorrect bowing level upon meeting someone

Major:

- Insulting one's host
- Public drunkenness
- Not introducing yourself to the master of an area not owned by your family in a set period of time
- Interrupting a play, story, or other court event (completely)
- Not properly thanking someone for a gift
- Giving armor or a weapon as a gift (non-daimyo)
- Rejecting a gift (without being exceptionally clever)
- Complaining about one's duty

Blasphemous:

- Insult Emperor
- Defacing a shrine
- Eating a baby

Honor (positives / neutrals then negatives)

Action	0	1-2	3-4	5-6	7-8	9-10
Accepting responsibility for superior's shameful actions	8	7	6	4	3	3
Acknowledging a superior opponent	5	4	4	2	2	0
Aiding a wounded enemy	9	8	6	6	5	3
Facing superior foe on behalf of clan/family	8	6	5	4	3	2
Following orders despite personal misgivings	6	4	0	0	-2	-4
Fulfilling promise despite personal cost	10	8	6	4	2	0
Give truthful report at own expense	8	6	4	2	0	0
Politely ignoring another's dishon. behavior	3	2	0	0	-2	-2
Protecting your clan/family/lord's interest despite great personal risk	8	8	6	6	4	2
Show kindness to one beneath your station	6	6	4	4	2	2
Showing sincere courtesy to your rivals	9	7	5	2	0	0
Action	0	1-2	3-4	5-6	7-8	9-10
Accepting a bribe.	0	0	-3	-4	-7	-8
Accomplice in heinous crime (kidnapping, murder)	-1	-4	-8	-12	-16	-20
Accomplice in minor crime (theft, espionage)	0	-1	-4	-4	-8	-8
Breach of etiquette (blasphemous)	-1	-6	-10	-10	-16	-18
Breach of etiquette (major)	0	-2	-2	-2	-6	-6
Breach of etiquette (minor)	0	0	-1	-2	-2	-2
Disloyal to lord, spouse, superior	0	-2	-6	-10	-14	-18
Disobeying a lord's command	0	-2	-2	-6	-6	-10
Duped into criminal act	-1	-4	-8	-12	-16	-18
Duped into disloyal act	0	-2	-4	-6	-8	-10
Duped into foolish act	0	-2	-4	-4	-6	-8
Enduring insult to ancestors	0	-2	-4	-4	-6	-8
Enduring insult to yourself	2	2	2	0	0	-2
Enduring an insult to family/clan	0	0	-2	-2	-4	-4
Fleeing battle	0	-2	-4	-6	-8	-10
Lying to bolster reputation	0	-2	-4	-6	-8	-10
Manipulating another to perform dish act	0	-2	-4	-6	-8	-10
Using a Low Skill	0	-1	-2	-3	-6	-9
Using false courtesy to get advantage on foe	0	0	-2	-6	-10	-10

The Bushido

- Gi (Honesty)
- Yu (Courage)
- Jin (Compassion)
- Rei (Courtesy)
- Meyo (Honor)
- Makoto (Sincerity)
- Chugo (Duty)