

ASISTENCIA (pg. 26)

- Añade un ◊ por cada personaje ayudando que tenga al menos 1 rango en la habilidad y un ■ por cada personaje que tenga 0 rangos.
- Puedes guardar hasta 1 dado adicional por cada personaje ayudando
- Cada personaje ayudando puede aplicar hasta una ventaja.
- Cada personaje ayudando puede sufrir un punto de conflicto para negar uno de los resultados de conflicto en los dados.

PUNTOS DE VACÍO (pg. 36)

- Comienzas la partida con Puntos de Vacío igual a la mitad de tu Anillo de Vacío, redondeado hacia arriba.
- Tu Anillo de Vacío marca la máxima cantidad de Puntos de Vacío que puedes tener en un momento dado.

GASTAR PUNTOS DE VACÍO

- *Aprovechar la oportunidad:* Antes de tirar los dados, puedes gastar 1 Punto de Vacío para añadir un ■ adicional a la tirada y guardar un dado más.
- *Parada destructiva:* Una vez por sesión, después de tirar para resistir un impacto crítico, puedes gastar 1 Punto de Vacío para repetir todos los dados de la tirada de resistencia. Si lo haces, tu arma ganará la propiedad Dañada.
- *Negarte a defenderte:* Puedes gastar 1 Punto de Vacío para sufrir un impacto crítico de manera voluntaria en vez de defenderte
- *Técnicas y otras capacidades*

OBTENER PUNTOS DE VACÍO

- Ganas 1 Punto de Vacío después de fallar una tirada en la que se aplica una de tus adversidades.
- Ganas 1 Punto de Vacío la primera vez en la escena que acumules conflicto por una ansiedad.
- Ganas 1 Punto de Vacío después de escoger ser afectado por una complicación.
- Ganas 1 Punto de Vacío cuando el DJ te oculte el NO de una tirada.

STRIFE AND FATIGUE (pg. 29)

Common sources of strife are kept dice, acting in opposition to your ninjō (pg. 38,) choosing to be affected by a complication (pg. 39), or encountering an anxiety.

If your strife exceeds your composure, you become **Compromised**. While Compromised, your Vigilance counts as 1, and you may not keep dice containing strife symbols.

REMOVING STRIFE

- At the end of each scene, reduce your strife to **half your composure, rounded up**.
- When you **pursue your passion**, remove 3 strife.
- When you **spend downtime or a narrative scene pursuing your ninjō**, remove all your strife.
- At the GM's discretion, you may **meditate** to remove strife.
- Once per scene, when Compromised, you may **unmask** to remove all strife.

Fatigue is generally received by defending against damage in combat. If your fatigue exceeds your endurance, you become **Incapacitated** (pg. 272.) When Incapacitated, you cannot perform actions that require checks and cannot defend against damage.

REMOVING FATIGUE

- At the end of each scene, reduce your fatigue to **half your endurance, rounded up**.
- You or another character may attempt to remove fatigue with a **TN 2 Medicine (Water) Check** (pg. 157.)
- You heal fatigue equal to 2 times your Water Ring after a **good night's rest**.

TURNING (DIS)ADVANTAGES (pg. 99)

- If one of your advantages **creates a vulnerability for you on a specific check**, the GM may (at their discretion) apply it as a corresponding disadvantage. When this happens, you gain 1 Void Point.
- If one of your disadvantages **creates an edge for you on a specific check**, the GM may (at their discretion) allow you to apply it as a corresponding advantage.
- When making a check with one or more targets, you may choose **one of your target's known advantages that is a weakness for that check**. If the GM agrees, you may spend 1 Void Point to *seize the target's advantage* and apply it as an advantage to your check.
- When making a check with one or more targets, you may choose **one of your target's known disadvantages that is a weakness for that check**. If the GM agrees, you may spend 1 Void Point to *exploit the target's disadvantage* and apply it as a corresponding advantage to your check.

SKILL APPROACHES

Artisan Skills (pg. 145) have the following approaches:

- **Earth: Restore** — Repair, maintain, store or safely transport a work of art.
- **Water: Create** — Create a new work of art; other possible uses for it.
- **Fire: Invent** — Imagine, draft or create a new work; develop tools to assist in the creative process.
- **Air: Refine** — Improve art through either addition or removal; imbue a subtle message or nuance into a work.
- **Void: Attune** — Contemplate, understand the purpose of, or awaken the dormant supernatural powers of a work.

Social Skills (pg. 150) have the following approaches:

- **Earth: Reason** — Comfort or instill discipline in a person; get them to prioritize reason or duty over emotion or desire.
- **Water: Charm** — Make a person like you; sympathize with them or win their sympathy; instill a desire in them.
- **Fire: Incite** — Get attention; rouse emotions; get a person to prioritize emotion or desire over reason or duty.
- **Air: Trick** — Distract someone; lie convincingly or hide a truth; imply something without stating it.
- **Void: Enlighten** — Challenge deeply held beliefs; cause a person to remember something forgotten; shock them out of a stupor.

Scholar Skills (pg. 154) have the following approaches:

- **Earth: Recall** — Memorize and recall information; search your memories of events and facts for fine details.
- **Water: Survey** — Identify something you are observing; orient yourself; narrow down a broad search.
- **Fire: Theorize** — Correlate seemingly unrelated information; deduce unknown facts; brainstorm solutions.
- **Air: Analyze** — Study details; find something known to be hidden; infer things about people; untangle contradictions.
- **Void: Sense** — Rely on your instincts; understand the spiritual ramifications of events; predict future outcomes; detect supernatural influences.

Martial Skills (pg. 160) have the following approaches:

- **Earth: Withstand** — Endure hardship; move slowly and carefully; wear down a foe; carry heavy objects.
- **Water: Shift** — Redirect force; move efficiently; slide through tight spaces.
- **Fire: Overwhelm** — Apply brute force; move rapidly and heedlessly; break things; terrify enemies.
- **Air: Feint** — Evade attacks; move precisely and subtly; slip past a foe's defenses; land acrobatically.
- **Void: Sacrifice** — Leave yourself open to create opportunities; act unpredictably or instinctively; entrust your attacks to fate.

Trade Skills (pg. 165) have the following approaches:

- **Earth: Produce** — Harvest resources; mass-produce items; build or maintain equipment and buildings; keep records.
- **Water: Exchange** — Purchase goods cheaply; barter; find specific items in a marketplace.
- **Fire: Innovate** — Create new products and tools; find new uses for goods and services; expand into new markets.
- **Air: Con** — Sell goods for a high profit; pick pockets; falsify records; offer bribes deniably; disguise contraband.
- **Void: Subsist** — Live in harmony with nature; understand nature instinctively; know how to survive.

Remember that **inappropriately using Trade Skills in front of characters of higher status** may cause a glory loss (pg. 167.)

You are not limited to using skills with the approaches from their own category. Combining them with **approaches from a different category** may be particularly appropriate for investigation scenes (pg. 142 and 170).

All page numbers are from the *Legend of the Five Rings Roleplaying Game Core Rulebook* (5th edition.)

CONFLICT ACTIONS & RULES

GENERAL

- **Assist** (Attack, Scheme, Support) — Range 0-2 — Provide **assistance** on the target's next action check.
- **Calming Breath** (Support) — Remove 1 strife if your strife is greater than half your composure. Remove 1 fatigue if your fatigue is greater than half your endurance.
- **Prepare Item** (Support) — Prepare an item for use, ready a weapon in your choice of grip, or stow an item.
- **Strike** (Attack) — Range determined by weapon — Make a TN 2 check using an appropriate Martial Arts skill. If you succeed, deal **physical damage to the target equal to your weapon's base damage**, plus bonus successes. **Spend 2 opportunities to inflict a critical strike** with severity equal to your weapon's deadliness.
- **Unique Action** — You may propose other narrative actions to the GM. The GM determines the skill check used, TN required, and effect.

INTRIGUES (pg. 254)

Initiative rolls for Intrigues use a **TN 1 Sentiment check**.

- **Persuade** (Scheme) — Make a Social skill check of an appropriate type. The TN is the highest vigilance among your targets. If you succeed, **add 1 momentum point**, plus another momentum point for every 2 bonus successes.

DUELS (pg. 258)

Initiative rolls for Duels use a **TN 1 Meditation check**.

Before each round in a Duel, the combatants suffer strife equal to the round number. If they are not Compromised, they may secretly bid extra strife to increase their initiative value for the round by an equal amount.

When a character becomes Compromised or unmasks during a duel, their opponent may immediately **execute a finishing blow**. This is rolled as an Attack action of the character's choice, but automatically **inflicts a critical strike with 2x deadliness** if successful.

- **Center** (Support) — You must be in Void stance. Choose a skill and roll a number of ◊ up to your rank in that skill, then reserve any number of dice. The next time you make a check using that skill during this scene (or use the Center action,) you may **replace any number of rolled dice** with the reserved dice.
- **Predict** (Attack, Scheme) — Secretly select a stance other than Void. Until the end of your next turn, if your opponent chooses that stance with their next selection, **they receive 4 strife and must choose a different stance**.

SKIRMISHES (pg. 262)

Initiative rolls for Skirmishes use a **TN 1 Tactics check**.

- **Challenge** (Scheme) — Range 0-5 — Succeed at a TN 1 Command Check and stake 10 honor and 5 glory to issue a challenge to your target. If your target accepts, **fight a clash with them at the end of the round**. If you win the clash, each of your target's allies suffers 3 strife; if you lose the clash, your allies suffer 3 strife. **See pg. 263** for additional rules and an explanation of clashes.
- **Guard** (Support) — Range determined by weapon — You may target yourself or 1 ally. Make a TN1 Tactics Check. If you succeed, **increase the difficulty of Attack checks** against your target by TN1, plus an additional 1 per two bonus successes, until the start of your next turn.
- **Maneuver** (Movement) — **Move 1 range band**. You may optionally make a TN 2 Fitness check. If you succeed, you may move an additional 1 range band, plus 1 range band per 2 bonus successes.
- **Wait** (Attack, Scheme, Support) — Declare a non-Movement action and a specified event after which you wish to perform that action. If the event occurs before the end of the round, **you may perform the declared action afterwards**. If the event does not occur, you may take one action of your choice at the end of the round.

MASS BATTLES

Initiative rolls for Mass Battles use a **TN 1 Command check**.

See pg. 274 for Mass Battle rules and actions.