

THE FIVE RINGS (PAGE 32)

- Air:** A graceful, cunning, and precise approach; subtle and nuanced.
Earth: A steady, thorough, and grounded approach; cautious and reliable.
Fire: A ferocious, direct, and inventive approach; explosive and intense.
Water: An adaptable, powerful, and perceptive approach; balanced and reversible.
Void: A centered, unflinching approach; enlightened and accepting.

TURN STRUCTURE (PAGE 251)

1. Resolve "Beginning of Turn" effects
2. Set Stance (lasts until beginning of next turn)
3. Perform Action (may also move a short distance)
4. Resolve "End of Turn" effects

MAKING A CHECK (PAGE 22)

1. GM sets skill, approach, and TN based on player intention.
2. Player assembles dice pool of Ring dice (■) and Skill dice (◇).
3. Player rolls dice and keeps dice equal to Ring used.
4. Resolve dice and determine outcome:
 - ☉: For each ☉, roll one additional die of the same type as the one showing the ☉. After rolling, choose whether it will be kept or dropped. If kept, its effects are added to those from the other dice.
 - 🌀: For each 🌀, the character receives 1 strife.
 - ✱: The player may spend 1 or more ✱ to resolve opportunities.
 - 🌀: If the sum total of 🌀 and ☉ results equals or exceeds the TN, the check is successful. Any 🌀 beyond the ones needed to reach the TN are bonus successes.

DICE SYMBOLS

SUCCESS	🌀
EXPLOSIVE SUCCESS	🌀
OPPORTUNITY	✱
STRIFE	🌀

SKILL GROUPS, SKILLS, AND APPROACHES (PAGE 144)

SKILL GROUP	SKILL	APPROACH
To craft a piece of art (Artisan Skill Group , page 145)	Artisan Skills (choose one) • Nonutilitarian art (Aesthetics) • Literature and poetry (Composition) • Finery and worn art (Design) • Armor and weapons (Smithing)	Artisan Approaches (choose one) • Restore a damaged piece through upkeep (Earth) • Adapt an existing piece into something else (Water) • Invent a new piece from raw materials (Fire) • Refine an existing piece to make it function better (Air) • Attune yourself to a piece of art (Void)
To overcome an opponent or challenge with force (Martial Skill Group , page 160)	Martial Skills (choose one) • Performing athletic feats and resisting harm (Fitness) • Using close-quarters arms (Martial Arts [Melee]) • Using missile weapons (Martial Arts [Ranged]) • Fighting bare-handed and with improvised weapons (Martial Arts [Unarmed]) • Mastering oneself and controlling emotion such as anger, fear, and hate (Meditation) • Fighting with squads and armies (Tactics)	Martial Approaches (choose one) • Withstand opposing force to wear it down (Earth) • Shift opposing force to work against itself or for you (Water) • Overwhelm opposing force with a quick burst of power (Fire) • Feint to lure opposition into a position of vulnerability (Air) • Sacrifice to let opposing force score a victory so that you can achieve a greater end (Void)
To know or learn a piece of information (Scholar Skill Group , page 154)	Scholar Skills (choose one) • Current events, historical trends, and etiquette (Culture) • Law, bureaucracy, posts, and positions (Government) • Health, injury, and disease (Medicine) • Psychology, emotions, and motivations (Sentiment) • The spiritual realms, mystical beings and phenomena, and religious rites (Theology)	Scholar Approaches (choose one) • Recall it from memory (Earth) • Survey the surroundings for clues about it (Water) • Theorize possibilities of its nature (Fire) • Analyze a specific thing for details about it (Air) • Sense it with your instincts or a hunch (Void)
To influence a person (Social Skill Group , page 150)	Social Skills (choose one) • How to assert authority over others, especially of lower status (Command) • How to appeal formally to others, especially of higher status (Courtesy) • How to discuss and play games to socialize (Games) • How to communicate with and influence an audience (Performance)	Social Approaches (choose one) • Reason with them to act based on logic and duty (Earth) • Charm them to develop positive feelings toward you (Water) • Incite them to act on their emotions and desires (Fire) • Trick people into believing something you want them to believe (Air) • Enlighten them to understand a fundamental truth (Void)
To get resources or perform work (Trade Skill Group , page 165)	Trade Skills (choose one) • Sales, trading, and speculation (Commerce) • Farming, construction, and production (Labor) • Sailing and living on the ocean (Seafaring) • Criminal organizations and activities (Skulduggery) • Living in the wilds beyond civilization (Survival)	Trade Approaches (choose one) • Produce what you need through physical toil (Earth) • Exchange one type of labor or resources for another (Water) • Innovate a new way to get what you need (Fire) • Con someone to get something for nothing (Air) • Subsist in your environment without disrupting it (Void)

SAMPLE TASKS AND TARGET NUMBERS (PAGE 24)

TN 0	A simple task (carrying a normal weight or remembering a friend's name). Generally, such a task shouldn't require a check.
TN 1	An easy task (carrying half one's weight or finding a misplaced item).
TN 2	An average task (jumping a ten-foot ditch or recognizing someone in disguise).
TN 3	A difficult task (scaling a cliff without rope or finding a well-hidden object).
TN 4	A very hard task (diving safely from the top of a waterfall or recalling someone's exact words years later).
TN 5	An extremely hard task (stirring a demoralized army to action or hurling someone using only one hand).
TN 6	An extraordinary task (solving a crime using only a very subtle clue or felling a tree with a single blow).
TN 7	A heroic task (outwrestling a troll or naming all of one's ancestors in order).
TN 8+	A legendary task (shattering stone with one's bare hands or outwitting a Fortune).

STANCES (PAGE 251)

Earth: When other characters make Attack action checks and Scheme action checks that target you, they cannot spend ✨ to inflict critical strikes or conditions on you.

Water: During your turn, you may perform one additional action that does not require a check. This action cannot share a type with another action you perform this turn.

Fire: When you succeed on a check, you count as having one additional bonus success for each ✨ result on your check.

Air: Increase the TN of Attack and Scheme action checks targeting you by 1. If your school rank is 4 or higher, increase the TN by 2 instead.

Void: While in a Void stance, you do not suffer strife from ✨ results.

COMMON CONFLICT ACTIONS (p263)

- ✨ Assist
- ✨ Calming Breath
- ✨ Challenge
- ✨ Guard
- ✨ Maneuver
- ✨ Prepare Item
- ✨ Skill Use
- ✨ Strike
- ✨ Wait

SILHOUETTES (PAGE 265)

- 0 Handheld objects, cats, small dogs
- 1 Children, large dogs, goblins
- 2 Adult humans, ningyo, tengu
- 3 Horses, naga, rakshasa, Trolls
- 4 Ogres, elephants
- 5 Dragons

UNARMED PROFILES

NAME	RNG	DMG	DLS	QUAL
Punch (hand)	0	1	2	Snaring
Kick (leg)	1	2	1	—
Bite (mouth)	0	0	3	—

EXAMPLES OF SPENDING ✨ (PAGE 328)

RING EXAMPLE USES

Any	✨: If you failed, determine the easiest way to accomplish the task. ✨ ✨: Provide assistance (see page 26) to the next character to attempt a similar check. ✨+: Remove 1 strife you gained from this check per ✨ spent this way.
Air	✨: Learn another character in the scene's demeanor (if an NPC) and current strife. ✨ ✨: Notice an interesting detail about a character in the scene. ✨+: Act subtly to attract minimal attention to your efforts.
Earth	✨: Reassure another character in the scene, allowing them to remove 2 strife. ✨ ✨: Recall an important piece of information not directly related to the task. ✨+: Act to minimize consequences of failure or other dangers that could arise from the task.
Water	✨: Remove 2 strife from yourself. ✨ ✨: Spot a physical detail present in your environment not directly related to your check. ✨+: Perform the task efficiently, completing it more quickly or saving supplies.
Fire	✨: Inflammate another character in the scene with your presence; they receive 2 strife. ✨ ✨: Notice something missing or out of place that is not directly related to the task. ✨+: Perform the task in a flashy way, drawing attention to yourself.
Void	✨: Choose a ring other than Void. Reduce the TN of your next check by 1 if it uses that ring. ✨ ✨: Gain spiritual insight into the nature of the universe or your own heart. ✨+: Detect a sign of the supernatural if there is a spiritual disturbance in the scene.

ADVANTAGES (PAGE 99)

Distinctions: When making a check to which distinction applies, may reroll up to 2 dice.

Passions: When making a check to which passion applies, remove 3 strife.

DISADVANTAGES (PAGE 99)

Adversities: When making a check to which adversity applies, must reroll up to 2 dice with Q or S. Regain 1 Void point if failed check.

Anxieties: When making a check to which anxiety applies, receive 2 strife. Regain 1 Void point if this is the first occurrence in the scene.

RANGE BANDS (PAGE 265)

- Range 0 Touch (1–2 feet)
- Range 1 Sword (1–2 yards)
- Range 2 Spear (3–4 yards)
- Range 3 Throw (5–10 yards)
- Range 4 Bow (11–100 yards)
- Range 5 Volley (100+ yards)
- Range 6 Sight (several hundred yards)

COMMONLY REFERENCED RULES

SOCIAL ATTRIBUTES

Ninjō	page 38
Giri	page 39
Honor	page 300
Glory	page 304
Status	page 305

ALTERNATE CHECK TYPES

Assistance	page 26
Competitive	page 26
Investigations	page 170
Resisting	page 26

CONFLICT TYPES

Intrigues	page 254
Duels	page 258
Skirmishes	page 262

HARM AND TERRAIN

Fatigue	page 269
Falling Damage	page 269
Terrain Qualities	page 267

EXCEEDING COMPOSURE

Becoming Compromised	page 30
Examples of Unmasking	page 31

INITIATIVE (PAGE 250)

Conflict type determines check to make:

- ☛ **Intrigue:** TN 1 Sentiment check.
- ☛ **Duel:** TN 1 Meditation check.
- ☛ **Skirmish:** TN 1 Tactics check.
- ☛ **Mass Battle:** TN 1 Command check.

A character can use any ring they choose for this check. Add 1 plus number of bonus successes on check to either focus or vigilance, depending on preparedness for the conflict, to determine final initiative value.

- ☛ If ready for the conflict: use focus attribute.
- ☛ If not ready or surprised: use vigilance attribute.

The character then enters the stance matching the ring used for the check.

VOID POINTS (PAGE 36)

SPENDING

- ☛ **Seize the Moment:**
While making a check, may spend 1 Void point to roll one additional Ring die and keep one additional die.
- ☛ **Shattering Parry:**
When resisting a critical strike, may spend 1 Void point to intercept the attack with a weapon to increase survival chance, potentially sacrificing the weapon.

GAINING

- ☛ After failing a check on which one adversity was resolved (page 22).
- ☛ Once per scene, after an anxiety causes strife to increase (page 22).
- ☛ After choosing to be affected by a complication that the GM (or player) introduced into the scene (page 37).
- ☛ After the GM conceals the TN of a check from the players.

NPC DEMEANORS (PAGE 310)

NAME	MODS TO SOCIAL CHECK TN	UNMASKING (PAGE 29)
Ambitious	Fire +2, Water -2	Bend Principles
Assertive	Earth +2, Air -2	Rage
Detached	Earth +1, Fire +1, Void -2	Expose an Opening
Gruff	Water +2, Earth -2	Inappropriate Outburst
Shrewd	Air +2, Fire -2	Panicked Retreat

CRITICAL STRIKES BY SEVERITY (PAGE 270)

SEVERITY	DESCRIPTION	MECHANICAL EFFECT
0-2	Close Call	If the character is wearing armor, the armor gains the Damaged quality.
3-4	Flesh Wound	The character suffers the Lightly Wounded condition for the ring they used for this check. If they are already suffering the Lightly Wounded condition for this ring, treat this result as 5-6: Debilitating Gash instead. If the attack had the Razor-Edged quality, the character suffers the Bleeding condition.
5-6	Debilitating Gash	The character suffers the Severely Wounded condition for the ring they used for this check. If they are already suffering the Severely Wounded condition for this ring, treat this result as 7-8: Permanent Injury . If the attack had the Razor-Edged quality, the character suffers the Bleeding condition.
7-8	Permanent Injury	The character suffers the Bleeding condition, then chooses one scar of the following disadvantages for the ring they used for their check to resist: Air (Maimed Visage or Nerve Damage), Earth (Damaged Organ or Fractured Spine), Fire (Lost Fingers or Maimed Arm), Water (Lost Eye or Lost Foot), Void (Lost Memories).
9-11	Maiming Blow	The character suffers the Bleeding condition, then chooses one of the following scar disadvantages for the ring they used for their check to resist: Air (Deafness or Muteness), Earth (Damaged Heart or Damaged Organ), Fire (Lost Arm or Lost Hand), Water (Blindness or Lost Leg), Void (Cognitive Lapses).
12-13	Agonizing Death	The character suffers the Bleeding and Dying (3 rounds) conditions.
14-15	Swift Death	The character suffers the Bleeding and Dying (1 round) conditions.
16+	Instant Death	The character dies immediately.

COMMON ITEM QUALITIES (PAGE 240)

CEREMONIAL

Reduce TN of checks to convince others of your real or assumed identity as the known owner of that item (or one of their allies) by 1.

At the end of any scene in which you use a Ceremonial item of a character with higher status without their permission, you forfeit 3 honor.

CUMBERSOME

While wearing Cumbersome armor, increase TN of your other checks to maneuver in your environment (such as Movement action checks) by 1.

If you moved this turn, increase the TN of Attack action checks using a Cumbersome weapon by 1.

DAMAGED

If a weapon or tool becomes Damaged, increase the TN of checks to use it by 1.

If armor becomes Damaged, reduce all resistances it provides by 2 (to a minimum of 0).

If a Damaged item becomes Damaged again, it loses Damaged and becomes Destroyed instead.

PREPARE

After you use this item, you cannot use it again until it has been prepared. As a Support action, while it is readied, prepares this item for use.

RAZOR-EDGED

When you succeed at an Attack action check that deals damage to a target using a Razor-Edged item, if the damage dealt is reduced to 0 before they defend, this item becomes Damaged.

When using a Razor-Edged weapon, you may spend **✱+** to treat the deadline of this weapon as 1 higher per **✱** spent this way.

SACRED

When an Otherworldly being makes an Attack or Intrigue action check targeting the wearer of one or more Sacred items, increase the TN by 1.

While carrying one or more Sacred items, if you would gain the Afflicted condition, must choose one of them to become Damaged instead.

Sacred weapons ignore all resistances possessed by Otherworldly and Tainted beings.

SNARING

When performing an Attack action with a Snaring weapon, you may spend **✱** as follows:

✱+: One target of the attack with vigilance lower than or equal to the **✱** spent this way suffers the Immobilized condition.

UNHOLY

After a character suffers a critical strike from an Unholy weapon, they suffer the Afflicted condition.

At the end of each scene in which you use an Unholy item, you suffer the Afflicted condition. Unholy weapons ignore all resistances possessed by Otherworldly beings.

WARGEAR

Whenever another character suffers 1 or more strife due to the actions of someone wearing one or more Wargear items, they suffer that amount plus 1 instead.

COMMON CONDITIONS (PAGE 271)

AFFLICTED

Effects: The character's vigilance counts as 1, and when they make a check the GM may alter one kept **■** to a face set to **✱**.

Removed When: A ritual such as Cleansing Rite (see page 212) or another ability cleanses it.

BLEEDING

Effects: When keeping **🎲** results on dice, the character suffers the same amount of physical damage, ignoring their resistance. Such damage inflicts a critical strike with severity equal to the character's current fatigue.

Removed When: A character at range 0–1 of a Bleeding character makes a **TN 2 Medicine (Earth) check** as a Support action to remove it.

COMPROMISED

Effects: Cannot keep dice with **🎲** symbols (to a possible minimum of 0 kept dice). Their vigilance counts as 1.

Removed When: Strife is reduced to a value lower than or equal to their composure.

DAZED

Effects: Increase the TN of Attack and Scheme action checks by 2.

Removed When: At the end of turn, if the character did not perform an Attack or Scheme action.

DISORIENTED

Effects: Increase TN of Movement and Support action checks by 2.

Removed When: At the end of turn, if the character did not perform a Movement or Support action.

DYING [X ROUNDS]

Effects: After X number of rounds (or an amount of narrative time has passed, the character perishes at the end of their next turn (or after completing one task in a narrative scene).

Removed When: A character at range 0–1 of a Dying character makes a **TN 4 Medicine (Air) check** as a Support action to remove it. If they fail, reduce the number of rounds remaining for the Dying condition by their shortfall.

INCAPACITATED

Effects: Cannot perform actions that require checks and cannot defend against damage. Critical strikes inflict the Unconscious condition in addition to any other effects.

Removed When: Fatigue is reduced to a value lower than or equal to the character's endurance.

PRONE

Effects: Can move a maximum of 1 range band.

Removed When: (If desired) at the end of their turn, if the character did not perform a Movement action.

WOUNDED

Effects: This condition has two forms: Lightly Wounded and Severely Wounded.

Removed When: A character makes a **TN 4 Medicine (Water) check** as a downtime activity. If they succeed, the wounded character removes Lightly Wounded or reduces Severely Wounded to Lightly Wounded. This check can be attempted once per wounded ring per week. Characters can also heal through bed rest (page 273).

Lightly Wounded [One Ring]

Effects: Increase the TN of checks with the affected ring by 1.

If the character suffers the Severely Wounded condition for the same ring, remove this condition.

If the character would suffer the Lightly Wounded condition again for the same ring, they remove it and suffer the Severely Wounded condition for that ring.

Severely Wounded [One Ring]

Effects: Increase the TN of checks with the affected ring by 3.

If the character suffers the Lightly Wounded or Severely Wounded condition for the same ring, they remove that condition and suffer the effects of a severity 8 critical strike for that ring as if they had failed the check to resist it (see page 270).