

Doji Ren

堂
字
蓮



Courtier of the Crane Clan

TURN TO THE BACK OF THIS BOOKLET TO SEE IF
DOJI REN IS THE RIGHT CHARACTER FOR YOU!

Welcome to The Emerald Empire

This is an era of sudden change and upheaval in Rokugan, where the Emerald Empire has ruled for over a thousand years. Mortal schemes, natural calamities, and celestial turmoil alike have disrupted the political, military, and spiritual equilibrium of the land. Long-simmering rivalries and fresh betrayals ripple through the courts and on the battlefield. The Chrysanthemum Throne is beset by threats from without and within, and the honor of the seven Great Clans—the families descended from the heroes of legend and sworn to rule their lands in the Emperor's name—shall be put to the test.

READY TO START?

If you're already familiar with Rokugan, the clans of the Emerald Empire, and the other cultural aspects of the *Legend of the Five Rings* setting, then you can skip the remainder of this page and jump straight to the next page to learn about roleplaying and more about your character.

Your Clan: The Crane

"There is a proper technique for all things."

We are the Left Hand of the Emperor, in service as the political aides to the throne. As the descendants of the Kami Doji, the Crane have embodied the high arts and refined culture of the Empire since its dawn. We are the masters of court, with the wealth and status to prove it.

Our clan is concerned foremost with preserving Rokugani culture and ensuring civility in the courts. Our political and cultural achievements are unparalleled, and so refinement, grace, and delicacy are not only the defining features of the Crane Clan, but chief among our weapons. Those who fail in achieving excellence rightly fall to obscurity and silent shame.

Your School: Doji Diplomat

Schools in Rokugan train and prepare us for our role as samurai, such as bushi (warriors), shugenja (priests who can call on the spirits for aid), courtiers (those skilled in political matters), and monks (seekers of enlightenment).

The Crane Clan's reputation as being the masters of diplomacy is well-deserved, due to the Doji Diplomat School at the remote stronghold of Shizuka Toshi. Doji diplomats are known across Rokugan for the subtlety with which we speak and act, and no other courtier school can express such depths from a single gesture. Our access to news and rumors ensures we keep ahead of our rivals as much as our mastery of etiquette and art does. The battles of diplomats are fought with words and politics, but they are no less deadly than those fought with steel.

The Code of Bushidō

The Way of the Warrior, or *Bushidō*, elevates samurai from the rest of society while also chaining us to near-unattainable ideals. When you become a samurai, you must embody Righteousness and Honor, Loyalty and Duty, and Courtesy and Compassion, as well as Courage in the face of death. You will be expected to uphold these virtues in your every word and deed, even when these ideals conflict with one another. The tenets of Bushidō would not be ideals to strive toward, after all, if they were easy to achieve...

The tenet of **Courtesy** is of deep importance to you, as Crane political power rests upon propriety and the idea of others respecting their proper place—and your own.

Wise Words from your Sensei...

Honor and glory are everything to a samurai. Honor reflects your inward opinion of how well you adhere to the tenets of Bushidō, while glory reflects how well known your name is throughout the Empire. In a perfect world, you could bring glory to yourself and the Crane while maintaining your moral integrity, but in Rokugan, we are frequently tested to see which one we value more highly.

Know that your life as a samurai will often feature much turmoil over competing desires—especially over what you personally want (your **ninjō**) and what society, your clan, and your lord expects of you (your **giri**).

Playing Your Character

You are part of a roleplaying game (RPG), an exciting cooperative storytelling experience. Like many games, it has rules, components, and dice to help describe and resolve the action. Unlike most games, an RPG has no winner or loser and no opposing teams. If everyone has fun, then everyone wins!

The other players (like you) are hero players. Each of you controls one player character (PC)—your character is Doji Ren. Hero players make decisions for their PCs, describing what they want their characters to do and how they react to the plot and setting created by the game master (GM) who runs the game. Whenever you want your character to do something, simply tell the GM what that is; the GM will then tell you the result. Sometimes, the GM may say a check is needed to see if you succeed in your request, like if you wanted to leap over a chasm or attack a foe. You'll learn how to make checks on the next page.

Your Story So Far...

The recent untimely and mysterious death of the Emerald Champion, Doji Satsume of the Crane Clan, has thrown the Emerald Empire into turmoil. Each of the Great Clans suspiciously eyes the others and wonders whether the death was no tragic accident, but a dishonorable act of murder.

In these times of strife, a group of youths approaches the village of Tsuma for the Topaz Championship and their *gempuku*, the coming-of-age ceremony that will mark them as fully fledged samurai. Each contestant has come from a different clan and dreams of being the highest-scoring contestant in the tournament, earning the title of Topaz Champion. Despite being pitted against one another, they are all united in their desire to succeed and bring honor to their clan and family.

Not everyone in Tsuma has honorable motives for the contest, however. Personal vendettas, supernatural visitations, and deadly sabotage may undermine the following days—unless the new arrivals stay true to the Code of Bushidō and act as the honorable samurai they seek to become.

As you travel to Tsuma from Shizuka Toshi...

You think about your arranged fiancée, Bayushi Umiko of the Scorpion Clan. You have never met her, but worry that she must be quite unsightly—why else would she always wear a mask?

You both respect and fear your family matriarch, the formidable Grandmother Doji. Not living up to her expectations (such as failing your *gempuku*!) would bring you great shame.

You hear talk about the Mantis, a Minor Clan seeking greater recognition. Bah! No more than a bunch of up-jumped pirates who threaten your family and clan with their thieving ways.



INTERLUDE: SPENDING EXPERIENCE POINTS (XP)

During the Interlude, you gain 4 XP! You can spend XP to...

- **Increase one or more Rings:** Increasing a Ring value costs XP equal to twice the new value. So advancing from 1 to 2 costs 6 XP, from 2 to 3 costs 9 XP, and so on. Each upgrade must be done separately, so increasing a Ring value from 1 to 3 would cost 15 XP (6 XP + 9 XP). You can never increase a Ring value greater than your lowest Rings value + your Void Ring value. *Mark the new value in the entry space for that ring.*
- **Increase one or more Skills:** Buying +1 rank in a skill costs twice the new rank value. So going from 0 ranks to 1 rank costs 2 XP, from 1 to 2 costs 4 XP, etc. Each upgrade must be done separately, so going from 1 rank to 3 ranks would cost 10 XP (4 XP + 6 XP). *Mark the new value in the rank entry for that skill.*
- Purchase a Technique—**Lady Doji's Decree** (2XP) This technique allows you to use your social skills to keep an enemy from attacking you for at least one round. *If chosen, see the rules below on this page and place a check next to its title.*
- Purchase a Technique—**Shallow Waters** (2XP) You can use this technique while talking with someone to learn what that person desires, and thus gain leverage over them! *If chosen, see the rules below on this page and place a check next to its title.*

WEAPONS AND GEAR

WEAPON	SKILL	RANGE	DAMAGE
Fists	Martial Arts [Unarmed]	0	1
Katana	Martial Arts [Melee]	1	4

You deal damage to the target equal to the weapon's base damage plus your bonus successes. You may also spend ☼☼ from the check to inflict a **critical strike**!

GEAR	
Elegant Robes	Only the finest for a Crane!
Traveling Pack	Useful items when on the road, like bedmat and traveling clothes
Calligraphy Kit	Ink, brush, and paper for writing
Money	2 koku (enough money to sustain you for two months)

YOUR PERSONAL TURMOIL

You seek a life full of challenges and wonders! Your skill at sumi-e painting could bring great honor to your clan and family—but also a much less adventurous life than you desire.

YOUR ADVANTAGE

Dangerous Allure: You have an air of intimidating beauty about you that others can rarely ignore, and leaves an impression on those around you.

You may reroll up to 2 dice of your choice when your advantage helps you on any check.

YOUR SCHOOL ABILITY:

SPEAKING IN SILENCE

Once per scene when making a check to persuade or influence someone, you may add 1 kept ■ dice showing a ☼ result.

NEW TECHNIQUES



LADY DOJI'S DECREE

Once per game session as an action, make a Courtesy (Void) check against an enemy, with TN equal to their vigilance. If you succeed, the enemy cannot perform Attack actions targeting you. This lasts for one round, plus additional rounds equal to your bonus successes, or until you perform an Attack action.



SHALLOW WATERS

When you make a Social skill (Water) check targeting a character, you may spend ☼ to learn one material item or worldly experience the target desires

- 1 You can now use **Void points**, which allow you to call on your inner strength and overcome impossible odds. While making a check, when assembling the dice pool you may spend 1 Void point to **Seize the Moment!** This allows you to roll 1 additional ■ ring die and then keep 1 additional die (of any type) when resolving the check.
- 2 **Techniques** represent advanced training that let you act in unexpected ways or exploit openings that others would overlook. You have two techniques available to purchase during the interlude.

IN YOUR TURN:

- At the start of your turn, set your Stance if in a skirmish.
- Then you can move 1 range band, and can perform one of the following **Actions**:
- Attack using Strike
 - Move 1 extra range band
 - Use a skill
 - Use one of your new Techniques, if it is described as an action
- You can also use your School Ability as part of making a check. This doesn't count as a separate action. You may also use a Technique if it isn't described as an action.



CHARACTER NAME

Doji Ren

CLAN
Crane

RINGS AND RING VALUES



ENDURANCE1

6

FATIGUE

CRITICAL STRIKES2

CONDITIONS3

COMPOSURE4

6

STRIFE

Your reaction when you exceed your Composure:
Unseemly weeping

FOCUS5

5

VIGILANCE6

3

VOID POINTS7

2 /

MAXIMUM

CURRENT

HONOR8

57 /

STARTING

CURRENT

GLORY9

47 /

STARTING

CURRENT

CONTEST POINTS10

SKILLS AND DICE THEY ADD

ARTISAN	RANK / DICE
Aesthetics: Create visual works of art	1 /
Composition: Compose literature	1 /
Design: Fashion and select clothing	1 /
Smithing: Craft weapons and armor	0 / -

MARTIAL	RANK / DICE
Fitness: Perform feats of physical prowess	0 / -
Martial Arts [Melee]: Use close combat weapon	0 / -
Martial Arts [Ranged]: Use ranged weapon	1 /
Martial Arts [Unarmed]: Use fists in combat	0 / -
Meditation: Process and control emotions	0 / -
Tactics: Command and control in a battle	0 / -

SCHOLAR	RANK / DICE
Culture: Know Rokugani traditions and trends	1 /
Government: Know how the Empire operates	1 /
Medicine: Know the body and how to heal it	0 / -
Sentiment: Understand emotions of others	0 / -
Theology: Understand religions and the spirits	0 / -

SOCIAL	RANK / DICE
Command: Issue orders to others	0 / -
Courtesy: Control conversations and arguments	2 /
Games: Play and understand games	0 / -
Performance: Entertain and impress others	1 /

TRADE	RANK / DICE
Commerce: Buy and sell goods for profit	0 / -
Labor: Conduct manual tasks such as farming	0 / -
Seafaring: Operate boats and subsist at sea	1 /
Skulduggery: Steal and spy on others	0 / -
Survival: Travel and endure in wilderness areas	0 / -

APPROACHES AND DICE THEY ADD

- Air Ring:** 3 /
Graceful, cunning, and precise
- Earth Ring:** 1 /
Steady, grounded, and thorough
- Fire Ring:** 2 /
Direct, ferocious, and inventive
- Water Ring:** 2 /
Balanced, flexible, and perceptive
- Void Ring:** 2 /
Enlightened, centered, and mystical

CONFLICT STANCES

- Air:** Enemies add +1 to the target number (TN) of their checks against you
- Earth:** Foes can't spend to injure you
- Fire:** You may count your results in a successful check as bonus successes
- Water:** You can perform an additional, different action that doesn't need a check
- Void:** You ignore strife from results in your check

Craft or Repair
a Work of Art

Overcome
an Opponent

Know or
Learn a Fact

Influence
a Person

Acquire or
Use Resources

Skill Die

Ring Die



Success. If the total number of results on kept dice are equal to or greater than or the Target Number (TN) of the check, then you succeed! Each beyond this is a bonus success.



Explosive Success. This counts as a result, and for each kept die with , you can roll 1 extra die of the same type and then choose whether to keep it or not. You can keep doing this each time you get a result on a kept die.

HOW TO PERFORM A CHECK

1. Describe to the GM what you want to do, and they will determine the check you need to make, the skill to use, and the target number (TN) to succeed.
2. Refer to the Skill to be used for the check, and select the associated number of  dice.
3. Select the Approach (based on the Ring you're going to use) and the associated number of  dice.
4. Roll the combined dice pool.
5. Keep a number of dice (of either type) equal to or less than the Ring used in the check.
6. If you have at least as many Successes () on the kept dice as the TN, you succeed!

IN YOUR TURN:

At the start of your turn, you should set your **Stance** if you're in a skirmish. This determines which Ring you'll fight with.

Then you can move 1 range band, and can perform one of the following **Actions**:

- ⊗ **Attack** by using the Strike action. You'll probably use this frequently in skirmishes.
- ⊗ **Move** up to 1 extra range band.
- ⊗ **Use a skill** in a check, such as Medicine to remove fatigue or Fitness to move a fallen tree out of your way.

You can also use your School Ability as part of making a check. This doesn't count as a separate action.

YOUR CHARACTER'S HEALTH AND STANDING IN THE CHAMPIONSHIP

- 1 **Endurance** represents your stamina and willingness to fight, while fatigue indicates damage you have taken. When you suffer **fatigue**, mark it here. If this goes above your Endurance value, you fall unconscious!
- 2 **Critical strikes** represent serious injuries to your character. If you suffer one, mark it here. Erase the mark if the critical strike is healed.
- 3 If your character suffers any health **conditions** such as becoming unconscious, indicate them here.
- 4 **Composure** is your capacity to endure mental and emotional pressure, while **strife** represents strong emotions that can overcome your inner control. When you suffer strife, mark it here. When the strife you've suffered exceeds your Composure value, you become Unmasked!
- 5 **Focus** represents how fast you react to threats. It helps determine the order in combat!
- 6 **Vigilance** is your wariness and overall ability to notice things that could be a threat.
- 7 **Void points** will be available for you to use after the Interlude on the next page.
- 8 **Honor** represents your belief that you are upholding the values of Bushidō. Record any changes to it here.
- 9 **Glory** reflects your social standing in Rokugan. Record any changes to it here.
- 10 Track the **contest points** you achieve here. Your goal is to reach 8 points, and thus show your readiness to become a samurai!

WEAPONS AND GEAR

WEAPON	SKILL	RANGE	DAMAGE
Fists	Martial Arts [Unarmed]	0	1
Blunted or wooden sword	Martial Arts [Melee]	1	2

You deal damage to the target equal to the weapon's base damage plus your bonus successes. You may also spend   from the check to inflict a **critical strike**!

GEAR	
Elegant Robes	Only the finest for a Crane!
Traveling Pack	Useful items when on the road, like bedmat and traveling clothes
Calligraphy Kit	Ink, brush, and paper for writing
Money	2 koku (enough money to sustain you for two months)

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YOUR SCHOOL ABILITY:

SPEAKING IN SILENCE

Once per scene when making a check to persuade or influence someone, you may add 1 kept  dice showing a  result.



Opportunity. This represents a positive, incidental effect of your action. Your GM will indicate what benefits this result will give you for this check.



Strife. This reflects your emotional reaction to the task. It can represent things like frustration or fear, or the thrill of a challenge or joy. Too much strife, though, can make you lose your Composure and Unmask!

STOP!
Don't turn the page until the GM instructs you to.

CHARACTER NAME

Doji Ren

CLAN
Crane

RINGS AND RING VALUES



ENDURANCE

6

FATIGUE

CRITICAL STRIKES

4

CONDITIONS

0

COMPOSURE

6

STRIFE

PERSONAL UNMASKING

Your reaction when you exceed your Composure:
Unseemly weeping

FOCUS

5

VIGILANCE

3

VOID POINTS

2 / 1

MAXIMUM CURRENT

HONOR

57 /

STARTING CURRENT

GLORY

47 /

STARTING CURRENT

CONTEST POINTS

0

SKILLS AND DICE THEY ADD

- Craft or Repair a Work of Art
- Overcome an Opponent
- Know or Learn a Fact
- Influence a Person
- Acquire or Use Resources

ARTISAN	RANK
Aesthetics: Create visual works of art	
Composition: Compose literature	
Design: Fashion and select clothing	
Smithing: Craft weapons and armor	
MARTIAL	RANK
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Martial Arts [Melee]: Use close combat weapon	
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Meditation: Process and control emotions	
Tactics: Command and control in a battle	
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Government: Know how the Empire operates	
Medicine: Know the body and how to heal it	
Sentiment: Understand emotions of others	
Theology: Understand religions and the spirits	
SOCIAL	RANK
Command: Issue orders to others	
Courtesy: Control conversations and arguments	
Games: Play and understand games	
Performance: Entertain and impress others	
TRADE	RANK
Commerce: Buy and sell goods for profit	
Labor: Conduct manual tasks such as farming	
Seafaring: Operate boats and subsist at sea	
Skulduggery: Steal and spy on others	
Survival: Travel and endure in wilderness areas	

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Skill Die



Ring Die



Success



Explosive Success



Opportunity



Enter the Emerald Empire with Doji Ren!

You would be wise to select this character if you want to:

- ✿ Be an expert at diplomacy and courtly etiquette
- ✿ Belong to a clan that focuses on politics and culture
- ✿ Solve your problems with eloquence and cunning

It would be unwise, however, to choose Doji Ren if you desire to play a character who excels at the use of weapons, uses the inner power of *ki* to empower their martial arts, or wields the power of the elements.

Doji Ren's Story

Ren's household is neither rich nor powerful, by the standards of the Doji family. Some considered his father, who oversaw shipping in and out of the port town of Morning Mist City, little more than a merchant. Perhaps this is why Ren has an abiding love of fanciful stories and books, tales of being greater and more magnificent than any mortal could be. Certainly, he has always wanted to be seen as what he knows he truly is: a member of the most powerful and prestigious family in the Empire, as far above a merchant as a crane is above an ant.

Ren's outlook on life changed dramatically three years ago, when the tsunami hit the Crane coast and almost completely destroyed Morning Mist City. Ren's father died in the flood, and his mother, who was at sea at the time, was missing for weeks. Her boat was later "recovered" by pirates belonging to the Mantis Clan, and she was returned unharmed but without her cargo.

From then on, Ren has remained sincerely devoted to his studies. So much so, that he has been selected to represent the Doji Diplomat School in the Topaz Tournament in Tsuma. If Ren can both achieve his *gempuku*—his ceremonial transition to adulthood and becoming a full samurai—and also become Topaz Champion, then perhaps his dreams of adventure are not as far off as he feared.