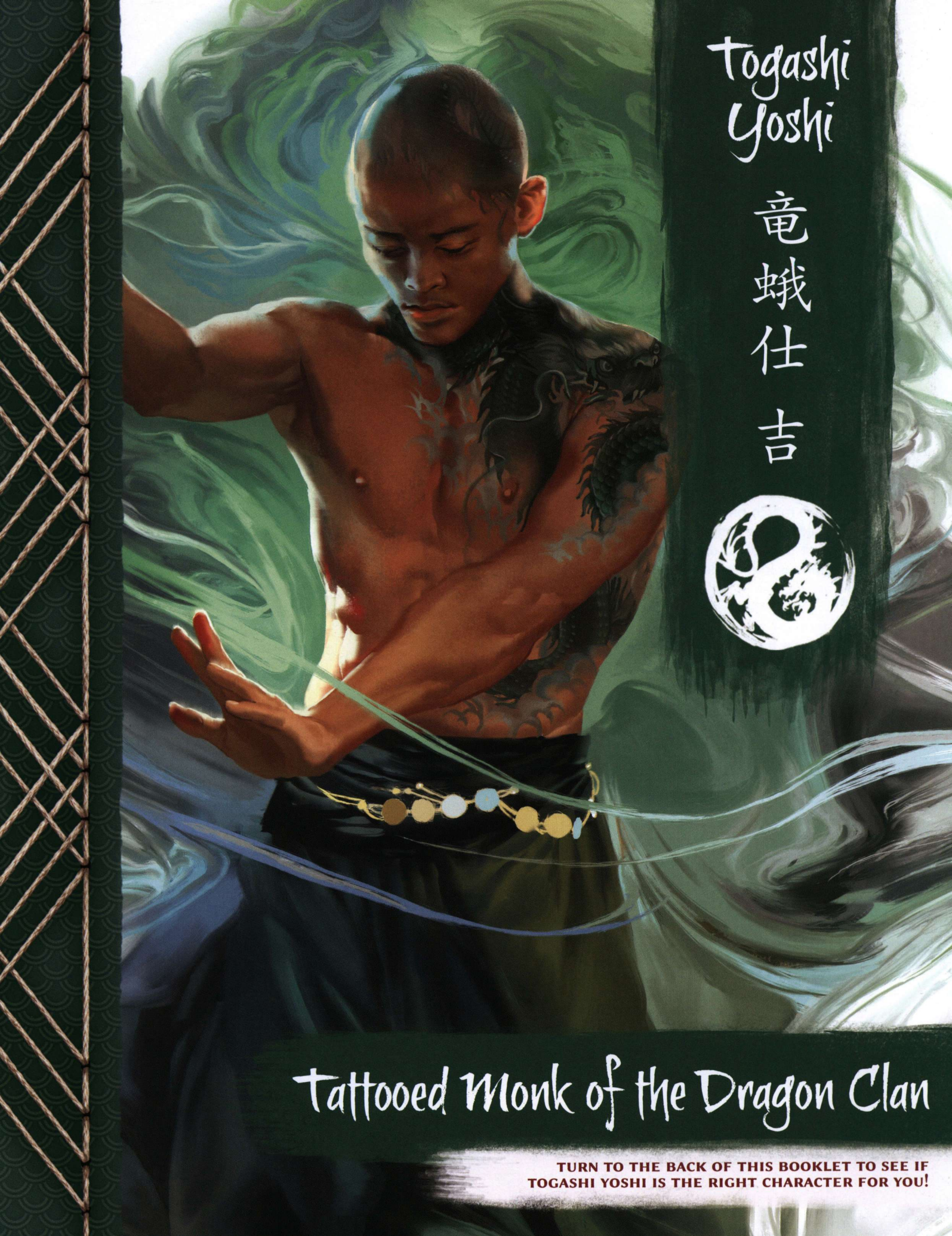




Togashi
Yoshi

竜
蛾
仕
吉



Tattooed Monk of the Dragon Clan

TURN TO THE BACK OF THIS BOOKLET TO SEE IF
TOGASHI YOSHI 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 Dragon

"Find your own path."

For a thousand years, the Dragon Clan has watched over the other clans, recording the history of Rokugan. Our armies march only rarely, intervening in the clashes of the Great Clans for reasons they can never fathom. It falls on the Dragon to ensure that the future of the Empire continues in an orderly and elegant manner.

We are diverse in our pursuits, but unified in one philosophy: the betterment of ourselves and, in so doing, the betterment of the Empire. This can sometimes mean coming down from our seclusion in the northern mountains to experience the Empire face to face.

Your School: Togashi Tattooed Seeker

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).

Our monastic order welcomes anyone willing to embrace our teachings and accomplish the challenges required to join. The first of challenge is usually finding one of our Togashi monasteries high in the mountains, such as the High House of Light. Togashi students wander the Empire, known to all by our skill with koan and the martial arts, as well as by the beautiful and mystical tattoos that grant us supernatural abilities.

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 Dragon hold that the tenet of **Sincerity**—finding the truth of oneself—is the greatest virtue. Lies obscure not just the world, but one's own path to greater understanding.

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 Dragon 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 Togashi Yoshi. 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.

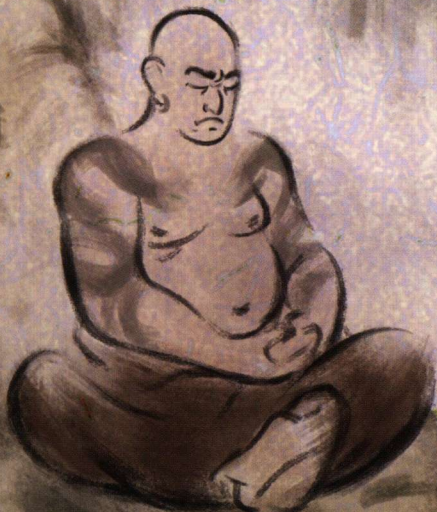
Not everyone in Tsuma has honorable motives for the contest, however. Personal vendettas, supernatural visitations, and deadly sabotage may undermine the following days—unless the new arrivals stay true to the Code of Bushidō and act as the honorable samurai they seek to become.

As you travel to Tsuma from the High House of Light...

You reflect upon your recent love affair with your fellow student Togashi Kaie, which ended badly. There must be lessons to learn from the experience.

You find the interest that Togashi Yokuni, the Dragon Clan Champion, has shown in you to be unsettling. You still cannot see his reason for sending you to Tsuma for the tournament, something monks don't normally bother with.

The Phoenix Clan has declared the Perfect Land Sect heretical. You wonder why the Phoenix are worried about what may be a worthy way of life.



CHARACTER NAME

Togashi Yoshi

CLAN

Dragon

RINGS AND RING VALUES

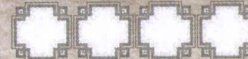


ENDURANCE 1

10

FATIGUE

CRITICAL STRIKES 2



CONDITIONS 3



COMPOSURE 4

10

STRIFE

PERSONAL UNMASKING

Your reaction when you exceed your Composure:
Inappropriate laughter and ridicule

FOCUS 5

3

VIGILANCE 6

2

VOID POINTS 7

2 /

MAXIMUM

CURRENT

HONOR 8

45 /

STARTING

CURRENT

GLORY 9

53 /

STARTING

CURRENT

CONTEST POINTS 10



SKILLS AND DICE THEY ADD

ARTISAN

RANK / DICE

Aesthetics: Create visual works of art

0 / -

Composition: Compose literature

0 / -

Design: Fashion and select clothing

0 / -

Smithing: Craft weapons and armor

0 / -

MARTIAL

RANK / DICE

Fitness: Perform feats of physical prowess

2 / 1 1

Martial Arts [Melee]: Use close combat weapon

1 / 1

Martial Arts [Ranged]: Use ranged weapon

0 / -

Martial Arts [Unarmed]: Use fists in combat

1 / 1

Meditation: Process and control emotions

2 / 1 1

Tactics: Command and control in a battle

0 / -

SCHOLAR

RANK / DICE

Culture: Know Rokugani traditions and trends

0 / -

Government: Know how the Empire operates

0 / -

Medicine: Know the body and how to heal it

0 / -

Sentiment: Understand emotions of others

0 / -

Theology: Understand religions and the spirits

2 / 1 1

SOCIAL

RANK / DICE

Command: Issue orders to others

0 / -

Courtesy: Control conversations and arguments

0 / -

Games: Play and understand games

0 / -

Performance: Entertain and impress others

0 / -

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

0 / -

Skulduggery: Steal and spy on others

0 / -

Survival: Travel and endure in wilderness areas

1 / 1

APPROACHES AND DICE THEY ADD

Air Ring: 1 /
Graceful, cunning, and precise

Earth Ring: 3 /
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

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.



Skill Die



Ring Die



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!

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.

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 (Q) on the kept dice as the TN, you succeed!

WEAPONS AND GEAR			
WEAPON	SKILL	RANGE	DAMAGE
Fists	Martial Arts [Unarmed]	0	1
Staff	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	
Common Clothing	A Dragon needs no finery.
Traveling Pack	Useful items when on the road, like bedmat and traveling clothes
Prayer Beads	Small items to aid in meditation
Money	5 koku (enough money to sustain you for five months)

YOUR PERSONAL TURMOIL

You have very close bonds with your family, but you also wish to become trustworthy enough to become a spiritual advisor for your clan—which might mean letting your family connections lapse.

YOUR SCHOOL ABILITY:

BLOOD OF THE KAMI

When making a Martial Arts [Unarmed] check, you may add one rolled  Ring die showing 1  result. This doesn't increase the number of dice you can keep.

YOUR ADVANTAGE

Keen Sight: You can spot details of objects at a much greater distance than others can, and can pick up on small visual details that others might overlook.

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



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.

Togashi Yoshi

CLAN

Dragon



ENDURANCE

10

FATIGUE

CRITICAL STRIKES



CONDITIONS



COMPOSURE

10

STRIFE

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FOCUS

3

VIGILANCE

2

VOID POINTS

2 / 1
MAXIMUM CURRENT

HONOR

45 /

STARTING CURRENT

GLORY

53 /

STARTING CURRENT

CONTEST POINTS



SKILLS AND DICE THEY ADD

ARTISAN

RANK

Aesthetics: Create visual works of art
Composition: Compose literature
Design: Fashion and select clothing
Smithing: Craft weapons and armor

MARTIAL

RANK

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

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Culture: Know Rokugani traditions and trends
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Skill Die



Ring Die



Success



Explosive Success



Opportunity

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—Earthen Fist (2XP)** Your training allows you to form hardened earth around your fists, making them into gauntlets of rock. *If chosen, see the rules below on this page and place a check next to its title.*
- **Purchase a Technique—Earth Needs No Eyes (2XP)** You can feel the vibrations of all around you in the ground, making you very hard to ambush! *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	
Common Clothing	A Dragon needs no finery.
Traveling Pack	Useful items when on the road, like bedmat and traveling clothes
Prayer Beads	Small items to aid in meditation
Money	5 koku (enough money to sustain you for five months)

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

YOUR SCHOOL ABILITY:

BLOOD OF THE KAMI

When making a Martial Arts [Unarmed] check, you may add one rolled ■ Ring die showing 1 ☼ result. This doesn't increase the number of dice you can keep.

NEW TECHNIQUES



EARTHEN FIST

As an Attack action, you may make a TN 3 Martial Arts [Unarmed] (Earth) check to strike one target character at range 0–1. If you succeed, you deal 3 damage to the target plus bonus successes.



EARTH NEEDS NO EYES

As a Support action, you may make a TN 3 Meditation (Earth) check to gain an awareness of your surroundings. If you succeed, you become aware of all living creatures and objects touching the ground within range 3. Increase your vigilance by 3 until the end of the scene.

- 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.





Enter the Emerald Empire with Togashi Yoshi!

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

- Be an expert at martial arts and athletic feats
- Belong to a clan that focuses on enlightenment and diverse paths to achieve it
- Solve your problems with compassion and patience

It would be unwise, however, to choose Togashi Yoshi if you desire to play a character who excels at diplomacy or the use of weapons, or who wields the power of the elements.

Togashi Yoshi's Story

Yoshi was surrendered to the Togashi Order as a young child by a man claiming to be his uncle. Orphans weren't uncommon in the monastery of his youth, and the monks who raised him were welcoming, but still Yoshi has always felt the lack of personal connections, even as he tries to put aside earthly desires. Perhaps it was this desire for connection that led him begin his relationship with Kaie, a senior student at Yoshi's monastery. Their love was deemed inappropriate by the masters of the monastery, and Kaie was sent away to another temple, while Yoshi was assigned to study under Togashi Tadakatsu and sent on a pilgrimage through Dragon lands.

While traveling with Tadakatsu as a pilgrim, Yoshi at last saw the stark divisions in life between peasant and samurai. He asked his mentor why the two peoples were treated so differently, given that Yoshi could see no difference between them. His mentor only shrugged, and said that there was no difference, only people struggling to climb Shinsei's karmic ladder toward Enlightenment. The Perfect Land sect teaches something similar to this. Although many hold the sect heretical, Yoshi thinks there could be wisdom to be found here.

Now, Yoshi has been dispatched to the Topaz Championship at the personal request of Togashi Yokuni, the inscrutable Champion of the Dragon Clan. It is rare that a monk of the Togashi order would bother with the gempuku—passage to adulthood—ritual of the samurai class, but such is Yokuni's will. Now, perhaps, Yoshi has a chance to help those less fortunate than he was, and find his place in the world.