

Legend of the Five Rings - Combat Stances



ATTACK



The most versatile stance. It allows decent defense while still permitting attacks to be made.

RESTRICTIONS: NONE

ARMOUR TN = Reflexes x5
+ Armour Bonus



DEFENSE



The basic defensive stance, useful for when you have other things to do, like cast a spell or string a bow

RESTRICTIONS: NO ATTACKS
any other action is ok

ARMOUR TN = Reflexes x5
+ Armour Bonus
+ Ranks in Defense
+ Ring of Air

FULL DEFENSE



Unmoving and unassailable. You may not defeat your opponent this round, but neither will he defeat you.

RESTRICTIONS: This Action
and Free Actions only

ARMOUR TN = Reflexes x5
+ Armour Bonus
+ Half Defense Roll

BENEFIT: When declared Roll
Defense / Reflexes



CENTRE



Focus now to prepare for the future.

RESTRICTIONS: No Actions
are permitted at all.

ARMOUR TN = Reflexes x5
+ Armour Bonus

NEXT ROUND: +10 INTV
+1k1 +Ring of Void Ranks
to ONE roll made that round



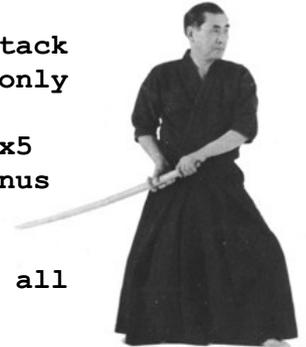
FULL ATTACK

This stance is pure aggression. To attack without fear or regard for yourself may be regarded as brave by some, and foolish by others.

RESTRICTIONS: This Attack
and Free Actions only

ARMOUR TN = Reflexes x5
+ Armour Bonus
- 10

BENEFIT: Gain +2k1 to all
rolls to hit



Any movement must be towards the enemy
Movement (free action) is increased by 5 feet
Ranged attacks are not permitted
May not be used while mounted

FREE ACTIONS

(One of each every Round)

Take out a Small Weapon
Take out a Scroll
Say FIVE words
Move Ring of Water x5 feet*
Drop an item

SIMPLE ACTIONS

(Any Two each Round, provided you take no Complex actions)

Take out a Weapon
Put away a spell scroll
Say more than FIVE words
Move Ring of Water x10 feet*
Pick up an Item
Activate a Kata
Activate Guard
Stand Up from prone
Dismount a Horse

* movement may be reduced depending on the terrain

COMPLEX ACTIONS

(One each Round, provided you take no simple actions)

Make an Attack
Cast a Spell
Use a Skill
Mount a Horse
String a Bow