

# 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



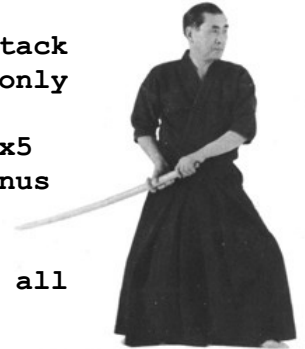
## FULL ATTACK

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