

Identity

Character Name _____

Player Name _____

Clan _____ Family _____

School _____ School Rank _____

Roles _____



Honor

Glory

Status

Ninjō _____

Giri _____

Social Standing

Skills

Craft or Repair a Work of Art

ARTISAN SKILLS	RANKS
Aesthetics	_____
Composition	_____
Design	_____
Smithing	_____

APPROACHES	
Refine	
Restore	
Invent	
Adapt	
Attune	

Titles _____

DISTINCTIONS: Reroll up to two dice of your choice when a distinction helps you on a check.

Overcome an Opponent

MARTIAL SKILLS	RANKS
Fitness	_____
Martial Arts [Melee]	_____
Martial Arts [Ranged]	_____
Martial Arts [Unarmed]	_____
Meditation	_____
Tactics	_____

APPROACHES	
Feint	
Withstand	
Overwhelm	
Shift	
Sacrifice	

ADVERSITIES: Reroll two dice containing or symbols when an adversity hinders you on a check. If you fail, gain 1 Void point.

Know or Learn a Fact

SCHOLAR SKILLS	RANKS
Culture	_____
Government	_____
Medicine	_____
Sentiment	_____
Theology	_____

APPROACHES	
Analyze	
Recall	
Theorize	
Survey	
Sense	

PASSIONS: After performing a check related to your passion, remove 3 strife.

ANXIETIES: After performing a check related to your anxiety, receive 3 strife. Then, gain 1 Void point (limit once per scene).

Influence a Person

SOCIAL SKILLS	RANKS
Command	_____
Courtesy	_____
Games	_____
Performance	_____

APPROACHES	
Trick	
Reason	
Incite	
Charm	
Enlighten	

PERSONALITY, HABITS, AND QUIRKS

Acquire or Use Resources

TRADE SKILLS	RANKS
Commerce	_____
Labor	_____
Seafaring	_____
Skulduggery	_____
Survival	_____

APPROACHES	
Con	
Produce	
Innovate	
Exchange	
Subsist	

OTHER CHARACTER'S NAME	STANDING	NOTES
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Advantages and Disadvantages

Relationships

Symbol Key

- Success
- Explosive Success
- Opportunity
- Strife

EXPERIENCE

Total

Spent

Saved



Rings and Stances

EARTH STANCE:
Others cannot spend ♨ to inflict critical strikes or conditions on you.

WATER STANCE:
Perform a second action on your turn that does not require a check or share a type with your first action.

VOID STANCE:
You do not receive strife from ♨ symbols on checks.



AIR STANCE:
+1 to TN of Attack and Scheme checks targeting you (+2 at rank 4+).

FIRE STANCE:
If you succeed, +1 bonus success per ♨ symbol.

STANCES CAN ONLY BE APPLIED DURING CONFLICTS

ENDURANCE
(Earth + Fire) x 2

COMPOSURE
(Earth + Water) x 2

FOCUS
(Air + Fire)

VIGILANCE
(Air + Water) / 2

VOID POINTS

FATIGUE	
STRIFE	
MAXIMUM	CURRENT

Derived Attributes

Combat Skills

SKILL NAME	RANKS
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References

SUMMARY OF A CONFLICT TURN

- Choose Stance (Air, Earth, Fire, Water, or Void)
- Perform Action (Intrigue p. 254, Duel p. 258, Skirmish p. 262, Mass Battle p. 274)
- Move before or after action (Skirmish: 1 range band)

Advantages & Disadvantages
Conditions
School Abilities

Armament

WEAPONS

NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES

ARMOR

NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES

Clothes

Techniques (New Actions)

TECHNIQUE TYPES AVAILABLE

<input type="checkbox"/> KATA ⚔	<input type="checkbox"/> KIHŌ 🌀	<input type="checkbox"/> INVOCATIONS 📖	<input type="checkbox"/> RITUALS 🕯	<input type="checkbox"/> SHŪJI 🗡
<input type="checkbox"/> MAHŌ 🌟		<input type="checkbox"/> NINJUTSU 🗡		

Gear

Techniques (New)

Notes

KOKU	BU	ZENI

1 Koku = 5 Bu = 50 Zeni / 1 Bu = 10 Zeni