

Identity

Character Name _____

Player Name _____

Region _____ Upbringing _____

School _____ School Rank _____

Roles _____



Honor Glory Status

Ninjō _____

Past _____

Social Standing

Skills

Craft or Repair a Work of Art

ARTISAN SKILLS	RANKS
Aesthetics	_____
Composition	_____
Design	_____
Smithing	_____
_____	_____
_____	_____

APPROACHES	
Refine	_____
Restore	_____
Invent	_____
Adapt	_____
Attune	_____

Titles _____

Overcome an Opponent

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

APPROACHES	
Feint	_____
Withstand	_____
Overwhelm	_____
Shift	_____
Sacrifice	_____

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

Know or Learn a Fact

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

APPROACHES	
Analyze	_____
Recall	_____
Theorize	_____
Survey	_____
Sense	_____

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

Influence a Person

SOCIAL SKILLS	RANKS
Command	_____
Courtesy	_____
Games	_____
Performance	_____
_____	_____
_____	_____

APPROACHES	
Trick	_____
Reason	_____
Incite	_____
Charm	_____
Enlighten	_____

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).

Acquire or Use Resources

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

APPROACHES	
Con	_____
Produce	_____
Innovate	_____
Exchange	_____
Subsist	_____

PERSONALITY, HABITS, BONDS, AND QUIRKS

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

Advantages and Disadvantages

Relationships

Symbol Key


- Success
- Explosive Success
- Opportunity
- Strife


EXPERIENCE

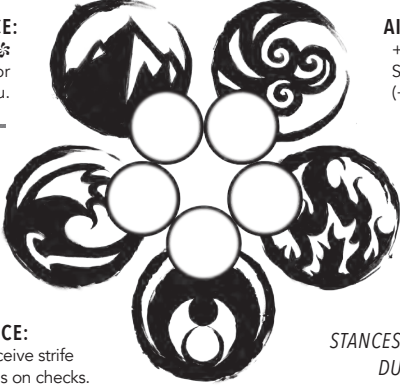
Total Spent Saved

PATH OF WAVES CONFLICT MODE


Rings and Stances

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

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 .

STANCES CAN ONLY BE APPLIED DURING CONFLICTS

Derived Attributes

ENDURANCE <small>(Earth + Fire) x 2</small>	<input style="width: 100%; height: 20px;" type="text"/>
COMPOSURE <small>(Earth + Water) x 2</small>	<input style="width: 100%; height: 20px;" type="text"/>
FOCUS <small>(Air + Fire)</small>	<input style="width: 100%; height: 20px;" type="text"/>
VIGILANCE <small>(Air + Water) / 2</small>	<input style="width: 100%; height: 20px;" type="text"/>
VOID POINTS	<input style="width: 100%; height: 20px;" type="text"/>

FATIGUE
STRIFE
MAXIMUM
CURRENT

Combat Skills

SKILL NAME	RANKS

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

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 	<input type="checkbox"/> MANTRA 		

Techniques (New )

Armor

ARMOR		
NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES

KOKU

BU

ZENI

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