

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

Techniques (New Actions)

NAME Page #

Activation (Action/Check)

Effects

New ✨

NAME Page #

Activation (Action/Check)

Effects

New ✨

NAME Page #

Activation (Action/Check)

Effects

New ✨

NAME Page #

Activation (Action/Check)

Effects

New ✨

NAME Page #

Activation (Action/Check)

Effects

New ✨

Techniques (New Uses of ✨)

NAME Page #

Check

New ✨

NAME Page #

Check

New ✨

NAME Page #

Check

New ✨

NAME Page #

Check

New ✨

NAME Page #

Check

New ✨



PATH OF WAVES TECHNIQUES REFERENCE SHEET (NEW ACTIONS ONLY)

Techniques (New Actions)

Techniques (New Actions)

NAME Page #

Activation (Action/Check)

Effects

New ✨

NAME Page #

Activation (Action/Check)

Effects

New ✨

NAME Page #

Activation (Action/Check)

Effects

New ✨

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