

Identity

Character Name _____

Player Name _____

Clan _____ Family _____

School _____ School Rank _____

Roles _____



Honor  Glory  Status 

Social Standing

Ninjō _____

Giri _____

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 

CONFLICT MODE

Rings and Stances

EARTH STANCE:
Others cannot spend 𠄎 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 𠄎 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 𠄎 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

SUMMARY OF A CONFLICT TURN

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

References

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

KATA 𠄎
 KIHŌ 𠄎
 INVOCATIONS 𠄎
 RITUALS 𠄎
 SHŪJI 𠄎
 MAHŌ 𠄎
 NINJUTSU 𠄎

Gear

KOKU	BU	ZENI

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

Techniques (New 𠄎)

Notes

Techniques (New Actions)

Techniques (New Uses of )

NAME Page #

Activation (Action/Check)

Effects

New 

NAME Page #

Activation (Action/Check)

Effects

New 

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Techniques (New Actions)

Techniques (New Actions)

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Activation (Action/Check)

Effects

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Activation (Action/Check)

Effects

New ✨