

Identity

Character Name _____

Player Name _____

Clan _____ Family _____

School _____ School Rank _____

Roles _____



Honor

Glory

Status

Social Standing

Ninjo

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



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

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COMPOSURE
(Earth + Water) x 2

--	--

FOCUS
(Air + Fire)

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VIGILANCE
(Air + Water) / 2

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VOID POINTS

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FATIGUE

STRIFE

MAXIMUM

CURRENT

Derived Attributes

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

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

Techniques (New)

ARMOR

NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES

Clothes

Gear

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

Notes