

CHARACTER SHEET - CONFLICT MODE

Rings and Stances

EARTH STANCE:
Others cannot spend 𐂔 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 𐂔 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 𐂔 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. 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
	/		
	/		
	/		
	/		

TECHNIQUE TYPES AVAILABLE

<input type="checkbox"/> KATA 𐂔	<input type="checkbox"/> KIHŌ 𐂔	<input type="checkbox"/> INVOCATIONS 𐂔	<input type="checkbox"/> RITUALS 𐂔	<input type="checkbox"/> SHŪJI 𐂔
<input type="checkbox"/> MAHŌ 𐂔	<input type="checkbox"/> NINJUTSU 𐂔			

ARMOR

NAME	PROTECTION TYPE (RESISTANCE)	QUALITIES

Clothes

Gear

KOKU	BU	ZENI

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

Notes

Techniques (New)