

			Yronor ()	000000000	
Character Name					
Clan	Family		Glory 🔵	00000000	
School	Rank				
Roles			Status ()	000000000	
	titles	30 %	1 / w	Minjo	
3/3/2	Motable Deeds				
		34-75	- K.	Giri	
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Distinctions	Reroll up to to dice of your choice when a distincton helps you on a check
Adversities	Reroll two dice containing • or • symbols when an adversity hinders you on a check. If you fail, gain 1 Void point.
Passions	After performing a check related to your passion, remove 3 &.
Anxieties	After performing a check related to your anxiety, receive 3 &. Then, gain 1 Void point (limit once per scene).
Anxieties	After performing a check related to your anxiety, receive 3 &. Then, gain 1 Void point (limit once per scene).
Anxieties	After performing a check related to your anxiety, receive 3 &. Then, gain 1 Void point (limit once per scene).

Aesthetics: Visual art - bonsai, drawing, rock gardening, calligraphy Composition: Compose literature letters, poetry and cooches	Refine 《
Composition: Compose literature, letters, poetry and speeches	Restore @
Design: Fashion, repair and select clothing, jewellery	Invent 🦪
Smithing: Craft, appraise or repair weapons and armor	Adapt 🤇
	Attune (
Martial Skills	
Fitness: Perform feats of physical prowess and athletics	
Martial Arts [Melee]: Use close combat weapon	Feint 🥙
Martial Arts [Ranged]: Use ranged weapon	Withstand @
Martial Arts [Unarmed]: Use fists, kicks or improvised weapons in combat	Overwhelm 🦪
Meditation: Process and control emotions	Shift (
Tactics: Command and control in a battle	Sacrifice (
Scholar Skills	
Culture: Rokugani traditions and trends, geography, history	
Government: Know how the Empire operates, laws and bureaucracy	Analyze 《
Medicine: Know the body, healing, herbs & poisons	Recall @
Sentiment: Understand emotions of others, perceive lies	Theorize 🤇
Theology: Understand religion, spirits and the supernatural	Survey (
	Sense (2
Social Skills	
Command: Issue orders, interrogate, inspire, especially effective on those of lower status	
Courtesy: Control conversations and arguments, expressing sincerity, effective on those of higher status	Trick &
Games: Play and understand games; Go, Shogi, hunting	Reason (
Performance: Entertain, impress; singing, tea ceremony, acting, oratory	Incite (
	Charm
trade Skills	
Animal Handling: Care for, understand and direct animals	
Commerce: Appraise, bargain, buy and sell goods for profit	Con 🦑
Labor: Manual tasks such as farming, construction, goods production	Produce
Seafaring: Operate boats, navigate, and subsist at sea	Innovate (
Skulduggery: Steal from and spy on others	Exchange (
22 7	Subsist

EARTH STANCE: AIR STANCE: Others cannot spend 😘 +1 to TN of Attack and to inflict critical strikes or Scheme checks targeting you (+2 at rank 4+). conditions on you. WATER STANCE: Perform a second action FIRE STANCE: on your turn that does If you succeed, not require a check or +1 bonus success share a type with your first action. per & symbol. **VOID STANCE:** STANCES CAN ONLY BE APPLIED You do not receive strife **DURING CONFLICTS** from $\boldsymbol{\omega}$ symbols on checks. **ENDURANCE** (Earth + Fire) x2 **COMPOSURE** (Earth + Water) x2 Fatigue Strife **FOCUS** (Air + Fire) **VIGILANCE** (Air + Water)/2 **VOID** Maximum / Spent

WEAPON	SKILL	DMG	DLS	RANGE	QUALITIES

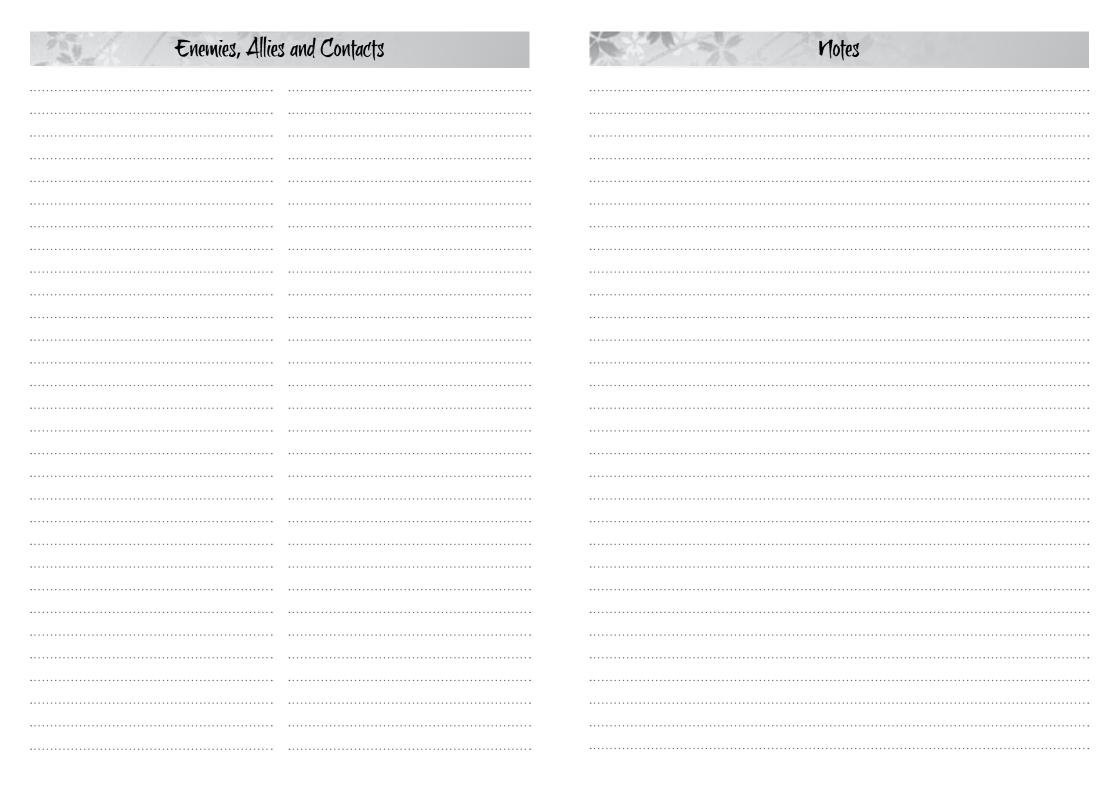
ARMOUR	RESISTANCE / TYPE	QUALITIES

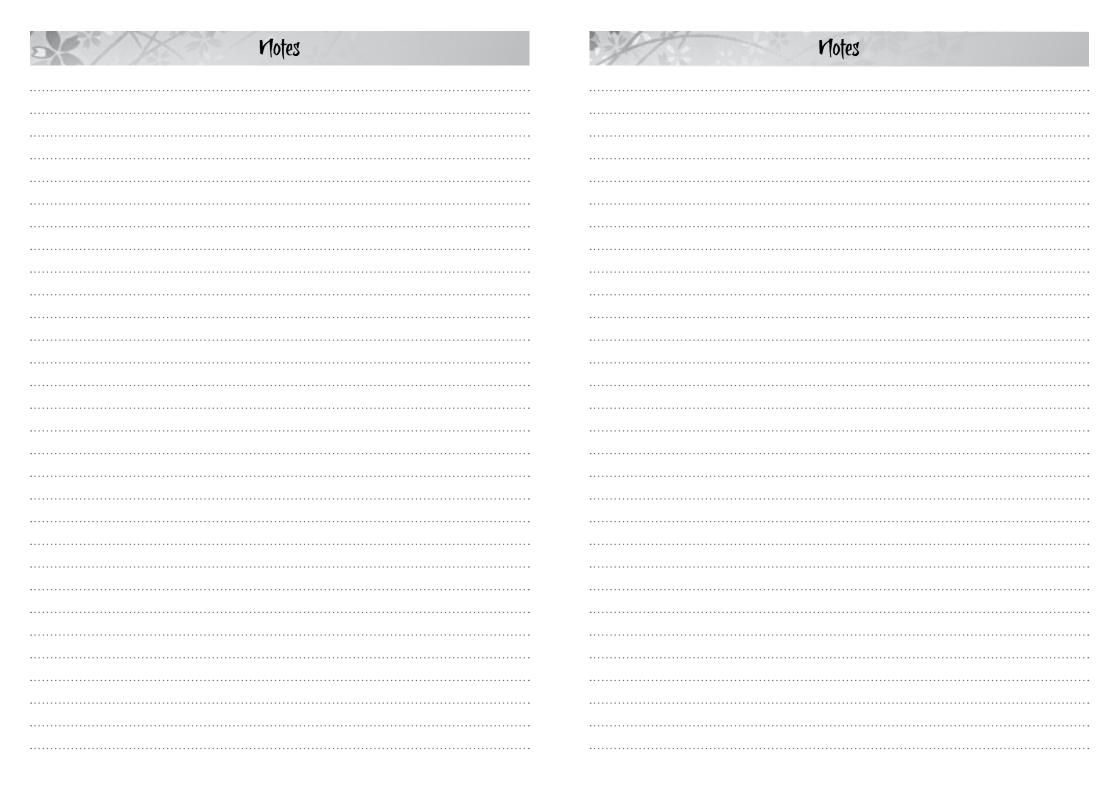
SUMMARY OF A CONFLICT TURN

- 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)

34/	techniques and Abilities	
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Techniques and Abilities	Possessions and Equipment		





School and Title Advancement

School / Title	e:	Rank:	School / Title:	Rank:
	Advance	XP Spent	Advance	XP Spent
Skill Group			Skill Group	
Skill			Skill	
Skill			Skill	
Skill			Skill	
Tech Group			Tech Group	
Tech			Tech	
Tech			Tech	
	XP to complete rank:		XP to comple	ete rank:
School / Title	e:	Rank:	School / Title:	Rank:
	Advance	XP Spent	Advance	XP Spent
Skill Group			Skill Group	
Skill			Skill	
Skill			Skill	
Skill			Skill	
Tech Group			Tech Group	
Tech			Tech	
Tech			Tech	
	XP to complete rank:		XP to comple	ete rank:
School / Title	e:	Rank:	School / Title:	Rank:
	Advance	XP Spent	Advance	XP Spent
Skill Group			Skill Group	
Skill			Skill	
Skill			Skill	
Skill			Skill	
Tech Group			Tech Group	
Tech			Tech	
Tech			Tech	
	XP to complete rank:		XP to comple	ete rank:

Experience

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 •	Evnoriance Costs:	
 	Experience Costs: Improve Ring: 3 x Next Rank	
 •	Improve Skill: 2 x Next Rank	
 	New Technique: 3xp or as listed	

