

Character Name	
Clan	Family
School	Rank
Roles	
	Titles
11/1/201	Notable Deeds



Ninjo	
Giri	











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 డ్లు.
Anxieties	After performing a check related to your anxiety, receive 3 డ్ర. Then, gain 1
	Void point (limit once per scene).

Artisan Skills	
Aesthetics: Visual art - bonsai, drawing, rock gardening, calligraphy	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
Social Skills	
Command: Issue orders, interrogate, inspire	
Courtesy: Control conversations and arguments, expressing sincerity	Trick
Games: Play and understand games; Go, Shogi, hunting	Reason
Performance: Entertain, impress; singing, tea ceremony, acting	Incite (
	Charm (
	Enlighten (
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
Survival: Travel, subsist and endure in wilderness areas	Subsist

EARTH STANCE: AIR STANCE: Others cannot spend 😘 +1 to TN of Attack and to inflict critical strikes or Scheme checks targeting you conditions on you. (+2 at rank 4+). WATER STANCE: FIRE STANCE: Perform a second action on your turn that does If you succeed, +1 bonus success not require a check or share a type with your per & symbol. first action. **VOID STANCE:** STANCES CAN ONLY BE APPLIED You do not receive strife **DURING CONFLICTS** from & symbols on checks.

ENDURANCE (Earth + Fire) x2			COMPOSURE (Earth + Water) x2		
	Fatigue			Strife	
FOCUS (Air + Fire)	VIGILANCE (Air +	- Water)/2	VOID Maximum / Spe	ent	
WEAPON	SKILL DMG	DLS RANGE	QUALITIES		
ARMOUR	RESISTANCE / TYI	PE QUALITIES			

SUMMARY OF A CONFLICT TURN

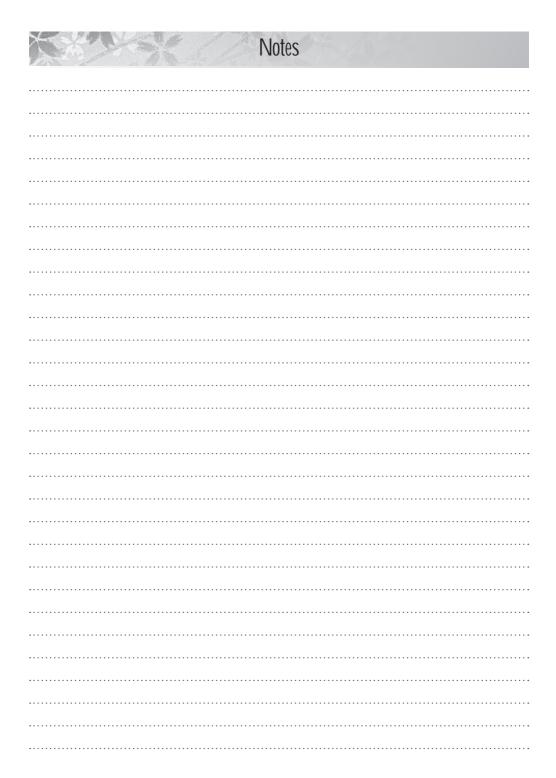
- Choose Stance (Air, Earth, Fire, Water, or Void)
- Perform Action (Intrigue p. 254, Duel p. 258, Skirmish p. 262, Mass Battle p. 274)
- Move before or after action (Skirmish: 1 range band)

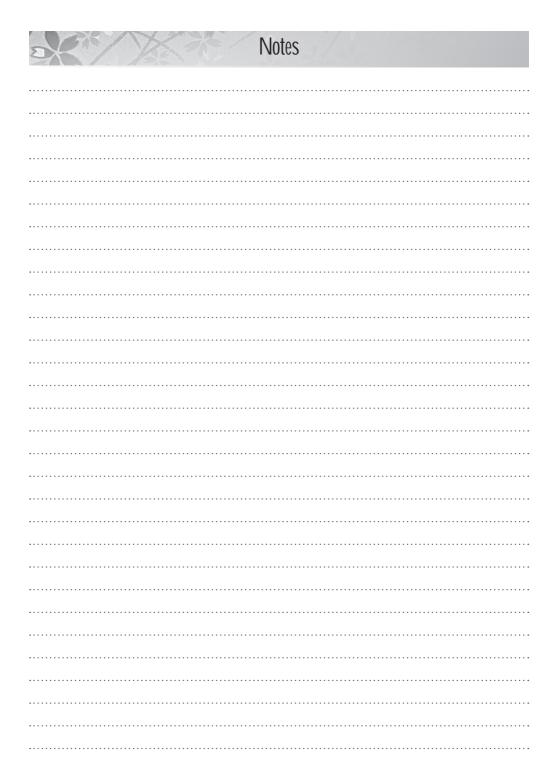
Techniques and Abilities

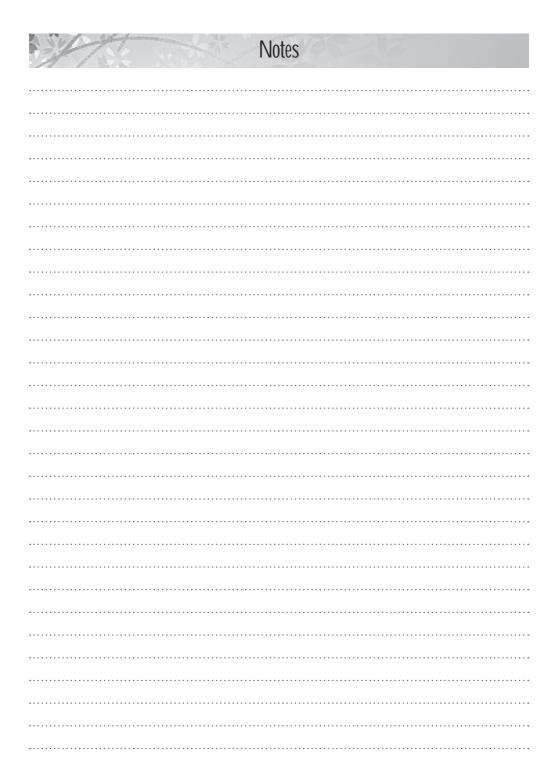
Techniques and Abilities

Possessions a	nd Equipment

Enemies, Allies and Contacts







School and Title Advancement

School / Title	:	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 complete rank:	·
School / Title	:	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 complete rank:	
School / Title	:	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		
	VD to complete rank:	,		VD to complete rank:	

Experience **Experience Costs:**

Improve Ring: 3 x Next Rank Improve Skill: 2 x Next Rank New Technique: 3xp or as listed

