



Name, Title & Description



Skill Dice



Ring Dice

Skill Approach	
Artisan	AESTHETICS
	COMPOSITION
	DESIGN
	SMITHING
Martial	FITNESS
	MEDITATION
	TACTICS
	MELEE
	RANGED
	UNARMED
Social	COMMAND
	COURTESY
	GAMES
	PERFORMANCE
Scholar	CULTURE
	GOVERNMENT
	SENTIMENT
	THEOLOGY
	MEDICINE
Trade	COMMERCE
	LABOUR
	SEAFARING
	SKULDUGGERY
	SURVIVAL



Honour



Glory



Status



Success



Explosive Success



Opportunity



Strife



Righteousness



Courtesy



Courage



Honour



Compassion



Sincerity & Integrity



Duty & Loyalty

Ninjo	Human Desire
Giri	Sworn Duty
Distinctions	Re-Roll 2 Dice
Adversities	Re-roll 2 Successes If you fail gain 1 Void Point
Passions	Recover 3 Strife
Anxieties	Suffer 3 Strife Once per Scene gain 1 Void Point

Personality, Habits & Quirks

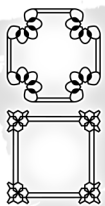


Heritage



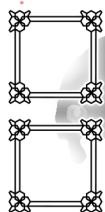
Endurance

Fatigue



Composure

Strife



Vigilance

Perceive threats

Focus

React to threats



Void

Points

Armour

ARMOUR NAME	PROTECTION (RESISTANCE)	QUALITIES

Weapons

WEAPON NAME	RANGE	DAMAGE (DEADLINESS)	GRIPS	QUALITIES

Equipment, Relationships & Notes



ADVANCEMENT	EXP COST	RESTRICTIONS
Skill	2 x New Level	Maximum value 5
Ring	3 x New Level	Max = Void + lowest ring
Technique	3 (unless specified)	Observe School and technique restrictions

ADVANCEMENT

EXP
SPENT

EXP Spent on Rank 1 Teachings

½ EXP Spent outside of School Teachings

Total EXP Spent at Rank 1 (20)

ADVANCEMENT

EXP
SPENT

EXP Spent on Rank 2 Teachings

½ EXP Spent outside of School Teachings

Total EXP Spent at Rank 2 (24)

ADVANCEMENT

EXP
SPENT

EXP Spent on Rank 3 Teachings

½ EXP Spent outside of School Teachings

Total EXP Spent at Rank 3 (32)

ADVANCEMENT

EXP
SPENT

EXP Spent on Rank 4 Teachings

½ EXP Spent outside of School Teachings

Total EXP Spent at Rank 4 (44)

ADVANCEMENT

EXP
SPENT

EXP Spent on Rank 5 Teachings

½ EXP Spent outside of School Teachings

Total EXP Spent at Rank 5 (60)

MASTERY ABILITY

ADVANCEMENT

EXP
SPENT

RANK

ADVANCEMENT

EXP
SPENT


RANK

ADVANCEMENT

EXP
SPENT

Title Mastery Ability

Total EXP Spent on Title

SCHOOL ABILITY


TECHNIQUE	RANK/TYPE
ACTIVATION	
EFFECT	
ADDITIONAL OPPORTUNITIES	

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ACTIVATION	
EFFECT	
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