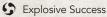
Identity

Skills





Strife









Combat Skills

References

FATIGUE

STRIFE

CURRENT

Disadvantages

Conditions School Abilities

Clothes

Gear

ZENI

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

BU

KOKU

ENDURANCE

(Earth + Fire) x 2

COMPOSURE

FOCUS

(Air + Fire)

VIGILANCE (Air + Water) / 2

VOID POINTS

PROTECTION TYPE (RESISTANCE)

MAXIMUM

(Earth + Water) x 2

AIR STANCE: **EARTH 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, +1 bonus success not require a check or per & symbol. share a type with your first action.

VOID STANCE: You do not receive strife from & symbols on checks.

STANCES CAN ONLY BE APPLIED **DURING CONFLICTS**

RANKS

SKILL NAME

WEAPONS

SUMMARY OF A CONFLICT TURN

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

Armament

Techniques (New Actions)

Techniques (New %)

NAME	DAMAGE / DEADLINESS	RANGE	QUALITIES	

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○ KATA ¾	O KIHŌ 🏖	OINVO

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	ADV	/ANCE	TYPE	INVESTED
			Skl. Grp.	
RANK 1			Skill	
			Skill	
			Skill	
			Tech. Grp.	
			Technique	
	4		Technique	
	XP Spent Out	of Curriculum		
00	OMPLETED	XP Spent	at Rank 1 / Total =	/20
			Skl. Grp.	
			Skill	
			Skill	
RANK 2			Skill	
RAN			Tech. Grp.	
		- PT	Technique	
			Technique	
	XP Spent Out	of Curriculum		
0	OMPLETED	XP Spent	at Rank 2 / Total =	/24
			Skl. Grp.	
			Skill	
			Skill	
K 3			Skill	
RANK 3			Tech. Grp.	
			Technique	
			Technique	
	XP Spent Out	of Curriculum		
0	OMPLETED	XP Spent	at Rank 3 / Total =	/32
			Skl. Grp.	
			Skill	
			SKIII	
			Skill	
K 4				
			Skill	
			Skill Skill	
			Skill Skill Tech. Grp.	
	XP Spent Out	of Curriculum	Skill Skill Tech. Grp. Technique	
RANK	XP Spent Out OMPLETED		Skill Skill Tech. Grp. Technique	. /44
RANK			Skill Skill Tech. Grp. Technique Technique	/44
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RANK		XP Spent	Skill Skill Tech. Grp. Technique Technique at Rank 4 / Total = Skl. Grp. Skill Skill Skill Tech. Grp. Technique	/44
RANK 5 O RANK	OMPLETED	XP Spent	Skill Skill Tech. Grp. Technique Technique at Rank 4 / Total = Skl. Grp. Skill Skill Skill Tech. Grp. Technique	
RANK 5 O RANK	OMPLETED XP Spent Out	XP Spent of Curriculum XP Spent	Skill Skill Tech. Grp. Technique Technique at Rank 4 / Total = Skl. Grp. Skill Skill Skill Tech. Grp. Technique Technique	

School Ranks

Legendoff	ne five	Rings
00		
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PURCHASE	COST	SCHOOL RANK
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		XP
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C COMPLETED XP Spen: Title Mastery Ability:	t in Title / Total	UNLOCKED C

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Techniques (New Uses of %)



Techniques (New Actions)

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