

PAGODA Character Record				CHI: 3	
Player Name:					
Char. Name:		Tsuki No Usagi			
Zodiac Sign:		Rabbit			
Affectionate, obliging, pleasant, sentimental, and tranquil. Rabbits tend to get a bit too superficial, and avoid emotional conflict.					
Elements					
Earth	Sense	1			
Water	Mastery	3			
Fire	Harmony	2			
Wood	Harmony	2			
Metal	Sense	1			
Affected					
Power	Adept	1			
Grace	Prodigious	3			
Cunning	Strong	2			
Awareness	Strong	2			
Presence	Adept	1			
Paths					
of the Sword	Legendary	3			
of Meditation	Follower	1			
of Balance	Follower	1			
of the Runner	Accomplished	2			
of Empathy	Accomplished	2			
Flaw:	Aloof				
Usagi does not emotionally engage with others well.					
WOUNDS					
Power	X	X	X	Scratches	(-1 dice)
+ Metal	X	X	X	Wounds	(-2 dice)
+ Presence	X	X	X	Defeated	
Notable Relationships					
none.					
Contacts / Debts / Favors					
Lady Ichi at Ikaruga Castle carries a torch for Usagi, he's been stringing her along for three years. Also, Banaka, a poor fruit peddler he once saved from bandits feels indebted to him.					
Notes					
His name means literally "rabbit on the moon", the Japanese equivalent of the man in the moon. Usagi is as distant and changeable as his namesake, flitting from cause to cause without ever taking full responsibility for anything that would tie him down. His swordsmanship is nonpareil, but he is as likely to get bored and leave a battle as he is to finish it. Many seek to win his blade to their side, but in the end he is an uncertain ally at best.					
Earth	Mastery of Earth produces Harmony with Metal and Sense of Wood Harmony, Balance, Mellowness, Contentment, Peace, Laziness, Easy living. Blocked Earth results in poor digestion, lack of balance, discomfort, and unease.				
Water	Mastery of Water produces Harmony with Wood and Sense of Earth Stillness, Reserve, Untapped energy, Winter, Full Yin, Calm, Cool, Even mind. Blocked water produces stress and passion.				
Fire	Mastery of Fire produces Harmony with Earth and Sense of Water Blossoming, Energy, Summer, Heat, Flourishing life, Full Yang, Compassion, Joy, Openness, Generosity Blocking fire results in hysteria, nervousness, heart problems, hypertension.				
Wood	Mastery of Wood produces Harmony with Fire and Sense of Metal Coiled spring, Waiting, Spring, New Yang, Youth, Vigor, Growth, Sexuality, Expression, Change Blocking wood results in frustration, jealousy, anger.				
Metal	Mastery of Metal produces Harmony with Water and Sense of Fire. Egg, Storage, Autumn, New Yin, Cleansing, Preparation, meditative insight. Blocking metal results in dwelling on the past, melancholy, grief, breathing problems, low immunity.				
Inner Strength	A player may spend 1 Chi before rolling to add +1 match to the result.				
Amazing Feat	A player may roll Path + Chi to perform an Amazing Feat.				
Kata	A player may spend their first combat action to begin a Kata. If they are not interrupted, their following roll gains dice equal to the number of matches.				
Virtue from Fault	When making a roll involving their Flaw, a player may first roll Chi. If they succeed, add dice equal to the number of matches to the actual roll.				
Using Inner Strength with Kata or Virtue is allowed, but stacking Kata and Virtue isn't.					

PAGODA Character Record				CHI: 3	
Player Name:					
Char. Name:		Jouryoku (Evergreen)			
Zodiac Sign:		Dog			
Honest, quiet, intelligent, and stubborn, but fiercely loyal and faithful. Dedicated, cynical, and prone to anxiety.					
WOUNDS					
Power	X	X	X	Scratches	(-1 dice)
+ Metal	X			Wounds	(-2 dice)
+ Presence	X	X	X	Defeated	
Νοταβλε Ροσσερσιονς					
none.					
Elementς					
Earth	Sense	1			
Water	Harmony	2			
Fire	Sense	1			
Wood	Harmony	2			
Metal	Mastery	3			
Αρετες					
Power	Adept	1			
Grace	Strong	2			
Cunning	Strong	2			
Awareness	Prodigious	3			
Presence	Adept	1			
Ραθης					
of Meditation	Legendary	3			
of Spirit	Accomplished	2			
of Fist	Accomplished	2			
of Patience	Follower	1			
of Observation	Follower	1			
Flaw:	Humorless				
Evergreen's long life has drained him of the capacity for amusement.					
Contacts / Debtς / Favorς					
Old Widow Banshi claims to have been a lover of Evergreen in her early 20s. Evergreen learned the Art of Ageless Meditation at the feet of an ancient monk who calls himself Mountains Crumble Before the Wind, who was impressed by his patience.					
Notes					
Evergreen appears to be a monk in his early 40s, but is certainly much older, as the oldest villagers remember hearing tales of him from their grandparents. Nobody is certain of his true age, or how he maintains his youth, but it is rumored he studies with demons in the mountains.					
Earth	Mastery of Earth produces Harmony with Metal and Sense of Wood Harmony, Balance, Mellownes, Contentment, Peace, Lazines, Easy living. Blocked Earth results in poor digestion, lack of balance, discomfort, and unease.				
Water	Mastery of Water produces Harmony with Wood and Sense of Earth Stillnes, Reserve, Untapped energy, Winter, Full Yin, Calm, Cool, Even mind. Blocked water produces stress and passion.				
Fire	Mastery of Fire produces Harmony with Earth and Sense of Water Blossoming, Energy, Summer, Heat, Flourishing life, Full Yang, Compassion, Joy, Opennes, Generosity Blocking fire results in hysteria, nervousnes, heart problems, hypertension.				
Wood	Mastery of Wood produces Harmony with Fire and Sense of Metal Coiled spring, Waiting, Spring, New Yang, Youth, Vigor, Growth, Sexuality, Expression, Change Blocking wood results in frustration, jealousy, anger.				
Metal	Mastery of Metal produces Harmony with Water and Sense of Fire. Egg, Storage, Autumn, New Yin, Cleansing, Preparation, meditative insight. Blocking metal results in dwelling on the past, melancholy, grief, breathing problems, low immunity.				
Inner Strength	A player may spend 1 Chi before rolling to add +1 match to the result.				
Amazing Featς	A player may roll Path + Chi to perform an Amazing Feat.				
Κατα	A player may spend their first combat action to begin a Kata. If they are not interrupted, their following roll gains dice equal to the number of matches.				
Virtue from Fault	When making a roll involving their Flaw, a player may first roll Chi. If they succeed, add dice equal to the number of matches to the actual roll.				
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PAGODA Character Record				CHI: 3	
Player Name:					
Char. Name:		Go-Rudo			
Zodiac Sign:		Snake			
Clever, intense, determined, romantic, wise, and charming, but vain. Often beautiful, and usually guided by intuition.					
Elements					
Earth	Sense	1			
Water	Mastery	3			
Fire	Sense	1			
Wood	Harmony	2			
Metal	Harmony	2			
Aspects					
Power	Adept	1			
Grace	Prodigious	3			
Cunning	Strong	2			
Awareness	Strong	2			
Presence	Adept	1			
Paths					
of the Invisible	Accomplished	2			
of Spirit	Legendary	3			
of Fist	Accomplished	2			
of the Sage	Follower	1			
of the Sword	Follower	1			
Flaw:	Guileless				
Too honest, trusting, and straightforward. Cunning, but rarely deceptive.					
Earth		Mastery of Earth produces Harmony with Metal and Sense of Wood			
		Harmony, Balance, Mellowness, Contentment, Peace, Laziness, Easy living.			
		Blocked Earth results in poor digestion, lack of balance, discomfort, and unease.			
Water		Mastery of Water produces Harmony with Wood and Sense of Earth			
		Stillness, Reserve, Untapped energy, Winter, Full Yin, Calm, Cool, Even mind.			
		Blocked water produces stress and passion.			
Fire		Mastery of Fire produces Harmony with Earth and Sense of Water			
		Blossoming, Energy, Summer, Heat, Flourishing life, Full Yang, Compassion, Joy, Openness, Generosity			
		Blocking fire results in hysteria, nervousness, heart problems, hypertension.			
Wood		Mastery of Wood produces Harmony with Fire and Sense of Metal			
		Coiled spring, Waiting, Spring, New Yang, Youth, Vigor, Growth, Sexuality, Expression, Change			
		Blocking wood results in frustration, jealousy, anger.			
Metal		Mastery of Metal produces Harmony with Water and Sense of Fire.			
		Egg, Storage, Autumn, New Yin, Cleansing, Preparation, meditative insight.			
		Blocking metal results in dwelling on the past, melancholy, grief, breathing problems, low immunity.			
Inner Strength	A player may spend 1 Chi before rolling to add +1 match to the result.				
Amazing Feat	A player may roll Path + Chi to perform an Amazing Feat.				
Κατα	A player may spend their first combat action to begin a Kata.				
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WOUNDS					
Power	X	X	X		Scratches (-1 dice)
+ Metal	X	X			Wounds (-2 dice)
+ Presence	X	X	X		Defeated

Notaβle Ροsσεsιoνs
 Go-Rudo's clothes are made from iridescent scales that shimmer with rainbow colors and make his eerily fluid movements harder to follow.

Coντακτs / Δεβτs / Favοrς
 Go-Rudo owes Lord Ikaruga for pardoning him from execution for a crime he did not commit. He also has paramours all over town, all of whom he keeps dangling on a string. His lovers call him "Gold-fish" after his suit of shimmering scales.

Notes
 His name means "gold serpent", and is a pun: "gorudo" is the Japanese pronunciation of "gold", and also means "snakelike" or "serpentine". He learned the art of stealth keeping his various liasons, but his rakish demeanor draw attention away from his formidable powers of sorcery inherited from his naga grandmother.

PAGODA Character Record				CHI: 3																						
Player Name:																										
Char. Name:		Burakku																								
Zodiac Sign:		Ox																								
Powerful, unyielding, stubborn, natural leader, prone to success if given a chance. Oxen lean toward easygoing conservatism.		WOUNDS <table border="1"> <tr> <td>Power</td> <td>X</td> <td></td> <td></td> <td></td> <td>Scratches</td> <td>(-1 dice)</td> </tr> <tr> <td>+ Metal</td> <td>X</td> <td></td> <td></td> <td></td> <td>Wounds</td> <td>(-2 dice)</td> </tr> <tr> <td>+ Presence</td> <td>X</td> <td>X</td> <td></td> <td></td> <td></td> <td>Defeated</td> </tr> </table>				Power	X				Scratches	(-1 dice)	+ Metal	X				Wounds	(-2 dice)	+ Presence	X	X				Defeated
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Flaw: Blind Loyalty Burakku is unswervingly loyal to his master, and will stop at nothing to carry out his orders.																										
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Player Name:					
Char. Name:		Ah Shu			
Zodiac Sign:		Tiger			
Prone to fighting, sensitive, aggressive, unpredictable, charming, emotional, and courageous. Tigers often risk themselves for others.					
Elements					
Earth	Harmony			2	
Water	Sense			1	
Fire	Mastery			3	
Wood	Harmony			2	
Metal	Sense			1	
Aspects					
Power	Adept			1	
Grace	Prodigious			3	
Cunning	Adept			1	
Awareness	Strong			2	
Presence	Strong			2	
Paths					
of the Healer	Legendary			3	
of the Merciful	Accomplished			2	
of the Sage	Accomplished			2	
of the Arbitrator	Follower			1	
of the Fist	Follower			1	
Flaw:	Compassion				
Ah Shu can't help herself, when it comes to the sick or wounded, she is compelled to help.					
WOUNDS					
Power	X	X	X		Scratches (-1 dice)
+ Metal	X	X	X		Wounds (-2 dice)
+ Presence	X	X			Defeated
Notable Possessions					
Medical Supplies.					
Contacts / Debt / Favors					
Ah Shu still keeps in touch with her father's best friend, Gohda, who continues to practice at the Imperial Hospital. She calls him Uncle and he is very fond of her. He offered to get her into the Hospital but she refuses to return there. Many of her former patients and their families look kindly on her.					
Notes					
Ah Shu is an itinerant healer and herbalist, she travels the country helping the sick and poor wherever she can, following in the footsteps of her late father, who was cast out of the Imperial Hospital after a noble died under his care. She has a fiery temper, especially when anyone stands between her and someone she wishes to help.					
Earth	Mastery of Earth produces Harmony with Metal and Sense of Wood Harmony, Balance, Mellowness, Contentment, Peace, Laziness, Easy living. Blocked Earth results in poor digestion, lack of balance, discomfort, and unease.				
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Metal	Mastery of Metal produces Harmony with Water and Sense of Fire. Egg, Storage, Autumn, New Yin, Cleansing, Preparation, meditative insight. Blocking metal results in dwelling on the past, melancholy, grief, breathing problems, low immunity.				
Inner Strength	A player may spend 1 Chi before rolling to add +1 match to the result.				
Amazing Feat	A player may roll Path + Chi to perform an Amazing Feat.				
Κατα	A player may spend their first combat action to begin a Kata. If they are not interrupted, their following roll gains dice equal to the number of matches.				
Virtue from Fault	When making a roll involving their Flaw, a player may first roll Chi. If they succeed, add dice equal to the number of matches to the actual roll.				
Using Inner Strength with Kata or Virtue is allowed, but stacking Kata and Virtue isn't.					

PAGODA Character Record				CHI:	
Player Name:				WOUNDS	
Char. Name:				Power	Scratches (-1 dice)
Zodiac Sign:				+ Metal	Wounds (-2 dice)
				+ Presence	Defeated
				Νοταβλε Ροσσερσιονς	
Elements					
Earth					
Water					
Fire					
Wood					
Metal					
Aspects					
Power					
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Paths					
Flaw:					
Earth	Mastery of Earth produces Harmony with Metal and Sense of Wood Harmony, Balance, Mellowness, Contentment, Peace, Laziness, Easy living. Blocked Earth results in poor digestion, lack of balance, discomfort, and unease.				
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Inner Strength	A player may spend 1 Chi before rolling to add +1 match to the result.				
Amazing Feats	A player may roll Path + Chi to perform an Amazing Feat.				
Κατα	A player may spend their first combat action to begin a Κατα. If they are not interrupted, their following roll gains dice equal to the number of matches.				
Virtue from Fault	When making a roll involving their Flaw, a player may first roll Chi. If they succeed, add dice equal to the number of matches to the actual roll.				

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