

Name, Title & Description



	Skill	Approach	
Artisan	AESTHETICS	Refine	
	COMPOSITION	Restore	
	DESIGN	Invent	
	SMITHING	Adapt	
		Attune	
Martial	FITNESS		
	MEDITATION	Feint	
	TACTICS	Withstand	
	MARTIAL ARTS	MELEE	Overwhelm
		RANGED	Shift
	UNARMED	Sacrifice	
Social	COMMAND	Trick	
	COURTESY	Reason	
	GAMES	Incite	
	PERFORMANCE	Charm	
	Enlighten		
Scholar	CULTURE	Analyse	
	GOVERNMENT	Recall	
	SENTIMENT	Theorise	
	THEOLOGY	Survey	
	MEDICINE	Sense	
Trade	COMMERCE	Con	
	LABOUR	Produce	
	SEAFARING	Innovate	
	SKULDUGGERY	Exchange	
	SURVIVAL	Subsist	

Honour

Glory

Status

Success

Explosive Success

Opportunity

Strife

Righteousness

Courtesy

Courage

Honour

Compassion

Sincerity & Integrity

Duty & Loyalty

Ninjō	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



SCHOOL ABILITY



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TECHNIQUE TYPE (RANK)

ACTIVATION

EFFECT

ADDITIONAL OPPORTUNITIES

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