

Mame, Title & Description

		Skill	Approach
4rtisan		Aesthetics MPOSITION Design SMITHING	Refine Sestore Invent Adapt Attune
Martial	MARTIAL ARTS	FITNESS MEDITATION TACTICS MELEE RANGED UNARMED	Feint Withstand Withstand Overwhelm Shift Sacrifice
Social	Per	COMMAND COURTESY GAMES RFORMANCE	Trick Season (in Incite Season Charm Enlighten (in Incite Season)
Scholar		CULTURE OVERNMENT SENTIMENT THEOLOGY MEDICINE	Analyse Sense
Trade		Commerce Labour Seafaring JLDUGGERY SURVIVAL	Con Some Produce (a) Innovate (b) Exchange Subsist (c)

































Skill Ring Dice Dice	
Minjō	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

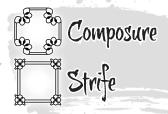
Anxieties Suffer 3 Strife
Once per Scene gain 1 Void Point



Heritage			











Armour		
ARMOUR NAME	PROTECTION (RESISTANCE)	QUALITIES

Weapons					
WEAPON NAME	RANGE	DAMAGE (DEADLINESS)	GRIPS	Qualities	

Equipment, Relationships & Motes	
333	
	053









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

Rank 1	
ADVANCEMENT	Exp Spent
EXP Spent on Rank 1 Teachings	
½ EXP Spent outside of School Teachings	
Total EXP Spent at Rank 1 (20)	

Rank 2	
ADVANCEMENT	Exp Spent
EXP Spent on Rank 2 Teachings	
1/2 EXP Spent outside of School Teachings	
Total EXP Spent at Rank 2 (24)	

Rank 3	
ADVANCEMENT	Exp Spent
EXP Spent on Rank 3 Teachings	
½ EXP Spent outside of School Teachings	
Total EXP Spent at Rank 3 (32)	

Rank 4	
ADVANCEMENT	Exp Spent
EXP Spent on Rank 4 Teachings	
½ EXP Spent outside of School Teachings	
Total EXP Spent at Rank 4 (44)	

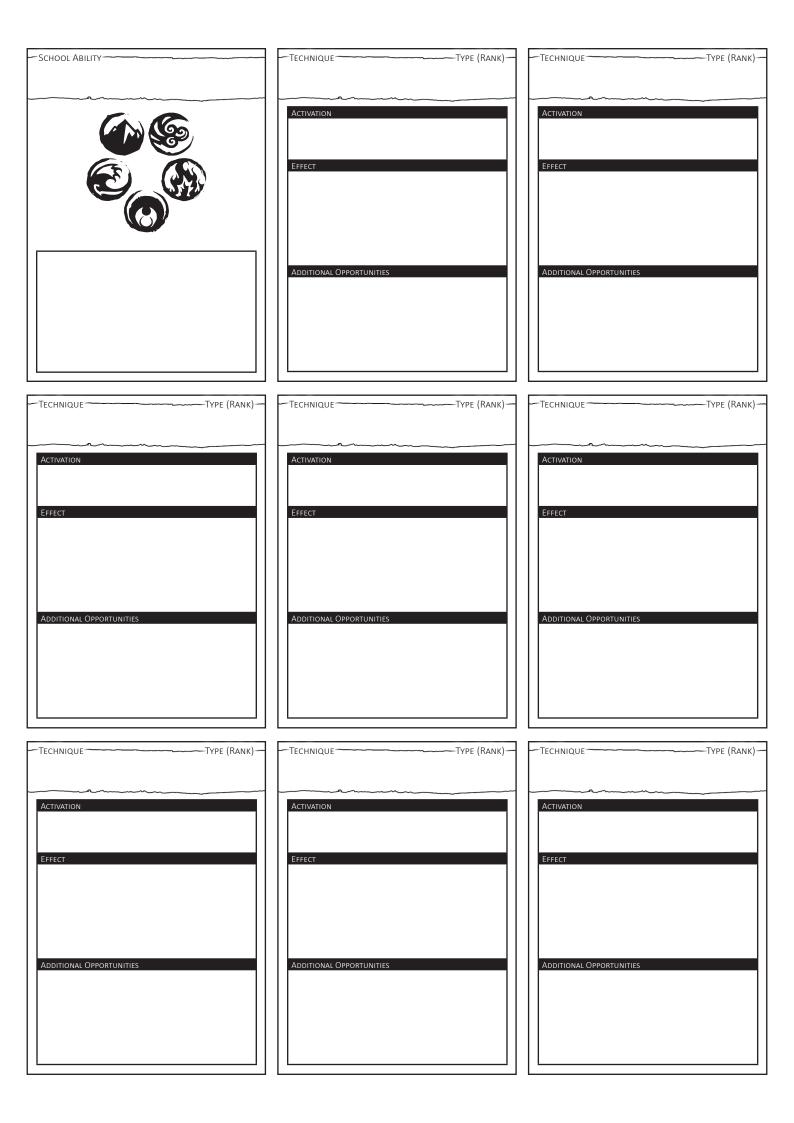
Rank 5	
ADVANCEMENT	Exp Spent
EXP Spent on Rank 5 Teachings	
1/2 EXP Spent outside of School Teachings	
Total EXP Spent at Rank 5 (60)	

Rank 6	
MASTERY ABILITY	

Extracurricular Advances			
ADVANCEMENT	Exp Spent	Rank	

Extracurricular Advances			
ADVANCEMENT	Exp Spent	Rank	

Title Advances	
ADVANCEMENT	Exp Spent
Title Mastery Ability	
Total EXP Spent on Title	



TECHNIQUE TYPE (RANK)	TECHNIQUE	TYPE (RANK)	-Technique	Type (Rank)
				~
Activation	Activation		Activation	
EFFECT	EFFECT		EFFECT	
Additional Opportunities	Additional Opportunities		Additional Opportunities	
TECHNIQUE TYPE (RANK)	TECHNIQUE	TYPF (RANK)	TECHNIQUE	TYPE (RANK)
		(,		(,
Activation	ACTIVATION		Activation	
		1		
EFFECT	EFFECT		EFFECT	
Additional Opportunities	ADDITIONAL OPPORTUNITIES		Additional Opportunities	
TECHNIQUE TYPE (RANK)	-Technique	TYPE (RANK)	TECHNIQUE	TYPE (RANK)
				~
Activation	ACTIVATION		Activation	
EFFECT	EFFECT		EFFECT	
Additional Opportunities	ADDITIONAL OPPORTUNITIES		Additional Opportunities	