

Player: _____

Name: _____

Clan: _____ **School and Rank:** _____

Rank (Insight): _____ **Insight:** _____

(Rings x 10) + Skills + Insight Bonuses



Skillroll: Trait+Skill K Trait
with Emphasis add Skilllevel.
Unskilled: no exploding dice or
raises, and no techniques.
Cooperative: use avg Skill and Trait
and roll once for the whole group.
Cumulative: Leader declares TN,
all participants roll against TN-5.
Every success gains one free raise.

VOID POINTS USAGE

+1 K +1 or Free Raise or gain one rank in a skill for one roll

Encouragement (2): comrade gains 1

Final Strike: TN+30 for next single action. (3) if down/out, (5) if dead.

Gain an action (2), not an attack.

Persistence (1): ignore Penalty on TN for next action.

Speed (2): Ini+1 K +1

Switch Initiative, with any willing comrade, who also spends 1VP

TN Increase: TN tch +10

Wound Reduction: reduce by 10.

VOID POINT RECOVERY

- full nights sleep, all VP
- more than two dice explode, 1 VP
- Meditation or Tea Ceremony (see details p 98/ 99)

COMBAT

Roll Initiative (see front)
Declare Posture and Action
Attack: AG+Skill K AG
Damage: ST/Weapon DR

Postures in combat

Attack, no change.
Full Attack, gain 2 free raises on each melee attack, only to be used for extra damage or lower Tntbh. Any enemy attacking before your turn next round gains 3 free raises.
Full Defense: roll AG+Defense and add result to Tntbh. Bonus only against up to #Insight Enemies,

Raises during combat

Disarm (3), contested roll. Target can choose ST or AG/Skill.

Called Shot:

- torso (1), arm/leg (2), head (3)

Extra Attack (4), make 2 attack rolls. If one fails, both fail.

Feint (1), if attack roll hits, don't deal damage, but free raise next attack

Guard (1+), successful attack roll earns guarded +5 to Tnthb/raise.

Increased Damage (1+), gain +1K0 with first raise, then +1K+1, etc

Knockdown (3), if attack hits and is over EARTH+Insight vs. KO.

HEALING

One nights sleep recovers
STA+Insight wounds,
whole day rest double wpunds.
Medicine/IN Roll heals 1K1
wounds. raises add +1 K0 each.

MAGIC

Ring+School Rank K Ring
against TN 10+Mastery Level x5.
Time needed is Mastery Level in
rounds.
If spellcaster gets hit, roll as above
against TN equal to damage dealt
or spell is lost.

Raises in Magic

Raises in Magic
Reduce Casting Time by X rounds.
Increase Duration by X increments.
Increase Fortitude, each Raise requires a Raise to Counterspell.
Master a spell (3) and don't lose a spell slot.

Ritual

10min per Mastery Level needed
Lead Caster gains +1K+1 per
extra participant, max raises
increased by number of helpers.
Max Lead Casters School Rank+1
helpers are allowed.

The diagram illustrates the Five Elements (Wuxing) and their associated attributes:

- Earth (土):** Stamina, Willpower
- Fire (火):** Agility, Intelligence
- Void (空):** Void Points sent
- Air (風):** Reflexes, Awareness
- Water (水):** Strength, Perception

[illegible]

Mastery Abilities

[illegible]

Wounds (EARTH x2 per level, x5 for 'K.O.')	Total	Current
Healthy (+0)		
Nicked(+3)		
Grazed (+5)		
Hurt(+10)		
Injured (+15)		
Crippled (+20)		
Down (+40)		
(must spent Void to act)		
OUT		

Experience Points

total	noch frei
-------	-----------

Techniques, Spells, Kiho, Tattoo, Kata

Tenets of Bushido

MEYO (Honor)

The true Samurai has but one judge
of their honor: themselves.
How a Samurai chooses to act defines
who and what the Samurai is.

YU (Courage)

A Samurai's Heart will never be swallowed in fear. Respect and caution will guide them in selfless, unwavering service.

CHUGO (Loyalty)

A Samurai's life belongs not to himself, but to his duty. The true Samurai accepts responsibility and serves devotedly.

GI (Honesty)

A Samurai is honest in all dealings with all people. A Samurai believes in justice, not from others, but from themselves. There are no shades of grey in the question of honesty and justice. There is only right and wrong.

MAKOTO (Sincerity)

A Samurai's word is always good. To the true Samurai, to commit oneself in word and to commit oneself in deed are the same action.

REI (Courtesy)

A Samurai has no need for cruelty.
A Samurai is courteous to all, even to their
enemies. A Samurai's strength is not tested
in battle alone, but is measured in all of
their dealings with others.

JIN (Compassion)

A Samurai's training makes them quick, strong, powerful.
A Samurai follows the Way of the Warrior.
A Samurai is not as other people.
Yet a Samurai never forgets that all life is intertwined, and that their life is carried on the backs of the common folk.
A true Samurai looks upon all with compassion, and strives always to do good.

The three Sins

Fear is a sin that drives men to do shameful things.

Desire is a sin because it inspires samurai to disobey their one duty in life - to serve their lord. A Samurai who desires love will defy honor and daimyo to satisfy himself.

Regret is a sin because it both leads to the other two sins, and it signifies a weak mind. Regret can cause a man to question his lord, to fear for what he had done or to desire another path.

It also leads to doubt, a feeling that has no place in the heart of a samurai.

The Celestial Order

KAMI

Amaterasu, Lady Sun
Onnotanqu, Lord Moon

THE SEVEN FORTUNES

Benten, Romantic Love
Bishamon, Strength
Daikoku, Wealth
Ebisu, Honest Work
Fukurokuju, Wisdom
Hotei, Contentment
Jurojin, Longevity

HUMANS

Emperor, Son of Amaterasu
Samurai
Daimyos of the seven Clans, the
Families and the Minor Clans
Rikugunshokan (General)
Shireikan (Commander), Taisa (Cpt),
Chui (Lt), Gunso (Sgt), Nikutai (Corp),
Hohei (Private)
Ronin
Heimin (half-people)
Farmer, Craftsmen, Artisans, Merchants
Hinin (non-people)
Geisha, Eta (Morticians, Torturers)

Arrows

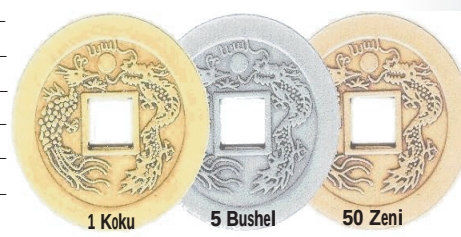
Ya 2k2 _____

Armor Piercer 1k2 (ign. Armor) _____

Watakusi 2k3 (Armor TN Bonus x2) _____

Karimata 1k1 (2 free Raises. ag. Obj.) _____

Howling Arrow 0k1 _____



Enemies and Allies

Histroy and Deeds

Equipment and Heritage

Time and Months

Common Name	Formal Name	Hour	Season
Hare	Sun	6-8 am	Spring
Dragon	Moon	8-10 am	
Serpent	Hantei	10am-noon	
Horse	Akodo	noon-2pm	Summer
Goat	Doji	2-4pm	
Monkey	Shiba	4-6 pm	
Rooster	Bayushi	6-8 pm	Fall
Dog	Shinjo	8-10 pm	
Boar	Hida	10-12 pm	Winter
Rat	Togashi	Mid-2 am	
Ox	Fu Leng	2-4 am	
Tiger	Ryoshun	4-6 am	

Iaijutsu Duel

Awareness/laijutsu Roll TN5 for one Info, +5 for each additional Info (AG, AW, V, RE, curr. Wound Pen, laijutsu, Insight, rem. V).
Option to declare the opponent be victor (no honor loss).

Each combatant chooses opps AG, V, RE. And both focus with Ring/Trait the other chose ('Choice'). TNtbh for both is 5 +armor.

The higher AW/ai roll from above has first option to Focus (max Choice times or spend VP to focus once more each VP), Strike or give to opp, which means you gain +1 Honor:

- Focus means: Choice/ai roll vs current Tntb of opp. Success leads to Tntb+5 for both, failure means immediate strike.
- Strike means: Opp. attacks RE/ai w. as many free Raises he does successfully. If both survive they may spend VP to make DR 1k1 each VP immediately. After that normal skirmish w InI.

Advantages and Disadvantages

Arrows