Air	Name Rank/Title			
Reflexes	Clan School	Family	School Rank	
Awareness	AgeSex _	Insight Insight (RINGS	Insight Rank 5 X 10) + SKILL RANKS + BONUSES	- File Kyrss
Earth O	Status	Glory	+lonor	Taint
Stamina		□ INFAMY		
Willpower				
Fire O	SKILL	Skills, Emphases & RANKS Type/Sub	& Mastery Abilities	PHASES
Agility	SKILL	NAINS TIPESUB	TIPE EVI	rhases .
Intelligence				
Intelligence				
Water Oct 1				
Strength				
Perception				
Void Points Spent				
MOVEMENT				
Feet Per Round				
(WATER X 10) + MODIFIERS HALF MOVEMENT IN FULL DEFENSE OR WHILE SNEAKING				
Сомват				
Initiative				
/INSIGHT RANK + MODIFIERS Primary Attack DR				
TRAIT/SKILL + MODIFIERS Special				
·				
OPPONENTS GAIN 3 FREE RAISES TO ATTACK				
TN to Be Hit (REFLEXES X 5) + MODIFIERS				
Full Defense AGILITY/DEFENSE, ADD TO TN TO BE HIT				
WOUNDS TOTAL CURRENT				
Healthy (+0)				
Nicked (+3)				
Grazed (+5)				hool do not count against maximum)
Hurt (+10)	INSIGHT BONUSES:	Master	Y ABILITIES WEAPON SKILL RANK 5: V	Ala d 170 180 d 180 d
-1 WATER FOR MOVEMENT	RANK 5: Gain a Free R	aise when using this Skill	rolls with weapon reduced	
Injured (+15)	RANK 10: Gain a Free To	Raise per 2 Raises declared	WEAPON SKILL RANK 10:	9's explode on damage dice
Crippled (+20) 3 Water for Movement				
Down (+40) SPEND VOID TO ACT, -5 WATER				
Out CANNOT ACT				
EARTH X FOR "OUT"				
EXPERIENCE POINTS				
Current Spent			-	

Special Abilities Techniques, Kata, Spells, Kiho, Tattoos, & Other Powers				Advantages	
				Disadvantages	POINTS
				Ancestor	
Equip	oment, Possessions	, & Wealth	Name		Profession Rank Drive Rank
			Benefit _	Heritage & Histo	ıry
KOKU (5 Bu; 50 Zeni)	(1/5 Koku; 10 Zeni)	ZENI (1/50 Koku; 1/10 Bu)			
WEAPONS	DR	SPECIAL RULES		WEAPON TYPE CHAIN WEAPONS: 2 Free Raises then Contested Strength Roll to gra HEAVY WEAPONS & AXES: +50 KNIVES: 1/round draw knife as free a POLEARMS & SPEARS: Free Rai human targets, -1 damage die vs. all o STAVES: Armor bonus x 2 (+5 max) SWORDS: May spend one Void Po WAR FANS: With Emphasis, +2 (to Disarm/Knockdown, pple 9% to Strength for damage action; throw 30 feet se vs. mounted or larger than other targets , Free Raise to Knockdown int to add +1k1 to damage +4 if Skill 6 or higher)
Bows	STRENGTH RANGE	SPECIAL R	ULES	armor bonus to TN to Be Hit while BOWS: Damage Rating is determined Strength or archer's Strength, which UNARMED COMBAT: Roll Stren	by arrow; add either bow's lever is lower
ARROWS QTY. Willow Leaf Armor Piercer	DR. SPECIAL RULES 2k2 None 1k2 Ignores TN bonus of	f target's armor	ARMOR Special Rules	TN to I	Be Hit Bonus
Flesh Cutter Rope Cutter Humming Bulb	2k3 Doubles TN bonus	for target's armor. Half range led shots vs. objects. Half range	ARMOR Special Rules	TN to I	Be Hit Bonus