

Defence

Evasion ●●●●●●●●○○

Endurance●●●●●○○○○○

Essence ●●●●●●●○○○

Attribute and Skills

1. DIVINITY

Invoke●○○○

Purify●○○○

Resist●○○○

Manifest●○○○

2. GRACE

Inspire●○○○

Negotiate●○○○

Perform●○○○

Deceive●○○○

3. INSIGHT

Observe●●○○

Craft●○○○

Study●○○○

Heal○○○○

4. MIGHT

Force○○○○

Endure○○○○

Intimidate○○○○

Protect○○○○

5. FLOW

Stealth●●○○

Finesse●●○○

Dodge●●○○

Travel●●○○

Divine Powers

No divine powers recorded.

Counters

No counters recorded.



Basic

TWIN WAKIZASHI MASTER

Cost: 0

EFFECT You use the paired short swords with grace and skill, easily deflecting blows and slipping in strikes. When using twin wakizashi, you gain a +3 to Evade (rather than +1). If this number causes your Ev...

FISHING ROD MASTER

Cost: 0

EFFECT You can use a fishing rod as a lethal weapon. In your hands, using Speed to attack, a fishing rod does Speed + 2d10 damage. On a total success on the attack roll, you cause the foe to bleed, and they...

JADE KICKS

Cost: 0

EFFECT You attack effectively at close range with high and flexible kicks. Your kicks do Muscle plus **2 Extra Wounds** when you are at extremely close range, or **3 Extra Wounds** if the opponent is trying to grab...

Additional Techniques

POISON CULTIVATION

Cost: 0 · Roll: Athletics TN 6 to avoid the resulting spray of blood, or be struck by the poison

By ingesting various poisons and toxins for many years, you turn your blood itself into a deadly poison. At any time, you can cut yourself to extract Blood Poison from your veins and use it to coat a...

STRANGLING HAIR

Cost: 0 · Roll: Internal Arts versus Evade

You send long tendrils of hair out to confine or strangle opponents. This can be used for a variety of things, and has a range of 10 feet per character level. To restrain an opponent with your hair, r...

Weapons & Relics

ITEM	TYPE	DAMAGE	DEFENSE	NOTES
Yari	Weapon	—	—	A straight-bladed spear, the primary weapon of ashigaru foot soldiers.
Naginata	Weapon	—	—	A pole weapon with a curved blade, favored by warrior monks.
Jo	Weapon	—	—	A shorter staff used for quick, precise strikes.

Chronicle

A mortal adept specializing in the mastery of wind and storms, with unparalleled speed and grace in movement.