

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

Basic

WOOD SPIRIT BARRAGE

Cost: 0 · Roll: Internal Arts · Range: 10 feet

EFFECT You specialize in channeling the wood element to injure your foes. Roll Internal Arts against Evade on up to three enemies within 10 feet, to do 3d10 damage, plus 1 extra Wound against enemies whose S...

NODACHI GIANT-SWORD FIGHTER

Cost: 0

EFFECT You can use the great sword (and other giant weapons such as giant twin hammers) at a reduced penalty. Instead of −3d10 to Speed and Attack, you take −1d10.

FLOWER SHAMING BEAUTY

Cost: 0 · Roll: against you, or -1d10 · Range: Self

EFFECT You are stunning to behold and know how to move, speak, or glance in ways that makes foes too self-conscious to strike effectively. You are particularly good at shaming people with your words. You can...

Divine Powers

No divine powers recorded.

Counters

No counters recorded.



Additional Techniques

BLADE OF THE MOON PRINCESS

Cost: 0

You are one with the blade and can cut impossibly wide swaths or perform ferocious piercing leaps that strike multiple opponents. When fighting with a sword you can hit up to 3 targets per level using...

SHADOW WHIP STYLE

Cost: 0

You are a skilled practitioner of the whip, and you gain a +1d10 when you use it to grab, choke, or strike foes.

Weapons & Relics

ITEM	TYPE	DAMAGE	DEFENSE	NOTES
Naginata	Weapon	—	—	A pole weapon with a curved blade, favored by warrior monks.
Katana	Weapon	—	—	The legendary curved sword of the samurai.
Nodachi	Weapon	—	—	An enormous two-handed sword used against cavalry.

Chronicle

A mortal adept specializing in lunar magic, transformation, and healing arts. Connected to the sacred cycles of the moon and the balance between light and shadow.