

SCHOOL _____ INSIGHT _____
(Rings X 10) + Skills



HONOR

GLORY

STATUS

SHADOWLAND TAIN

[illegible]

INITIATIVE			
INSIGHT RANK / REFLEXES			
MODIFIERS			
CURRENT INITIATIVE			
ARMOR TN			
TYPE / BONUS			
REDUCTION			
CURRENT TN			
ARMOR			
TN BONUS			
QUALITY			
NOTES			
WOUNDS			
EARTH X 2 PER LEVEL			
EARTH X5 FOR HEALTHY			
WOUND LEVEL	PENALTIES	TOTAL	CURRENT
HEALTHY (+0)			
NICKED (+3)			
GRAZED (+5)			
HURT (+10)			
INJURED (+15)			
CRIPPLED (+20)			
DOWN (+40) MUST SPEND VOID TO ACT			
OUT CANNOT ACT			
RATE OF WOUND HEAL			
STAMINA X 2 + INSIGHT RANK			
MODIFIERS			
CURRENT RATE			

EXPANDED BUSHI MECHANICS

SCHOOL TECHNIQUES		
SCHOOL	LEARNED	
RANK 1		<input type="radio"/>
EFFECT		
RANK 2		<input type="radio"/>
EFFECT		
RANK 3		<input type="radio"/>
EFFECT		
RANK 4		<input type="radio"/>
EFFECT		
RANK 5		<input type="radio"/>
EFFECT		

SCHOOL TECHNIQUES		
SCHOOL	LEARNED	
RANK 1		<input type="radio"/>
EFFECT		
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RANK 3		<input type="radio"/>
EFFECT		
RANK 4		<input type="radio"/>
EFFECT		
RANK 5		<input type="radio"/>
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EFFECT		
RANK 3		<input type="radio"/>
EFFECT		
RANK 4		<input type="radio"/>
EFFECT		
RANK 5		<input type="radio"/>
EFFECT		

KATA			
NAME			
RING/ MASTERY		DURATION	
EFFECT			
NAME			
RING/ MASTERY		DURATION	
EFFECT			
NAME			
RING/ MASTERY		DURATION	
EFFECT			

KATA			
NAME			
RING/ MASTERY		DURATION	
EFFECT			
NAME			
RING/ MASTERY		DURATION	
EFFECT			
NAME			
RING/ MASTERY		DURATION	
EFFECT			

KATA			
NAME			
RING/ MASTERY		DURATION	
EFFECT			
NAME			
RING/ MASTERY		DURATION	
EFFECT			
NAME			
RING/ MASTERY		DURATION	
EFFECT			

EXTENDED SHUGENJA MECHANICS

SPELLS & KIHO

NAME		M. LEVEL	
ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

NAME		M. LEVEL	
ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

NAME		M. LEVEL	
ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

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ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

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ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

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ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

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ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

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ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

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AREA		RANGE	
EFFECT			

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ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

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ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

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ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

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AREA		RANGE	
EFFECT			

NAME		M. LEVEL	
ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

Spell slots



Air



Earth



Fire



Water



Void



CAMPAIGN SUMMARY SHEET

ENCOUNTERED CHARACTERS

ALLIES & ENEMIES A E

VISITED LOCATIONS

CAMPAIGN NOTES