

(Rings X 10) + Skills



HONOR

GLORY

STATUS

SHADOWLAND TAINT

[illegible]

WEAPON 1		WEAPON 2		ARROWS		
TYPE		TYPE		TYPE	DAMAGE	QUANTITY
ATTACK ROLL		ATTACK ROLL				
DAMAGE ROLL		DAMAGE ROLL				
BONUS		BONUS				
NOTES		NOTES				

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		
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		
RANK 2		<input type="radio"/>
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

[illegible]

NAME		M. LEVEL	
ELEMENT		DURATION	
AREA		RANGE	
EFFECT			
NAME		M. LEVEL	
ELEMENT		DURATION	
AREA		RANGE	
EFFECT			
NAME		M. LEVEL	
ELEMENT		DURATION	
AREA		RANGE	
EFFECT			
NAME		M. LEVEL	
ELEMENT		DURATION	
AREA		RANGE	
EFFECT			
NAME		M. LEVEL	
ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

NAME		M. LEVEL	
ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

NAME		M. LEVEL	
ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

NAME		M. LEVEL	
ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

NAME		M. LEVEL	
ELEMENT		DURATION	
AREA		RANGE	
EFFECT			

[illegible]

Air



Earth



Fire



Water



Void



CAMPAIGN SUMMARY SHEET

ENCOUNTERED CHARACTERS

ALLIES & ENEMIES A E

VISITED LOCATIONS

CAMPAIGN NOTES