

SAMURAI BUSHI

Rings	Air 2	Earth 2	Fire 2	Water 2	Void 2
Traits	Reflexes 3 Awareness 2	Stamina 2 Willpower 2	Agility 3 Intelligence 2	Strength 3 Perception 2	
Kharma	Light		Neutral		Dark
Skills	Defense 3 Kenjutsu 3 Athletics 2 Iaijutsu 2 Kyujutsu 2 Battle 1 Horsemanship 1 Hunting 1 Jiujutsu 1 Sincerity 1	Athletics 3 Kenjutsu 3 Defense 2 Jiujutsu 2 Sincerity 2 Horsemanship 1 Iaijutsu 1 Kyujutsu 1 Medicine 1 Stealth 1		Kenjutsu 3 Kyujutsu 3 Athletics 2 Defense 2 Stealth 2 Hunting 1 Iaijutsu 1 Intimidation 1 Jiujutsu 1 Sincerity 1	
Advantages	Irreproachable (Mental, 2)	Bland (Physical, 2)		Perceived Honor (Social, 2)	
Disadvantages	Idealistic (Mental, 2)	Dependent (Social, 2)		Insensitive (Mental, 2)	
Honor	6.5	5.0		3.0 (4.0)	
Initiative	4k3				
Attack	6k3 (Katana)				
Damage	6k2 (Katana)				
Armor TN	25 (Light Armor), Reduction 3 OR 30 (Heavy Armor), Reduction 5				
Wounds	10: +0, 14: +3, 18: +5, 22: +10, 26: +15, 30: +20, 34: Down (+40), 38: Out				

Rank 2 Trait Advancements: Stamina +1, Willpower +1

DUELIST TEMPLATE

All: Void +1, Iaijutsu +2, Honor Rank +1

Light Karma: Etiquette 1

Neutral Karma: Sincerity (Honesty), Battle 1

Dark Karma: Intimidation +1, Sleight of Hand 1

Trait Advancement: Awareness +1

VETERAN TEMPLATE

All: Kenjutsu +2

Light Kharma: Athletics +1, Battle +1, Sincerity +1, Etiquette 1

Neutral Kharma: Defense +1, Medicine +1, Stealth +1, Investigation 1

Dark Kharma: Stealth +1, Jiujutsu +1, Sincerity +1, Sleight of Hand 1

Trait Advancement: Agility +1

YOJIMBO TEMPLATE

All: Perception +1, Defense +2, Investigation (Notice) 2

Light Kharma: Jiujutsu +1, Sincerity (Honesty) +1, Medicine 2, Etiquette 1

Neutral Kharma: Iaijutsu +1, Medicine (Wound Treatment) +1, Etiquette 2, Acting 1

Dark Kharma: Hunting (Survival) +1, Sincerity +1, Acting 2, Animal Handling 1

Trait Advancement: Reflexes +1

CRAB BUSHI TEMPLATE

Neutral Kharma: Athletics +1, Defense +1, Heavy Weapons (Tetsubo) 3, Hunting 2, Intimidation 1

Trait Advancement: Strength +1

CRANE BUSHI TEMPLATE

Light Kharma: Iaijutsu (Focus) +1, Kenjutsu +1, Kyujutsu +1, Sincerity +1, Etiquette 2

Trait Advancement: Reflexes +1

DRAGON BUSHI TEMPLATE

Neutral Kharma: Defense +1, Iaijutsu +1, Jiujutsu +1, Kenjutsu (Katana) +1, Meditation 2

Trait Advancement: Agility +1

LION BUSHI TEMPLATE

Light Kharma: Battle +1, Defense +1, Hunting +1, Kenjutsu +1, Kyujutsu +1, Sincerity +1

Trait Advancement: Agility +1

MANTIS BUSHI TEMPLATE

Dark Kharma: Jiujutsu (Improvised Weapons) +1, Commerce 1, Knives (Kama) 2, Sailing 3, Sleight of Hand 1

Trait Advancement: Reflexes +1

PHOENIX BUSHI TEMPLATE

Light Kharma: Defense +1, Kenjutsu +1, Investigation (Notice) 3, Meditation 1

Trait Advancement: Agility +1

SCORPION BUSHI TEMPLATE

Dark Kharma: Kenjutsu +1, Iaijutsu +1, Sincerity +1, Courtier (Manipulation) 2, Etiquette 2, Temptation 1

Trait Advancement: Agility +1

SPIDER BUSHI TEMPLATE

Dark Kharma: Kenjutsu (Katana) +1, Jiujutsu +1, Hunting +1, Intimidation +1, Sincerity +1, Kyujutsu 2

Trait Advancement: Strength +1

UNICORN BUSHI TEMPLATE

Neutral Kharma: Athletics +1, Horsemanship +2, Medicine +1, Hunting 2, Investigation 2

Trait Advancement: Reflexes +1

SAMURAI COURTIER

Rings	Air 2	Earth 2	Fire 2	Water 2	Void 2
Traits	Reflexes 2 Awareness 3	Stamina 2 Willpower 3	Agility 2 Intelligence 2	Strength 2 Perception 3	
Kharma	Light		Neutral		Dark
Skills	Courtier 3 Etiquette 3 Calligraphy 2 Investigation 2 Perform: Oratory 2 Sincerity 2 Artisan: Poetry 1 Defense 1 Kenjutsu 1 Tea Ceremony 1	Courtier 3 Etiquette 3 Commerce 2 Games: Go 2 Investigation 2 Sincerity 2 Acting 1 Calligraphy 1 Temptation 1 Tessenjutsu 1		Courtier 3 Etiquette 3 Acting 2 Investigation 2 Sincerity 2 Temptation 2 Knives 1 Forgery 1 Intimidation 1 Sleight of Hands 1	
Advantages	Luck (Spiritual, 3)		Clear Thinker (Mental, 3)		Dangerous Beauty (Physical, 3)
Disadvantages	Obligation (Social, 3)		Blackmailed (Social, 3)		Sworn Enemy (Social, 3)
Honor	6.0		4.5		2.5
Initiative	3k2				
Armor TN	15				
Wounds	10: +0, 14: +3, 18: +5, 22: +10, 26: +15, 30: +20, 34: Down (+40), 38: Out				

Rank 2 Trait Advancements: Agility +1, Intelligence +1

EMISSARY TEMPLATE

All: Etiquette (Courtesy) +1, Investigation +1, Sincerity (Honesty) +1

Light Kharma: Perform: Oratory +1, Artisan: Poetry +1

Neutral Kharma: Commerce (Appraisal) +1

Dark Kharma: Temptation (Bribery) +1

Trait Advancement: Willpower +1

MAGISTRATE TEMPLATE

All: Investigation (Interrogation) +2

Light Kharma: Calligraphy (Ciphers) +1, Defense +1, Kenjutsu +1

Neutral Kharma: Acting +1, Calligraphy +1, Sincerity (Honesty) +1

Dark Kharma: Acting +1, Forgery (Evidence) +1, Kenjutsu 1, Stealth 1

Trait Advancement: Perception +1

MANIPULATOR TEMPLATE

All: Courtier (Manipulation) +1, Sincerity (Deceit) +1

Light Kharma: Etiquette (Conversation) +1, Acting 1

Neutral Kharma: Acting +1, Commerce +1, Temptation +1

Dark Kharma: Intimidation (Control) +1, Temptation +1

Trait Advancement: Awareness +1

CRAB COURTIER TEMPLATE

Neutral Karma: Commerce (Appraisal) +2, Sincerity (Deceit) +1, Defense 1, Intimidation 2

Trait Advancement: Intelligence +1

CRANE COURTIER TEMPLATE

Light Karma: Artisan: Poetry +1, Calligraphy +1, Courtier (Manipulation) +1, Etiquette (Courtesy) +1, Perform: Storytelling 1

Trait Advancement: Awareness +1

DRAGON COURTIER TEMPLATE

Neutral Karma: Calligraphy +1, Etiquette (Courtesy) +1, Investigation (Interrogation) +2, Kenjutsu 1

Trait Advancement: Perception +1

LION COURTIER TEMPLATE

Light Karma: Kenjutsu +1, Sincerity (Honesty) +2, Athletics 1, Perform: Storytelling 3

Trait Advancement: Awareness +1

MANTIS COURTIER TEMPLATE

Dark Karma: Intimidation (Control) +2, Commerce (Appraisal) 3, Defense 2

Trait Advancement: Willpower +1

PHOENIX COURTIER TEMPLATE

Light Karma: Calligraphy +1, Etiquette (Courtesy) +1, Investigation +1, Sincerity +1, Meditation 2

Trait Advancement: Intelligence +1

SCORPION COURTIER TEMPLATE

Dark Karma: Courtier (Gossip) +1, Etiquette +1, Investigation +1, Sincerity (Deceit) +1

Trait Advancement: Awareness +1

SPIDER COURTIER TEMPLATE

Dark Karma: Acting +1, Courtier (Manipulation) +1, Sincerity (Deceit) +1, Temptation +1, Craft: Poison 1

Trait Advancement: Awareness +1

UNICORN COURTIER TEMPLATE

Neutral Karma: Calligraphy +1, Etiquette (Conversation) +1, Sincerity (Honesty) +1, Horsemanship 2, Medicine 1, Perform: Flute 1

Trait Advancement: Perception +1

VASSAL BUSHI

Rings	Air 2	Earth 2	Fire 2	Water 2	Void 2
Traits	Reflexes 2 Awareness 2	Stamina 2 Willpower 2	Agility 3 Intelligence 2	Strength 3 Perception 2	
Kharma	Light		Neutral		Dark
Skills	Kenjutsu 3 Athletics 2 Defense 2 Kyujutsu 2 Horsemanship 1 Hunting 1 Iaijutsu 1 Jiujutsu 1 Sincerity 1	Kenjutsu 3 Athletics 2 Defense 2 Kyujutsu 2 Horsemanship 1 Iaijutsu 1 Jiujutsu 1 Sincerity 1 Stealth 1	Kenjutsu 3 Defense 2 Kyujutsu 2 Stealth 2 Athletics 1 Hunting 1 Iaijutsu 1 Intimidation 1 Jiujutsu 1		
Advantages	Wary (Mental, 3)	Quick Healer (Physical, 3)		Luck (Spiritual, 3)	
Disadvantages	Obligation (Social, 3)	Contrary (Mental, 3)		Compulsion (Mental, 3)	
Honor	5.0	4.0		2.0	
Initiative	3k2				
Attack	6k3 (Katana) OR 5k3 / 250' (Yumi)				
Damage	6k2 (Katana) OR 5k2 (Yumi)				
Armor TN	20 (Light Armor), Reduction 3				
Wounds	10: +0, 14: +5, 18: +10, 22: +20, 26: Down (+40), 30: Out				

HEADHUNTER TEMPLATE

All: Kenjutsu +1, Investigation 2

Light Kharma: Courtier (Gossip) 1

Neutral Kharma: Hunting (Tracking) 1

Dark Kharma: Stealth (Shadowing), Sincerity 1

Trait Advancement: Perception +1

SENTRY TEMPLATE

All: Defense +1, Investigation (Notice) 1

Light Kharma: Jiujutsu +1, Sincerity +1

Neutral Kharma: Jiujutsu (Grappling) +1

Dark Kharma: Intimidation +1, Jiujutsu +1

Trait Advancement: Willpower +1

VASSAL COURTIER

Rings	Air 2	Earth 2	Fire 2	Water 2	Void 2
Traits	Reflexes 2 Awareness 3	Stamina 2 Willpower 3	Agility 2 Intelligence 2	Strength 2 Perception 2	
Kharma	Light		Neutral		Dark
Skills	Etiquette 3 Courtier 2 Investigation 2 Sincerity 2 Calligraphy 1 Commerce 1 Defense 1 Perform: Oratory 1 Tea Ceremony 1	Etiquette 3 Commerce 2 Courtier 2 Sincerity 2 Acting 1 Calligraphy 1 Defense 1 Investigation 1 Kenjutsu 1	Etiquette 3 Acting 2 Courtier 2 Sincerity 2 Commerce 1 Investigation 1 Knives 1 Forgery 1 Temptation 1		
Advantages	Irreproachable (Mental, 2)	Balance (Mental, 2)	Bland (Physical, 2)		
Disadvantages	Soft-Hearted (Mental, 2)	Bitter Betrothal (Social, 2)	Blackmailed (Social, 2)		
Honor	4.0	3.0	2.0		
Initiative	3k2				
Armor TN	15				
Wounds	10: +0, 14: +5, 18: +10, 22: +20, 26: Down (+40), 30: Out				

COURIER TEMPLATE

All: Courtier (Rhetoric) +1, Horsemanship 1

Light Karma: Calligraphy +1, Defense +1

Neutral Karma: Acting +1, Investigation +1

Dark Karma: Investigation +1, Defense 1, Hunting 1

Trait Advancement: +1 Perception

DELEGATE TEMPLATE

All: Etiquette (Courtesy), Sincerity +1

Light Kharma: Commerce +1, Perform: Oratory +1, Acting 1

Neutral Kharma: Calligraphy +1, Investigation +1, Battle 1

Dark Kharma: Temptation +1, Stealth 2

Trait Advancement: +1 Intelligence

NINJA

Rings	Air 2	Earth 2	Fire 2	Water 3	Void 2
Traits	Reflexes 3 Awareness 2	Stamina 2 Willpower 2	Agility 3 Intelligence 2	Strength 3 Perception 3	
Kharma					Dark
Skills					Ninjutsu 3 Stealth (Sneaking) 3 Acting 2 Athletics 2 Defense 2 Sincerity (Deceit) 2 Calligraphy 1 Craft: Poisons 1 Hunting 1 Intimidation 1 Investigation 1
Advantages					Quick (Physical, 5) Silent (Physical, 2)
Disadvantages					Dark Secret (Social, 5) Infamous (Social, 2)
Honor					0.0
Initiative	4k3				
Attack	6k3 (Ninja-to) 6k3 / 20' (Shuriken)				
Damage	5k2 (Ninja-to) 1k1 (Shuriken)				
Armor TN	23 (Ashigaru Armor), Reduction 1				
Wounds	10: +0, 14: +3, 18: +5, 22: +10, 26: +15, 30: +20, 34: Down (+40), 38: Out				

GEISHA

Rings	Air 2	Earth 1	Fire 3	Water 1	Void 1
Traits	Reflexes 2 Awareness 3	Stamina 1 Willpower 2	Agility 3 Intelligence 3	Strength 1 Perception 2	
Kharma	Light		Neutral		Dark
Skills	Perform 3 Etiquette (Conversation) 2 Sincerity 2 Investigation 1 Medicine (Herbalism) 1	Perform 3 Etiquette (Conversation) 2 Sincerity 2 Courtier (Rhetoric) 1 Defense 1		Perform 3 Etiquette (Conversation) 2 Sincerity 2 Sleight of Hand 1 Temptation (Seduction) 1	
Advantages	Luck (Spiritual, 3)		Precise Memory (Mental, 3)		Dangerous Beauty (Physical, 3)
Disadvantages	True Love (Mental, 3)		Greedy (Mental, 3)		Bad Fortune (Spiritual, 3)
Honor	5.0		3.0		0.5
Initiative	2k2				
Armor TN	10				
Wounds	5: +0, 7: +5, 9: +10, 11: +20, 13: Down (+40), 15: Out				

MURDERESS TEMPLATE

All: Sincerity (Deceit), Craft: Poison 2, Knives 3

Light Karma: Acting 2, Stealth 2

Neutral Karma: Defense +1, Jiu-jitsu 2, Sleight of Hand 1

Dark Karma: Temptation +2, Forgery 1

Trait Advancement: +1 Reflexes

SPY TEMPLATE

All: Acting 3, Stealth 3

Light Karma: Investigation +1, Sincerity +1

Neutral Karma: Investigation 2, Sleight of Hand 1, Temptation 1

Dark Karma: Temptation +1, Courtier 1, Forgery 1, Investigation 1

Trait Advancement: +1 Awareness

ASHIGARU

Rings	Air 1	Earth 2	Fire 1	Water 2	Void 1
Traits	Reflexes 2 Awareness 1	Stamina 2 Willpower 2	Agility 2 Intelligence 1	Strength 3 Perception 2	
Kharma	Light		Neutral		Dark
Skills	Athletics 1 Defense 1 Hunting 1 Kyujutsu 1 Sincerity 1 Spears 1		Athletics 1 Defense 1 Investigation 1 Hunting 1 Kyujutsu 1 Spears 1		Athletics 1 Defense 1 Hunting 1 Kyujutsu 1 Spears 1 Stealth 1
Advantages	-		-		-
Disadvantages	-		-		-
Honor	2.0		1.5		0.5
Initiative	2k2				
Attack	4k2 (Yari) OR 4k2 / 250' (Yumi)				
Damage	5k2 (Yari) OR 5k2 (Yumi)				
Armor TN	13 (Ashigaru Armor), Reduction 1				
Wounds	5: +0, 9: +5, 13: +10, 17: +20, 21: Down (+40), 25: Out				

BUDOKA TEMPLATE

All: Athletics +1, Kyujutsu +1

Light Kharma: Kenjutsu 3

Replace Yari with No-dachi (Damage 6k3)

Neutral Kharma: Polearms 3

Replace Yari with Nagamaki (Damage 5k3)

Dark Kharma: Heavy Weapons 3

Replace Yari with Masakari (Damage 5k3)

Trait Advancement: Agility +1

GUARDSMAN TEMPLATE

All: Defense +2, Spears +1

Light Kharma: Investigation (Notice) 1

Neutral Kharma: Investigation (Notice), Sincerity 1

Dark Kharma: Investigation (Notice) 1

Trait Advancement: Reflexes +1

SCOUT TEMPLATE

All: Athletics +1, Hunting +2

Replace Spears 1 with Kenjutsu 1

Replace Yari with Parangu (Damage 5k2)

Light Kharma: Kyujutsu +1, Stealth 1

Neutral Kharma: Hunting (Trailblazing), Stealth 1

Dark Kharma: Stealth +1, Investigation 1

Trait Advancement: Perception +1

BANDIT

Rings	Air 1	Earth 2	Fire 2	Water 2	Void 1
Traits	Reflexes 2 Awareness 1	Stamina 2 Willpower 2	Agility 2 Intelligence 2	Strength 2 Perception 2	
Kharma					Dark
Skills					Athletics 1 Hunting 1 Intimidation (Bullying) 1 Kenjutsu 1 Stealth 1
Advantages					Way of the Land (Mental, 2)
Disadvantages					Infamous (Social, 2)
Honor					0.0
Initiative	2k2				
Attack	3k2 (Parangu)				
Damage	4k2 (Parangu)				
Armor TN	10				
Wounds	5: +0, 9: +5, 13: +10, 17: +20, 21: Down (+40), 25: Out				

ASSASSIN TEMPLATE

Dark Kharma: Stealth (Ambush) +1, Acting (Profession) 2, Sincerity 1

Replace Kenjutsu 1 with Knives 1

Replace Parangu with Aiguchi (Damage 3k1)

Trait Advancement: Agility +1

MARAUDER TEMPLATE

Dark Kharma: Kenjutsu +1, Hunting +1, Kyujutsu 2, Horsemanship 2

Trait Advancement: Strength +1

THUG TEMPLATE

Dark Kharma: Athletics +1, Intimidation +1, Defense 2, Jiu-jutsu 2

Trait Advancement: Strength +1

SCOUNDREL

Rings	Air 2	Earth 2	Fire 2	Water 2	Void 1
Traits	Reflexes 2 Awareness 2	Stamina 2 Willpower 2	Agility 2 Intelligence 2	Strength 2 Perception 2	
Kharma					Dark
Skills					Courtier 1 Etiquette 1 Knives 1 Sincerity 1 Sleight of Hand 1 Stealth 1 Temptation 1
Advantages					Blackmail (Social, 4)
Disadvantages					Dark Secret (Social, 4)
Honor					0.0
Initiative	2k2				
Attack	3k2 (Aiguchi)				
Damage	3k1 (Aiguchi)				
Armor TN	10				
Wounds	5: +0, 9: +5, 13: +10, 17: +20, 21: Down (+40), 25: Out				

DECEIVER TEMPLATE

Dark Kharma: Courtier +1, Sincerity (Deceit) +1, Temptation (Bribery) +1

Trait Advancement: Awareness +1

INFORMER TEMPLATE

Dark Kharma: Courtier (Gossip), Sincerity +1, Stealth +1, Calligraphy 1, Investigation 2

Trait Advancement: Perception +1

SMUGGLER TEMPLATE

Dark Kharma: Knives +1, Stealth (Sneaking) +1, Commerce (Appraisal) 1, Sailing 1

Trait Advancement: Agility +1

COMMONER

Rings	Air 2	Earth 2	Fire 2	Water 2	Void 1
Traits	Reflexes 2	Stamina 2	Agility 2	Strength 2	
	Awareness 2	Willpower 2	Intelligence 2	Perception 2	
Kharma	Light		Neutral		Dark
Skills	Athletics 1		Animal Handling 1		Commerce 1
	Investigation 1		Defense 1		Hunting 1
	Sincerity 1		Etiquette 1		Stealth 1
Advantages	-		-		-
Disadvantages	-		-		-
Honor	3.5		2.0		0.5
Initiative	2k2				
Armor TN	10				
Wounds	5: +0, 9: +5, 13: +10, 17: +20, 21: Down (+40), 25: Out				

MERCHANT TEMPLATE

Light Kharma: Sincerity +1, Commerce (Appraisal) 2

Neutral Kharma: Defense +1, Commerce (Appraisal) 2

Dark Kharma: Commerce (Appraisal) +1, Temptation 2

Trait Advancement: Intelligence +1

OFFICIAL TEMPLATE

Light Kharma: Investigation +1, Etiquette (Bureaucracy) 2

Neutral Kharma: Etiquette (Bureaucracy) +1, Investigation 2

Dark Kharma: Etiquette (Bureaucracy) 1, Intimidation (Control) 1, Investigation 1

Trait Advancement: Awareness +1