Name _			O S Legend N the
Clan		Rank	- O A Five Ring
School	- 19 F	Insight	
	1	(Rings x 10) + S	
	Earth A	Vir C	
Stamina		Reflexes	
172		INETIEXES	
Willpower		Awareness	
Parts r			
Strength		Agility	
Perception		Intelligence	
- 1	Nater (2)	Fire	
- 19 -	Void	A FF N	
2 5.3	00000000	00	
No.	Void Points Spent		
Retrood Skill		E MI H	
	III Rank Trait	Roll Emphases	Movement
2	-		Free (Water ×5)
2	the second se		Simple (Water ×10)
0 0			Initiative
0	12		Insight Rank / Ref
0			Modifiers
			Current Initiative
			TN to Be Hit
			Base TN
			Base TN Current TN
0 0 0			Base TN Current TN Base Reduction
			Base TN Current TN Base Reduction Current Reduction
0 0 0 0 0 0			Base TN Current TN Base Reduction Current Reduction Armor
			Base TN Current TN Base Reduction Current Reduction
			Base TN Current TN Base Reduction Current Reduction Armor Type
			Base TN Current TN Base Reduction Current Reduction Armor Type TN Bonus
			Base TN Current TN Base Reduction Current Reduction Armor Type TN Bonus Reduction Bonus Wounds
			Base TN Current TN Base Reduction Current Reduction Armor Type TN Bonus Reduction Bonus Reduction Bonus
			Base TN Current TN Base Reduction Current Reduction Current Reduction Type TN Bonus Reduction Bonus Reduction Bonus Level Penalty Range Curre
			Base TN Current TN Base Reduction Current Reduction Current Reduction Type TN Bonus Reduction Bonus Reduction Bonus Level Penalty Range Curre Healthy Nicked
Weapon 1	Weapon 2 Arm		Base TN Current TN Base Reduction Current Reduction Current Reduction Type TN Bonus Reduction Bonus Reduction Bonus Level Penalty Range Curre Healthy Nicked
0 0 0 Weapon 1 Туре	Weapon 2 Анна Туре Туре Дам	ows Mastery Abilitie	Base TN Current TN Base Reduction Current Reduction Current Reduction Type TN Bonus Reduction Bonus Reduction Bonus Level Penalty Range Curre Healthy Nicked Grazed
0 0 0 0 0 0 0 0 0 0 0 0 0 0	Weapon 2 Arm Type Type Dam Attack	ows Mastery Abilitie	Base TN Current TN Base Reduction Current Reduction Current Reduction Type TN Bonus Reduction Bonus Reduction Bonus Uounds Level Penalty Range Curre Healthy Nicked Grazed Hurt I
Weapon 1	Weapon 2 Анна Туре Туре Дам	ows Mastery Abilitie	Base TN Current TN Base Reduction Current Reduction Current Reduction Current Reduction Type TN Bonus Reduction Bonus Reduction Bonus Level Penalty Range Curre Healthy Nicked Hauth

Insight Bonuses

Experience

Sheet design @ 2015 A.O. 1066 DESIGN STUDIO, INC. All lefts reversed.

"Honor has not to be won; it must only not be lost."

(Stax2) + Insight Rank

Healing

Personal	Information		Advantages	Points	Disadvantages	Poin
Age	Sex					
Height	Hair					
Weight	Eyes					
Father						
Mother		_				
Siblings						
		-				
Spouse		_				
Children						
		/				
		/	3		and IN	
Equipment	& Possession	s	School Tech	niques	00000	
Item	CI	0	School	2 2.11	Honor 00000	
	0		Rank 1	Learned		
/	0		Effect		Glory 00000 00000	
	0	Q I	1 UUD	$\beta \nu$		
1	Q		U U		Status 00000 00000	
1	O					
	Q	8	S. S.		Pollution 00000	
1.20	O	SAT	Rank 2	0		
1	-	ŏ F	Effect		Notes	
- Cr	ŏ	ŏ	1 DAAC	5	68	
	— ŏ	ŏ	n 2)31	-		
	Ŏ	Ŏ				
ADA	0	$O \mid L$	-		1	
	0		Rank 3	0	75	
	0	<u>o</u>	Effect		1	
	Q	<u>S</u>	The second		0	
	Q	SII	~ ~ p.	5		
/	X	XII		DS	*	
	X	<b>XII</b>	2 1 4		13	
	X	AL F	Rank 4 Effect		9	
0	ŏ	ŏ ľ	Sheci			
	—— ŏ	ŏ	1520	mit.		
	ŏ	Ŏ	5.2	5		
11	Ŏ	Ó	- 5	18/2		
11	Ó		Rank 5	0		
C: Carried or in Tr	aveling Pack / O: Owned	1000	Effect		322	
	13	111	1 mars	0	1 miles	
24	oney					
Jv0						
Koku	Bu Zer	xi 👘			M	

ý	Additional School	2
School	Learned	
Rank ()	0	
Effect		
Rank ()		
Effect	0	-
		1
		-
-		-
Rank ()	0	
Effect		
-		-
in the		

÷	Additional School
School	Learned
Rank 🔿	0
Effect	
0.00	
Rank ()	
	0
Effect	
The second	
Rank 🔵	0
Effect	
	and the second s

÷	Additional School
School	Learnec
Rank 🔿	С
Effect	
Rank 🔿	C
Effect	
1125-239	
Rank ()	C
Effect	

	Kata
Name	
Ring / Mastery	
Duration	
Effect	-
	V - Y
-	a v a
Name	~~~
Ring / Mastery	
Duration	And
Effect	
Name	1-1-1-1-1-1
Ring / Mastery	
Duration	
Effect	
Name	
Ring / Mastery	
Duration	
Effect	
and the second	

	Kata
Name	
Ring / Mastery	
Duration	and the second
Effect	
Name	
Ring / Mastery	
Duration	
Effect	
Name	
Ring / Mastery	
Duration	
Effect	
Name	
Ring / Mastery	
Duration	
Effect	

1	Kata
Name	
Ring / Mastery	
Duration	
Effect	
Name	
Ring / Mastery	7
Duration	
Effect	2
	2
Name	(
Ring / Mastery	
Duration	
Duration Effect	
	~~~
Effect	2
Effect Name	
Effect Name Ring / Mastery	
Effect Name Ring / Mastery Duration	
Effect Name Ring / Mastery Duration	

