






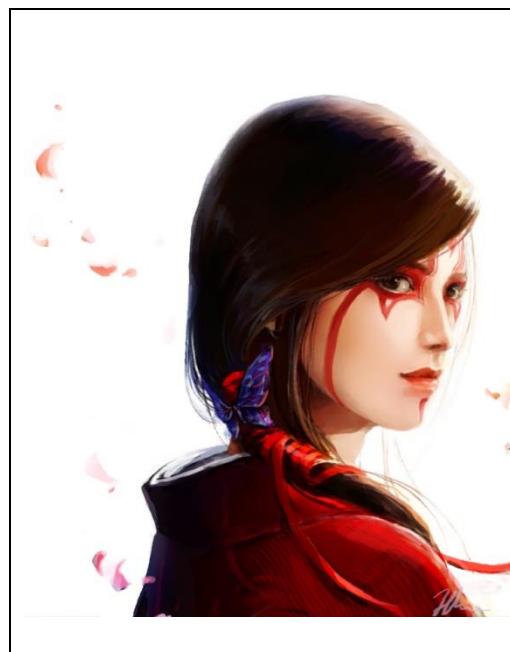
Name	Toritaka Miyu				
Clan	Crab	Family	Toritaka	School	Kuni Witch Hunter; Akuma's Ruin

Rank	
Insight	157.5

Honor		Glory		Status	
1	xxxxx	1		4/6/2	
		Glory TN			

	Earth	3
	Stamina	3
	Willpower	3
	Air	3
	Reflex	3
	Awareness	3
	Fire	2
	Agility	2
	Intelligence	2
	Water	2
	Strength	2
	Perception	3
	Void	2
	Ring:70 Trait: 52.5	

Initiative	5	K	3+6
Insight Rank	2		
Reflexes	3		
ATN	20		
(Reflexes x5)	15		
Armor Modifier			
Armor Reduction			
Armor Penalties			
School Benefit	+5		
Stance	Effect		
Attack	Normal		
Full Attack*			
Full Defense*			



	Skill	Rank	Trait	Roll	Bonuses
X	Defense	1	REF	4 k 3	
X	Hunting	1	PER	3 k 2	
X	Kyujutsu	2	REF	5 k 3	
X	Lore: Shadowlands	2	INT	4 k 2	
X	Spellcraft	1	INT	3 k 2	
X	Stealth	1	AGI	3 k 2	
X	Kenjutsu	2	AGI	4 k 2	
	Lore: Maho	3	INT	5 k 2	Free Raise; +3 Insight
	Animal Handling	2	INT	4 k 2	
	Lore: Spirit Realms	1	INT	3 K 2	
	Lore: Anatomy	2	INT	4 K 2	
	Commerce	1	INT	3 K 2	
	Etiquette	3	AWR	6 K 3	+3 Insight; contested social rolls vs me +5 TN
	Influence	1	AWR	4 K 3	
	Investigation	1	PER	3 K 2	
	Lore: Law	1	INT	3 K 2	
	Toron	1	AWR	4 K 3	
	Chains	1	AGI	3 K 2	
	Lore: Ghosts	1	INT	3 K 2	
		29			+6

Wounds		
Out = Stamina x5		
Wound Level = Stamina x2		
6	Healthy	0
12	Nicked	+0
18	Grazed	+0
24	Hurt	+0
30	Injured	+5
36	Crippled	+10
42	Down	+30
57	Out	-
Heal Rate		
Stamina+ Rank		5

Weapon	Attack Roll	Damage	Bonuses/Comments
Katana	4 k 2	5 k 2	Vs Tainted: 2 Simple action attacks; 1 bonus attack; 2 Free raises for Damage; Keep Dice #: Taint Rank+7
Wakizashi	4 k 2	4 k 2	
Yumi (STR 3; User: 2)	5 K 3	k	Vs Tainted: 2 Simple action attacks; 1 bonus attack; 2 Free raises for Damage

Heritage

Advantages	Disadvantages
Fukurokujin's Blessing (3): Gain 1 Insight for every lore above 3	Lost Love (3) (Her sister the Spirit hunter): When reminded of her; TNs increased by 5; until a VOID point is spent; cannot happen more than 2 a day
Strength of the Earth (4): -10 wound penalty	Consumed (knowledge) (4): Any new knowledge, must make Will TN 25; or study it.
Forbidden Knowledge (Maho): (7): Gain 3 free ranks in Lore: Maho and a free raise	Compulsion: Gambling (3): Willpower/Honor: TN 20 to resist urge to gamble.
Way of the Land: Crane clan.	Jealousy (3): The Kuni Shugenja; must outperform him!
	Can't Lie (2): Cannot lie, if attempting to try, others immediately know it's a falsehood. If someone tells a falsehood that I know about, must make WILL TN 20 or correct them.

School Technique	CR Point total = 6	CR	Effect
To Strike the Darkness	+6 to initiative Attacks: 2	1	You add (1 + CR) * Air Ring To Result of Initiative rolls. When attacking enemies with Shadowlands Taint, attack as Simple action, gaining # attacks = 1 + CR. (3)
To See the Darkness	TN: 20	1	When interacting with others, you may make a contested AWARENESS/ETIQUETTE roll against Target to see if he shows any signs of Maho, or Taint. By calling a Raise, you may prevent the Target from knowing something has slipped. If you spend a VOID point, you can make an AWARENESS/SHADOWLANDS LORE TN 25 – (5*CR) to sense presence, and proximity to taint, anywhere within line of sight.
To Ride the Darkness	Kept dice: Taint +2 Wound Reduc.: -2 Defense TN: +5	2	During unarmed or Melee attacks against tainted; you KEEP additional # of dice = Targets Taint rank + CR. Additionally, you can spend a VOID point to reduce your Wound Rank penalty by –CR for the duration of the Combat. Finally you may add your EARTH Ring +CR to your Defense TN
To Repel the Darkness	Raises: 2	1	Anyone attempting to use MAHO or anyone with TAIN'T trying to cast a spell on you must call an additional # of Raises = 1+CR for the spell to take effect. By spending a VOID point and making a WILLPOWER/SHADOWLANDS LORE TN 25; you can grant any ally within 10' the same protection. For CR # of rounds. You can call Raises to protect additional allies, or extend duration.
To Shatter the Darkness	Free Raises: 2 Bonus Attacks: 1	1	When attacking target with Taint you gain # of Free Raises = 1+CR that can only be used for damage. And # bonus attacks = CR. If you kill someone who has the Taint, it does not count as an attack for the round. Whenever you hit an opponent, you may spend a VOID point to raise their Wound Rank Penalty by +10.

Equipment	Travel Pack	Falcon: RIN
Sturdy Clothing	Makeup kit	
	Dice	
2 Slivers of Jade	Cooking pot	
Running Sandals	Small hand mirror	
Black Body Paint	2 Bottle of water	
	2 weeks rations	
	Small knife	
	Spare kimono and sandals	

Money	Koku	Bu	Zen
Magistrate			
Authority			free raise on opposed social rolls in regards to the Magistrate performing his duties.
Status			Magistrates have a minimum Status of 4 though while within their jurisdiction they are considered to have a Status rank of 6. Outside their jurisdiction of control their Status drops down to 2.
Rights			Magistrates gain Rights which are described below.
Right of Travel	Crane		The Magistrate has focused his studies upon the lands of that Clan and learns all the best travel routes and

		Clan	information on the provinces controlled by the Clan. Purchasing the Advantage costs 1 point once the PC becomes a Magistrate and may be purchased multiple times. The Magistrate is granted Regional Travel Papers which are official papers that allow the Magistrate to travel throughout the lands of his Clan.

Arrows	Attack Roll	Damage	Count
Willow Leaf	5 <i>k</i> 3	4 <i>k</i> 2	0000000000000000
Humming Bulbs	5 <i>k</i> 3	2 <i>k</i> 1	00000
	<i>K</i>		
	<i>k</i>	<i>k</i>	