

# TENRA BANSHO ZERO

<b>CONCEPT</b>

ATTRIBUTES	Base	Modified
{ BODY }		
{ AGILITY }		
{ SENSES }		
{ KNOWLEDGE }		
{ SPIRIT }		
{ EMPATHY }		
{ STATION }		

<b>CHARACTER NAME</b>
<b>GENDER/AGE</b>
<b>ARCHETYPES</b>
<b>KARMA COST</b>
<b>ATTRIBUTE COST</b>

<b>VITALITY</b>
{Body + Spirit}

<b>SOUL</b>
{Spirit + Knowledge}/2

<b>INJURY CHART</b>	
{ LIGHT }	
{ HEAVY }	{+1}
{ CRITICAL }	{+2/Health Decrease}
{ DEAD }	{+3}

<b>BODY</b>	{ forgery }		<b>EMPATHY</b>
{ unarmed combat }	{ marksman }		{ perform }
{ wormcharm }	{ pursuit/hunt }		{ persuasion }
<b>AGILITY</b>	<b>KNOWLEDGE</b>		{ pillow arts }
{ movement }	{ onmyo-jutsu }		<b>STATION</b>
{ stealth }	{ information }		{ strategy }
{ evasion }	{ war arts: _____ }		{ etiquette }
{ melee weapons }	<b>SPIRIT</b>		{ shinto }
{ ninjutsu }	{ willpower }		{ art of rule }
{ criminal skills }	{ resonance }		{ _____ }
<b>SENSES</b>	{ interface }		{ _____ }
{ first aid }	{ buddhist magic }		{ _____ }
{ notice }	{ butterfly dream }		{ _____ }

WEAPON	Rating	RoF	Range	Ammo
{ _____ }				
{ _____ }				
{ _____ }				
{ _____ }				

<b>POSSESSIONS</b>

## CHARACTER PORTRAIT/SYMBOL

## MEMO

### FATE RECORD - What Do You Live For?

⋮ .....	○■○■○■○■○ Cost
⋮ .....	○■○■○■○■○ Cost
⋮ .....	○■○■○■○■○ Cost
⋮ .....	○■○■○■○■○ Cost
⋮ .....	○■○■○■○■○ Cost
⋮ .....	○■○■○■○■○ Cost
⋮ .....	○■○■○■○■○ Cost
⋮ .....	○■○■○■○■○ Cost

### TOTAL FATE COST

Add up your fates above:  
2 dots = 0; 3 dots = 10; 4 dots = 30; 5 dots = 70  
This total can not be higher than your Current Total Karma.

### TOTAL KARMA

Current

Armour Rider/Meikyo

You can go over 108, but if you end an intermission with over 108, you become an inhuman Asura/Lost Soul (NPC).

### KIAI - FOCUS

Current	Spent

### USING AIKI CHITS

- 1) SUBSTITUTE AIKI CHITS FOR KIAI POINTS (SCENES)**  
You can convert one Aiki chit into one point of Kiai. When you spend it, this Aiki does not add to Karma.
- 2) CALLING OUT (SCENES)**  
By giving an Aiki chit to another player, you can bring (or force) their PC into the scene.
- 3) FATE ROLLS (INTERMISSION)**  
You can spend Aiki chits to make fate rolls in order to gain more Kiai.
- 4) CREATING A FATE (INTERMISSION)**  
You can create a new Fate for your character or another character. If another character, give the Aiki chit to that player. If an NPC, give the coin to the GM.

### USING KIAI

- 1) DICE BOOST (BEFORE ROLLING)**  
Spend a point of Kiai to add another die to your roll. No limits.
- 2) SKILL LEVEL BOOST (BEFORE ROLLING)**  
Spend 3 points of Kiai to raise your skill level by one level. The limit is up to a skill level of "Master/4". Cannot be used for a Specialist skill you don't already have.
- 3) GAIN SUCCESSES (AFTER ROLLING)**  
Spend 3 points of Kiai to gain a single success.
- 4) ADDITIONAL ACTIONS (BEFORE ROLLING)**  
Spend a point of Kiai to gain an additional action.
- 5) INTERRUPT (BEFORE TARGET ROLLS)**  
Spend 2 points of Kiai to act right before another character's turn.
- 6) PROTECT (BEFORE DAMAGE)**  
Spend a point of Kiai to take damage meant for another character. You cannot counter-attack.
- 7) EMOTION MATRIX SHIFT (AFTER ROLLING)**  
Spend a Kiai for each left/right or up/down move on the Emotion Matrix for your character. For other characters, you can only shift them by giving them Aiki chits.
- 8) ENTER A SCENE**  
Spend one point of Kiai to enter an existing scene.
- 9) OTHER**  
Attributes cost 10 Kiai per level raise. New skills cost 5. Skills can be raised with 10-20-40 Kiai points.