NAME: _____

CLAN: _____ SCHOOL: _____

RANK: 1 INSIGHT: 0

(RINGS X 10) + SKILLS + INSIGHT BONUSES

Legend of the Five Rings
ROLEPLAYING GAME

VOID POINTS SPENT

PRIMARY WEAPON

ROLL TO ATTACK (TRAIT/WEAPON SKILL)			
DR		QUALITY	
SPECIAL ABILITIES			

ARMOR

TN BONUS	0	QUALITY	
SPECIAL ABILITIES			

TN TO BE HIT

TN TO BE HIT = REFLEXES X 5 + ARMOR + OTHER MODIFIERS	0
OTHER MODIFIERS	Mod 1: Mod 2:

INITIATIVE

ROLL REFLEXES/SCHOOL RANK	
CURRENT INITIATIVE	

WOUNDS (EARTH X 2 PER LEVEL, EARTH X 5 FOR OUT)

WOUND LEVEL	TOTAL	CURRENT
HEALTHY (+0)	0	
NICKED (+3)	0	
GRAZED (+5)	0	
HURT (+10)	0	
INJURED (+15)	0	
CRIPPLED (+20)	0	
DOWN (+40) MUST SPEND VOID TO ACT	0	
OUT CANNOT ACT	0	

Mod 1:

SKILLS

SKILL NAME	EMPHASES	RANKS	SCHOOL SKILL
			☐
			☐
			☐
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			☐
			☐
			☐
			☐

MASTERY ABILITIES

Insight Bonus:

GLORY: _____ ☐☐☐☐☐ ☐☐☐☐☐

HONOR: _____ ☐☐☐☐☐ ☐☐☐☐☐

STATUS: _____ ☐☐☐☐☐ ☐☐☐☐☐

SHADOWLANDS TAINT: _____ ☐☐☐☐☐ ☐☐☐☐☐

EXPERIENCE POINTS

EQUIPMENT

Koku: Bu: Zeni:

Arrows

TYPE	QTY.

HERITAGE

PORTRAIT

ADVANTAGES

DISADVANTAGES

TECHNIQUES, SPELLS, KATA, KIHO, SHADOWLANDS POWERS