NAME: _____

CLAN: _____ SCHOOL: _____

RANK: _____ INSIGHT: _____
(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		QUALITY	
SPECIAL ABILITIES			

TN TO BE HIT

TN TO BE HIT = REFLEXES X 5 + ARMOR + OTHER MODIFIERS	
OTHER MODIFIERS	

INITIATIVE

ROLL REFLEXES/SCHOOL RANK	
CURRENT INITIATIVE	

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

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

SKILLS

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

MASTERY ABILITIES

GLORY: _____ ☐☐☐☐☐ ☐☐☐☐☐

HONOR: _____ ☐☐☐☐☐ ☐☐☐☐☐

STATUS: _____ ☐☐☐☐☐ ☐☐☐☐☐

SHADOWLANDS TAINT: _____ ☐☐☐☐☐ ☐☐☐☐☐

EXPERIENCE POINTS _____

EQUIPMENT

Arrows

TYPE	QTY.

HERITAGE

PORTRAIT

ADVANTAGES

DISADVANTAGES

TECHNIQUES, SPELLS, KATA, KIHO, SHADOWLANDS POWERS