NAME: Otomo

CLAN: Imperial SCHOOL: Otomo Courtier

RANK: 1 INSIGHT: _____

(RINGS X 10) + SKILLS + INSIGHT BONUSES

Legend of the Five Rings
ROLEPLAYING GAME

Earth	Water	Fire	Air	Void
2	2	2	2	2
Stamina: 2	Strength: 2	Agility: 2	Reflexes: 2	
Willpower: 2	Perception: 2	Intelligence: 3	Awareness: 3	

Void Points Spent: _____

Primary Weapon

Roll to Attack (Trait/Weapon Skill)	4K2
DR: 4K2	Quality:
Special Abilities:	

Armor

TN Bonus: 0	Quality:
Special Abilities:	

TN to Be Hit

TN to be Hit = Reflexes x 5 + Armor + other modifiers	14
Other Modifiers: Mod 1: 4	Mod 2: 0

Initiative

Roll Reflexes/School Rank	3K2
Current Initiative	

Wounds (Earth x 2 per level, Earth x 5 for out)

Wound Level	Total	Current
Healthy (+0)	4	
Nicked (+3)	8	
Grazed (+5)	12	
Hurt (+10)	16	
Injured (+15)	20	
Crippled (+20)	24	
Down (+40) Must spend void to act	28	
Out Cannot act	38	

Mod 1:

Skills

Skill Name	Emphases	Ranks	School Skill
Defense		3	☑
Deceit	Intimidation	3	☑
			☑
Lore Law		2	☑
Investigation		2	☑
Lore Imperial Families		2	☐
Kenjitsu		2	☐
Calligraphy		2	☐
Tea Ceremony		2	☐
			☐
Lore Heraldry		1	☐
Lore History		1	☐
Horsemanship		1	☐

Mastery Abilities

Add defense to TN at all times

Free raise if Defending Contested Social

Insight Bonus: -5

Glory: 1 ☐☐☐☐☐ ☐☐☐☐☐

Honor: 2 ☑☑☑☑☑ ☐☐☐☐☐

Status: 3 ☐☐☐☐☐ ☐☐☐☐☐

Shadowlands Taint: _____ ☐☐☐☐☐ ☐☐☐☐☐

EXPERIENCE POINTS

EQUIPMENT

Wakizashi
Steed
Badge of Office
Kimono & Sandals
Traveling Pack

Koku: 38 Bu: Zeni:

Arrows

TYPE	QTY.

HERITAGE

PORTRAIT

ADVANTAGES

Social Position: Imperial (4)
Imperial Spouse (3)
Wealthy (10)

DISADVANTAGES

Insensitive (2)
Spoiled (4)

TECHNIQUES, SPELLS, KATA, KIHO, SHADOWLANDS POWERS

Do not lose Honor for Deceit
Gain Free Raise if Win Deceit Roll