Name: Miya
Clan: Imperial
School: Miya Herald
Rank: 1
Insight: 135
(Rings x 10) + Skills + Insight Bonuses

Legend of the Five Rings
Roleplaying Game

Ring	Value	Trait 1	Trait 2
Earth	2	Stamina 2	Willpower 2
Water	3	Strength 3	Perception 3
Fire	2	Agility 2	Intelligence 2
Air	3	Reflexes 3	Awareness 3
Void	2		

Void Points Spent

Primary Weapon

Roll to Attack (Trait/Weapon Skill)	5K2
DR 6K2	Quality
Special Abilities	

Armor

TN Bonus 3	Quality
Special Abilities	

TN to Be Hit

TN to Be Hit = Reflexes x 5 + Armor + Other Modifiers	24
Other Modifiers	Mod 1: 3 Mod 2: 3

Initiative

Roll Reflexes/School Rank	4K3
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
Athletics	Running	4	☑
Defense		3	☑
Kenjitsu		3	☑
Etiquette	Conversation	3	☑
Lore Heraldry	Imperial	2	☑
Horsemanship		1	☑
Lore Shadowlands		1	☐

Mastery Abilities

- Add defense to TN at all times
- Free raise if Defending Contested Social

Insight Bonus: -2

Glory: 1 ☐☐☐☐☐ ☐☐☐☐☐

Honor: 3 ☑☑☑☑☑ ☐☐☐☐☐

Status: 1 ☑☑☑☑☑ ☐☐☐☐☐

Shadowlands Taint: ☐☐☐☐☐ ☐☐☐☐☐

Experience Points

EQUIPMENT

Wakizashi
Ashigaru Armor
Katana
Badge of Office

Kimono
Traveling Pack
Steed

Koku: 20 Bu: Zeni: 0

ARROWS

TYPE	QTY.

HERITAGE

PORTRAIT

ADVANTAGES

Bland (3)

DISADVANTAGES

Phobia: Undead (5)
Lost Love (2)

TECHNIQUES, SPELLS, KATA, KIHO, SHADOWLANDS POWERS

+1K0 Etiquette
+1K0 Heraldry
Add Air to TN
Move Water x12