NAME: Seppun

CLAN: Imperial SCHOOL: Seppun Guardsman

RANK: 1 INSIGHT: 118

(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: 3	Reflexes: 2	
Willpower: 2	Perception: 3	Intelligence: 2	Awareness: 2	

Void Points Spent

Primary Weapon

Roll to Attack (Trait/Weapon Skill)	6K3+4
DR: 5K2 Quality	
Special Abilities	+4 Damage

Armor

TN Bonus: 10 Quality	
Special Abilities	

TN to Be Hit

TN to be Hit = Reflexes x 5 + Armor + other modifiers	23
Other Modifiers	Mod 1: 3 Mod 2: 0

Initiative

Roll Reflexes/School Rank	3K2+4
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
Iajitsu		4	☑
Defense		3	☑
Battle		3	☑
Etiquette		3	☑
Kenjitsu		3	☑
Kyujitsu		2	☑
Lore Imperial Families		1	☐
Investigation		1	☐
Horsemanship		1	☐
Lore Law		1	☐
Storytelling		1	☐
Spears		1	☐

Mastery Abilities

Add defense to TN at all times

Free raise if Defending Contested Social

Insight Bonus: -6

Glory: 1 ☐☐☐☐☐ ☐☐☐☐☐

Honor: 4 ☑☑☑☑☑ ☐☐☐☐☐

Status: 2 ☑☑☑☑☑ ☐☐☐☐☐

Shadowlands Taint: ☐☐☐☐☐ ☐☐☐☐☐

EXPERIENCE POINTS

EQUIPMENT

Wakizashi
Helm
Katana
Badge of Office
Yari
Kimono & Sandles
Traveling Pack
Heavy Armor
No Dachi
Yumi

Koku: 20 Bu: Zeni:

Arrows

TYPE	QTY.
Flesh Cutters	15
Armor Piercers	5

HERITAGE

PORTRAIT

ADVANTAGES

Social Position: Imperial (4)
Strength of Earth (2)
Ebisu's Blessing (3)

DISADVANTAGES

Idealistic (2)

TECHNIQUES, SPELLS, KATA, KIHO, SHADOWLANDS POWERS

Spend a void to reroll a failed Honor Test
Add Honor to Attack, Damage, and Init