NAME: Yoritomo

CLAN: Mantis SCHOOL: Yoritomo Courtier

RANK: 1 INSIGHT: 131

(RINGS X 10) + SKILLS + INSIGHT BONUSES

Legend of the Five Rings
ROLEPLAYING GAME

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

VOID POINTS SPENT

PRIMARY WEAPON

ROLL TO ATTACK (TRAIT/WEAPON SKILL)	4K2		
DR	6K2	QUALITY	
SPECIAL ABILITIES	+3 Damage		

ARMOR

TN BONUS	0	QUALITY	
SPECIAL ABILITIES			

TN TO BE HIT

TN TO BE HIT = REFLEXES X 5 + ARMOR + OTHER MODIFIERS	13
OTHER MODIFIERS	Mod 1: 3 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)	6	
NICKED (+3)	12	
GRAZED (+5)	18	
HURT (+10)	24	
INJURED (+15)	30	
CRIPPLED (+20)	36	
DOWN (+40) MUST SPEND VOID TO ACT	42	
OUT CANNOT ACT	57	

SKILLS

SKILL NAME	EMPHASES	RANKS	SCHOOL SKILL
Courtier	Political Manuvers	2	☑
Defense		3	☑
Commerce		2	☑
Athletics		3	☑
Deceit	Intimidation	3	☑
Etiquette	Sincerity	3	☑
Underworld		3	☑
Kenjitsu		2	☐
Stealth		1	☐
Chain Weapons		1	☐
Fortunes & Winds		1	☐
Knives		1	☐

MASTERY ABILITIES

Add defense to TN at all times

Free Raise if Defending Contestested Social

Insight Bonus: -4

Mod 1:

GLORY: 1 ☐☐☐☐☐ ☐☐☐☐☐

HONOR: 0 ☑☐☐☐☐ ☐☐☐☐☐

STATUS: 1 ☐☐☐☐☐ ☐☐☐☐☐

SHADOWLANDS TAINT: ☐☐☐☐☐ ☐☐☐☐☐

EXPERIENCE POINTS

EQUIPMENT

Wakizashi
Katana
Tanto
2 Kimono's & Sandals
Traveling Pack
Koyketsu-Shogu

Koku: 10 Bu: Zeni:

Arrows

TYPE	QTY.

HERITAGE

PORTRAIT

ADVANTAGES

Crafty (4)

DISADVANTAGES

Insenstive (3)
Compulsion: Drinking (4)

TECHNIQUES, SPELLS, KATA, KIHO, SHADOWLANDS POWERS

Free raise on Social Skills
+2 Glory, Awareness & Willpower
Both Abilities can only be used
with people who have Infamy