Name: Shinjo

Clan: Unicorn School: Shinjo Bushi

Rank: 1 Insight: 129

(Rings x 10) + Skills + Insight Bonuses

Legend of the Five Rings
Roleplaying Game

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

Void Points Spent

Primary Weapon

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

Armor

TN Bonus 5	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	4K3+3
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	

Skills

Skill Name	Emphases	Ranks	School Skill
Horsemanship		5	☑
Defense		3	☑
Kenjitsu		3	☑
Hunting		2	☑
Kyujitsu	Yomanri, Horse Archery	2	☑
Spears		2	☐
Lore Unicorn		1	☐

Mastery Abilities

- Add Defense to Tn at all times
- No penality for Archery from Horseback
- You Steed uses your TN to be hit
- You may use Agility or Reflexes for Archery

Insight Bonus: 1

Mod 1:

Glory: 1 ☐☐☐☐☐ ☐☐☐☐☐

Honor: 2 ☑☑☑☑☑ ☐☐☐☐☐

Status: 1 ☐☐☐☐☐ ☐☐☐☐☐

Shadowlands Taint: ☐☐☐☐☐ ☐☐☐☐☐

Experience Points

EQUIPMENT

Wakizashi
Traveling Pack
Katana
Light Armor
Daikyu

Kimono & Sandals
Utaku Steed
Yumi
Lance

Koku: 8 Bu: Zeni:

ARROWS

TYPE	QTY.
Willow Leaf	20

HERITAGE

PORTRAIT

ADVANTAGES

Leadership (7)

DISADVANTAGES

Contrary (3)

TECHNIQUES, SPELLS, KATA, KIHO, SHADOWLANDS POWERS

+3 initiative & Bugei Skills while on Foot
+5 All Attacks while mounted
+Water to Initative at all times