NAME: Ide

CLAN: Unicorn SCHOOL: Ide Emissary

RANK: 1 INSIGHT: 126

(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: 3	Intelligence: 2	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	10
Other Modifiers	Mod 1: Mod 2:

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
Commerce		4	☑
Courtier	Manipulation	4	☑
Etiquette	Conversation	3	☑
Horsemanship		3	☑
Investigation	Notice	2	☑
Storytelling		2	☑
Lore Law		2	☐
Lore Unicorn		2	☐
Lore Gaijin		2	☐
Kenjitsu		2	☐

Mastery Abilities

Insight Bonus:

Glory: 1 ☐☐☐☐☐ ☐☐☐☐☐

Honor: 3 ☑☑☑☑☑ ☐☐☐☐☐

Status: 1 ☐☐☐☐☐ ☐☐☐☐☐

Shadowlands Taint: ☐☐☐☐☐ ☐☐☐☐☐

Experience Points

EQUIPMENT

Wakizashi
Traveling Pack
Kimono & Sandals
Gaijin Riding Horse

Koku: 10 Bu: Zeni:

Arrows

TYPE	QTY.

HERITAGE

PORTRAIT

ADVANTAGES

Daikoku's Blessing (2)
Language: Senpet, Yobajin, Thrane, Rumal (4)
Way of the Land: Ide (1)

DISADVANTAGES

Can't Lie (3)

TECHNIQUES, SPELLS, KATA, KIHO, SHADOWLANDS POWERS

Add Twice Awareness to Etiquette Rolls
Any time your opponent gains a free raise
on contested socials, you gain a free raise