

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS

YOJIMBO

BUSHIDO CODE

PROFICIENCY PASSIVE PERCEPTION

INSPIRATION PASSIVE INSIGHT

STRENGTH

◆ — SAVING THROWS

○ — ATHLETICS

DEXTERITY

◆ — SAVING THROWS

○ — ACROBATICS

○ — SLEIGHT OF HAND

○ — STEALTH

CONSTITUTION

◆ — SAVING THROWS

INTELLIGENCE

◆ — SAVING THROWS

○ — ARCANA

○ — HISTORY

○ — INVESTIGATION

○ — NATURE

○ — RELIGION

WISDOM

◆ — SAVING THROWS

○ — ANIMAL HANDLING

○ — INSIGHT

○ — MEDICINE

○ — PERCEPTION

○ — SURVIVAL

CHARISMA

◆ — SAVING THROWS

○ — DECEPTION

○ — INTIMIDATION

○ — PERFORMANCE

○ — PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOR ○

MEDIUM ARMOR □

HEAVY ARMOR ☆

SIMPLE WEAPONS ○

MARTIAL WEAPONS ☆

SHIELDS ○

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE DEATH SAVES

Used Total

SUCCESES FAILURES

d10

NAME	ATK BONUS	DAMAGE/TYPE

BALANCE POINTS

Total Used

STANCE SAVE DC

STANCES KNOWN

ADDITIONAL COMBAT FEATURES

FIGHTING STYLE

LEVEL 2

BUSHIDO CODE FEATURE

LEVEL 3

EXTRA ATTACK

LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 15th level in this class.

TOREKKA

LEVEL 5

- As an action, you can touch a willing creature and spend 1 balance point to learn to speak a language of your choice that creature speaks. You know this language until you finish a long rest, you use this ability again, or you become unconscious or die.
- As an action, you can spend 2 balance points to give yourself supernatural awareness of the surrounding landscape. For 1 hour, you can't become lost except by magical means, and difficult terrain doesn't slow your group's travel.

JUNBI

LEVEL 6

At the start of your turn, you can choose to spend your turn in intense concentration. When you do, you can't move, speak, or take any actions or reactions until the start of your next turn, or until you lose concentration (as though concentrating on a spell). If you maintain concentration this way until the start of your next turn, you regain a number of your expended balance points, choosing how many are positive and how many are negative, equal to half your balance point maximum.

You can't use this feature if you're unconscious at the start of your turn.

Once you regain balance points this way, you must finish a long rest before you can use this feature again. You can use this feature twice per day beginning at 11th level, and three times per day beginning at 17th level. When you finish a long rest, you regain all of your expended uses.

BUSHIDO CODE FEATURE

LEVEL 7

HANSHA

LEVEL 9

You gain proficiency in Dexterity saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

KINBEN

LEVEL 11

When you hit a creature with a melee weapon attack, you can spend 1 balance point to mark the target with spiritual energy until the end of your next turn. For the duration, you are able to perceive the target as if you had truesight to a range of 60 feet, it can't become hidden from you while within 60 feet of you, and your melee weapon attacks against it deal an additional 1d6 force damage.

BUSHIDO CODE FEATURE

LEVEL 13

KAMAE KODONA

LEVEL 14

Whenever you would learn a new basic stance, you can instead learn an advanced stance of your choice, detailed at the end of the class description.

BUSHIDO CODE FEATURE

LEVEL 18

ISHIKI

LEVEL 18

While you maintain concentration on your Junbi, you have blindsight and truesight to a range of 60 feet. If you maintain concentration on it until the start of your next turn, you can choose any number of creatures within 60 feet of you, spending 1 balance point for each chosen creature. You gain the benefits of your Kinben against each of the chosen creatures for 1 minute.

KANPEKI

LEVEL 20

Whenever you enter a basic stance, you can use either its Positive or Negative Channel without spending a balance point. You can still use the other by spending a corresponding balance point, as normal.



AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER NAME

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD		Attuned	<input type="radio"/>
AMULET			<input type="radio"/>
CLOAK			<input type="radio"/>
ARMOR			<input type="radio"/>
HANDS/ARMS			<input type="radio"/>
RING			<input type="radio"/>
RING			<input type="radio"/>
BELT			<input type="radio"/>
BOOTS			<input type="radio"/>

CP
SP
EP
GP
PP

BACKPACK/STORAGE

MAGIC ITEMS

Name		Attuned	<input type="radio"/>
Name			<input type="radio"/>