				O Legand of the						
CHARACTER NAME		PLAYER		a flys Rings						
RACE	CLAN/BLOODLINE/TRIBE	SIZE	GENDER	(B)) N						
CLASS	LEVEL ECL	ALIGNMENT	SPEED	ORIENTA	LA	חבעק	TUR	<b>=</b> 5™		
ABILITY NAME ABILITY SCORE	ABILITY TEMPORARY TEMPORARY MODIFIER SCORE MODIFIER			SKILL	SKILL	S	MA	X RANKS	/	
STR STRENGTH DEX	MISS CHANCI	ARCANE E SPELL FAILURE	ARMOR SPELL CHECK RESISTANCE PENALTY	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
DEXTERITY	HONOR		LANDS TAINT OINTS MODIFIER	☐ ALCHEMY ☐ ANIMAL EMPATHY	INT CHA			+	+	
CON				☐ Appraise ■	INT		·	+ +	.+ .+	
INT INTELLIGENCE		IATIVE	= +	☐ BALANCE ■	DEX*		:	+	.+	
WIS WISDOM		TO	TAL DEX MISC MODIFIER	☐ BATTLE	WIS			+	+	
CHA	BA	SE ATTACK		☐ Bluff ■ ☐ Climb ■	CHA STR*	=	:: :	+ +	.+ +	
CHARISMA		BONUS	DAMAGE HIT DIE	☐ CONCENTRATION ■ ☐ CRAFT ■ (	CON _) INT	=	·	+	+	
НР	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	REDUCTION TYPE	☐ DECIPHER SCRIPT	INT		·	+ +	.t .t	
HIT POINTS				<ul><li>□ DIPLOMACY ■</li><li>□ DISABLE DEVICE</li></ul>	CHA INT			+	+	
AC ARMOR CLASS	= <b>10+</b>  + +	++		☐ DISGUISE ■	СНА	=		t	+	
TOTAL	ARMOR SHIELD DEX SIZ BONUS BONUS MODIFIER MODI	E NATURAL MISC FIER ARMOR MODIFI	ER	☐ ESCAPE ARTIST ■	DEX*		:	+ +	+	
SAVING THROWS	TOTAL BASE ABILITY MAGIC MODIFIER MODIFIER	MISC. TEMPORAR MODIFIER	CONDITIONAL MODIFIERS	<ul><li>☐ Forgery ■</li><li>☐ Gather Information ■</li></ul>	INT CHA	=	·	+	+	
FORTITUDE (CONSTITUTION)	= + + +	+ +		☐ HANDLE ANIMAL	СНА	=	:i	+ +	.+ .+	
REFLEX	= + + +	+ + +		☐ HEAL ■ ☐ HIDE ■	WIS DEX*	=	·	+	.+	
(DEXTERITY)							·	+ +	.+ .+	
(WISDOM)				<ul><li>□ IAIJUTSU FOCUS ■</li><li>□ INNUENDO</li></ul>	CHA WIS		:	+ +	+	
	TOTAL BASE ATTACK BONU	STR SIZE JS MODIFIER MODIFIER	MISC TEMPORARY MODIFIER MODIFIER	<ul><li>☐ INTIMIDATE ■</li><li>☐ INTUIT DIRECTION</li></ul>	CHA WIS		•	+	+	
MELEE ATTACK BONUS	=	+ +	+ + +	□ Jump ■	STR*	=	·	+	+	
RANGED ATTACK BONUS	=	+ +	+ + +	<ul><li>☐ KNOWLEDGE (ARCANA)</li><li>☐ KNOWLEDGE (ARCHITECTURE</li></ul>	INT			+	+	
ATTACK BONGS	TOTAL BASE ATTACK BONU	JS DEX SIZE MODIFIER MODIFIER	MISC TEMPORARY MODIFIER	& ENGINEERING)	INT			+	+	
WEAP	ON			<ul><li>☐ KNOWLEDGE (GEOGRAPHY)</li><li>☐ KNOWLEDGE (HISTORY)</li></ul>	INT		·	+	.+	
WEAT	TOTAL ATTACK BO	NUS DAMAC	E CRITICAL	<ul><li>☐ KNOWLEDGE (LOCAL)</li><li>☐ KNOWLEDGE (NATURE)</li></ul>	INT		·	+	.+	
RANGE WEIGHT	TYPE SIZE	SPECIAL PRO	OPERTIES	☐ Knowledge			·	+	.+	
NANGE WEIGHT	3122	JI LCIAL I III	STERTIES	(nobility & royalty)  ☐ Knowledge (religion)	INT INT		·	+ +	.+ +	
				☐ KNOWLEDGE (SHADOWLANDS/SPIRITS)	INT		•	+	+	
WEAP	ON TOTAL ATTACK BOI	NUS DAMAC	E CRITICAL	☐ KNOWLEDGE (SHINTAO)	INT		::	+ +	+	
				☐ LISTEN ■ ☐ MOVE SILENTLY ■	WIS DEX*		·	+	. <del>+</del>	
RANGE WEIGHT	TYPE SIZE	SPECIAL PRO	OPERTIES	☐ OPEN LOCK	DEX			+	+	
				☐ PERFORM <b>■</b> (	_) CHA			'	+	
WEAP	ON TOTAL ATTACK BO	NUS DAMAC	E CRITICAL	(	_) CHA DEX*	=		+	+	
				PROFESSION (	_) wis		·	+ +	.+ .+	
RANGE WEIGHT	TYPE SIZE	SPECIAL PRO	OPERTIES	<ul><li>□ READ LIPS</li><li>□ RIDE ■ (</li></ul>	INT _) DEX			+ +	.+	
				☐ SCRY ■	INT		·	+	+	
	AMMUNITION			<ul><li>□ Search ■</li><li>□ Sense Motive ■</li></ul>	INT WIS			+ +	.+ +	
				☐ SPELLCRAFT ☐ SPOT ■	INT WIS		:	+	+	
				□ Swim ■	STR**		·	+ +	.t .t	
ARMOR/PROTE	CTIVE ITEM TYPE	ARMOR BONUS	MAX DEX BONUS	□ Тимвіе	DEX*			+ +	.+	
				☐ USE MAGIC DEVICE	CHA			+	+	
CHECK PENALTY SP	ELL FAILURE SPEED WEIGHT	SPECIAL	PROPERTIES	<ul><li>USE ROPE ■</li><li>WILDERNESS LORE ■</li></ul>	DEX WIS	=		+ +	+ +	
						=		+	+	
SHIELD/PROTEC	TIVE ITEM	CLIT CLIFATE	ALTY CREW ENVIR				·	+ +	.t .t	
	ARMOR BONUS WEIG	CHECK PEN	ALTY SPELL FAILURE	Skills marked with ■ can be used normal				skill rank	rs.	
	SPECIAL PROPERTIE	= 5		Mark class skills with ⊠. *ARMOR CHECK ** −1 per 5 lb. of gear.						
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CAMPAIGN							V = Void;	element of spe = earth; F = fi ; Wa = water.	ell when app ire; Ma = M	oropriate: Iaho;
EXPERIENCE POINTS							0:			
	GEA	R								
ITEM	WT.	ITEM	WT.				1sт:			
							2			
							2ND:			
				-			3RD:			
				-			JKD			
							4тн:			
							5тн:			
							6тн:			
				-			7тн:			
				-			8тн:			
				HEIGHT	WEIGHT	AGE	9тн:			
							SP	PELL SA	VE	lm
				EYES	HAIR	COMPLEXION				DC MOD
				DESCRIPTION:			SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
				-				0		0
								1ST		
								2ND		
				LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		3RD		
								4TH		
				LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG		5TH		
				EQUALS MAX LOAD	2 × MAX LOAD	5 × MAX LOAD		6ТН		
					ANGUAGE	:c		7TH		
	NO.	TOTAL WEIGHT CARRIE	D		s = Rokugani (or base			8TH		
	MON	4		modifier; bon	us languages restricte	ed (see page 7)		9TH		
Коки —							L	JMBER OF SP	DELLS KNO	
Bu —							0	1sт	2	!ND
•							3RD	4тн 7тн	5	
Zeni —							9тн			
							9		rend or	she.
							3		ive Ri	435 T

SPECIAL ABILITIES/FEATS

**SPELLS** 

ORIENTAL ADVENTURES