



You can use this sheet to fill in your answers for *Building a School*, and to take notes for later!  
 (L5R RPG Path of Waves, Chapter 2: Creating a Character p. 76-84)

**STEP I: DETERMINE SCHOOL ROLE (P. 76)**

PRIMARY ROLE	SECONDARY ROLE (Optional)	THIRD ROLE (Optional)
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**STEP II: CHOOSE AFFILIATIONS AND SUMMARIZE SCHOOL (P. 77)**

AFFILIATIONS

**STEP III: SCHOOL ABILITY (P. 77)**

**STEP IV: RING BONUSES (P. 79)**

FIRST RING BONUS	SECOND RING BONUS
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**STEP V: CHOOSING SKILLS (P. 79)**

TOTAL SKILLS TO CHOOSE FROM	SKILLS AVAILABLE
TOTAL NUMBER OF PICKS	

**STEP VI: TECHNIQUE ACCESS AND STARTING TECHNIQUES (P. 80)**

NUMBER OF TECHNIQUES	TECHNIQUES AVAILABLE
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STARTING TECHNIQUES

PART VII: CURRICULUM AND MASTERY ABILITY (P. 81)

School Ranks

	ADVANCE	TYPE	XP INVESTED
RANK 1		Skl. Grp.	
		Skill	
		Skill	
		Skill	
		Tech. Grp.	
		Technique	
		Technique	
	<i>XP Spent Out of Curriculum</i>		
<input type="radio"/> COMPLETED			XP Spent at Rank 1 / Total = /20
RANK 2		Skl. Grp.	
		Skill	
		Skill	
		Skill	
		Tech. Grp.	
		Technique	
		Technique	
	<i>XP Spent Out of Curriculum</i>		
<input type="radio"/> COMPLETED			XP Spent at Rank 2 / Total = /24
RANK 3		Skl. Grp.	
		Skill	
		Skill	
		Skill	
		Tech. Grp.	
		Technique	
		Technique	
	<i>XP Spent Out of Curriculum</i>		
<input type="radio"/> COMPLETED			XP Spent at Rank 3 / Total = /32
RANK 4		Skl. Grp.	
		Skill	
		Skill	
		Skill	
		Tech. Grp.	
		Technique	
		Technique	
	<i>XP Spent Out of Curriculum</i>		
<input type="radio"/> COMPLETED			XP Spent at Rank 4 / Total = /44
RANK 5		Skl. Grp.	
		Skill	
		Skill	
		Skill	
		Tech. Grp.	
		Technique	
		Technique	
	<i>XP Spent Out of Curriculum</i>		
<input type="radio"/> COMPLETED			XP Spent at Rank 5 / Total = /60
RANK 6	Mastery Ability:		UNLOCKED <input type="radio"/>

PART VIII: STARTING OUTFIT (P. 82-83)

PART IX: NAME (P. 83)