



You can use this sheet to fill in your answers to *A Revised Game of Twenty Questions*, and to take notes for later! (L5R RPG Path of Waves, Chapter 2: Creating a Character p. 30-82)

PART I: CORE IDENTITY (REGION AND UPBRINGING)

1. **WHAT REGION DOES YOUR CHARACTER COME FROM?**
(P. 31)

RING INCREASE (1)

SKILL INCREASES (1)



2. **WHAT WAS YOUR CHARACTER'S UPBRINGING?**
(P. 43)

RING INCREASE (1)

SKILL INCREASES (2)



STARTING WEALTH:

PART II: ROLE AND SCHOOL

3. **WHAT IS YOUR CHARACTER'S SCHOOL, AND WHAT ARE IT'S ASSOCIATED ROLES?**
(P. 46)

RING INCREASE (2)

SKILL INCREASES (3-5)



TECHNIQUE TYPES AVAILABLE

<input type="checkbox"/> KATA	<input type="checkbox"/> KIHŌ	<input type="checkbox"/> INVOCATIONS	<input type="checkbox"/> RITUALS	<input type="checkbox"/> SHŪJI
<input type="checkbox"/> MAHŌ	<input type="checkbox"/> NINJUTSU	<input type="checkbox"/> MANTRAS		

STARTING TECHNIQUES (2-5)

SCHOOLABILITY

STARTING OUTFIT

4. **WHAT GETS YOUR CHARACTER IN AND OUT OF TROUBLE?**
(P. 60)

RING INCREASE (1)

PART III: THE PAST AND THE FUTURE

5. **WHAT IS YOUR CHARACTER'S PAST AND HOW DOES IT AFFECT THEM? (SELECT PAST)**
(P. 60)

6. **WHAT DOES YOUR CHARACTER LONG FOR, AND HOW MIGHT THEIR PAST IMPACT THEIR NINJŌ? (SELECT NINJŌ)**
(P. 62)

7. **WHAT IS YOUR CHARACTER KNOWN FOR?**
(P. 62)

SKILL INCREASE (1)

OR

GLORY INCREASE

8. **WHAT DOES YOUR CHARACTER THINK OF BUSHIDŌ?**
(P. 62)

ITEM OF RARITY 7 OR LOWER (1)

OR

SKILL INCREASE (1)

OR

HONOR INCREASE (+10)

PARAMOUNT TENET

AND

LESS SIGNIFICANT TENET

PART IV: STRENGTHS AND WEAKNESSES

9. **WHAT IS YOUR CHARACTER'S GREATEST ACCOMPLISHMENT SO FAR?**
(P. 64)

DISTINCTION (1)

10. **WHAT HOLDS YOUR CHARACTER BACK THE MOST IN LIFE?**
(P. 64)

ADVERSITY (1)

11. **WHAT ACTIVITY MOST MAKES YOUR CHARACTER FEEL AT PEACE?**
(P. 65)

PASSION (1)

12. WHAT CONCERN, FEAR, OR FOIBLE TROUBLES YOUR CHARACTER THE MOST?
(P. 65)

ANXIETY (1)

13. WHO HAS YOUR CHARACTER LEARNED THE MOST FROM DURING THEIR LIFE?
(P. 65)

SKILL INCREASE (1)

OR

ADVANTAGE (1)

DISADVANTAGE (1)

PART V: PERSONALITY AND BEHAVIOR

14. WHAT IS YOUR CHARACTER'S MOST PRIZED POSSESSION?
(P. 66)

TRINKET

ITEM (UPGRADED OR RARITY 5 OR LOWER)

15. HOW DOES YOUR CHARACTER REACT TO STRESSFUL SITUATIONS?
(P. 66)

PART VI: ANCESTRY AND FAMILY

16. WHAT ARE YOUR CHARACTER'S RELATIONSHIPS TO YOUR FAMILY, THE CLANS, PEASANTS, AND OTHERS?
(P. 66)

ITEM
(RARITY 7 OR LOWER)

17. **WHAT SHARED HISTORY DO YOU HAVE WITH YOUR GROUP?**
(P. 67)

18. **WHO RAISED YOU?**
(P. 67)

SKILL INCREASE (1)

19. **WHAT IS YOUR CHARACTER'S NAME?**
(P. 68)

PART VII: DEATH

20. **HOW SHOULD YOUR CHARACTER DIE?**
(P. 68)