

Character Name		
Class & Level	Archetype	Player Name
Species	Alignment	Experience Points

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

SAVING THROWS

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

SKILLS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

ARMOR CLASS

INITIATIVE

SPEED

CURRENT HIT POINTS

Hit Point Maximum _____

TEMPORARY HIT POINTS

HIT DICE

Total _____

DEATH SAVES

Successes

Failures

EQUIPMENT

Currency _____

FEATURES, TRAITS & FEATS

INSPIRATION

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ATTACKS			
NAME	ATK BONUS	DAMAGE/TYPE	PROPERTIES

Character Name

Age

Height

Weight

Eyes

Skin

Hair

Adventures in Rokugan

CHARACTER APPEARANCE

MOTIVATIONS

PERSONALITY TRAITS

CHARACTER BACKSTORY

ALLIES & ORGANIZATIONS

TECHNIQUES

Adventures in Rokugan

INVOCATION ABILITY	SAVE DC	ATTACK BONUS	FAVOR POINTS
			Favor Point Maximum _____

TIER 0 INVOCATIONS			
ELEMENT	TYPE	FAVOR COST	NAME

TIER 1 INVOCATIONS			
ELEMENT	TYPE	FAVOR COST	NAME

TIER 2 INVOCATIONS			
ELEMENT	TYPE	FAVOR COST	NAME

TIER 3 INVOCATIONS			
ELEMENT	TYPE	FAVOR COST	NAME