

You can use this sheet to fill in your answers to
The Game of Twenty Questions, and to take notes for later!
(L5R RPG Core Rulebook, Chapter 2: Creating a Character p. 41–95)

DART I. CORE IDENTITY (CLAN & FAMILY)

1. WHAT CLAN DOES YOUR CHARACTER BELONG TO? (p. 41)

RING INCREASE (1)

SKILL INCREASES (1)



2. WHAT FAMILY DOES YOUR CHARACTER BELONG TO? (p. 49)

RING INCREASE (1)

SKILL INCREASES (2)



STARTING WEALTH:

PART II: ROLE & SCHOOL

3. WHAT IS YOUR CHARACTER'S SCHOOL, AND WHAT ROLES DOES THAT SCHOOL FALL INTO? (p. 56)

RING INCREASE (2)

SKILL INCREASES (3-5)



TECHNIQUE TYPES AVAILABLE

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O MAHŌ ₩ O NINJUTSU *

STARTING TECHNIQUES (2-5)

SCHOOL ABILITY

STARTING OUTFIT

4. HOW DOES YOUR CHARACTER STAND OUT WITHIN THEIR SCHOOL? (p. 88)

RING INCREASE (1)

5.	WHO IS YOUR LORD AND WHAT IS YOUR CHARA (P. 88)	CTER'S DUTY TO THEM? (SELECT	GIRI)	
6.	WHAT DOES YOUR CHARACTER LONG FOR, AND (p. 90)	HOW MIGHT THIS IMPEDE THEI	R DUTY? (SELECT NINJŌ)
7.	WHAT IS YOUR CHARACTER'S RELATIONSHIP WITH THEIR CLAN? (P. 91)	SKILL INCREASE (1)	OR	GLORY INCREASE (+5)
8.	WHAT DOES YOUR CHARACTER THINK OF BUSHIDŌ? (P. 91)	SKILL INCREASE (1)	OR	HONOR INCREASE (+10)
PA 9.	RT IV: STRENGTHS & WEAKNESSES WHAT IS YOUR CHARACTER'S GREATEST ACCOM (P. 92)	PLISHMENT SO FAR?		DISTINCTION (1)
9.	WHAT IS YOUR CHARACTER'S GREATEST ACCOM			DISTINCTION (1) ADVERSITY (1)

12.	WHAT CONCERN, FEAR, OR FOIBLE TROUBLES YOUI (p. 93)	R CHARACTER THE MOST?		ADVERSITY (1)
10				
13.	WHO HAS YOUR CHARACTER LEARNED THE MOST FROM DURING THEIR LIFE? (p. 93)	SKILL INCREASE (1)	OR	ADVANTAGE (1)
		DISADVANTAGE (1)		
	RT V: PERSONALITY & BEHAVIOR WHAT DO PEOPLE NOTICE FIRST UPON ENCOUNTER	RING YOUR CHARACTER?		
	(p. 93)			PERSONAL ACCOUTREMENT
15.	HOW DOES YOUR CHARACTER REACT TO STRESSFUL (p. 94)	L SITUATIONS?		
16.	WHAT ARE YOUR CHARACTER'S PREEXISTING RELATIONS, FAMILIES, ORGANIZATIONS, AND TRA			ITEM
	(p. 94)			(RARITY 7 OR LOWER)

7. HOW WO (p. 95)	OULD YOUR CHARACTER S	S PARENTS DESCRIBE THEM		
(P. 93)				SKILL INCREASE (1)
3. WHO WA (p. 95)	S YOUR CHARACTER NAM	MED TO HONOR?		
(P. 93)				
			D10 RESULT (1/2)	D10 RESULT (2/2)
			510 (1.200.1) (1.2)	210 112021 (2.2)
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). WHAT IS		RSONAL NAME?		
). WHAT IS		SONAL NAME?		
). WHAT IS (p. 95)	YOUR CHARACTER'S PER	RSONAL NAME?		
ART VII: DEATH	YOUR CHARACTER'S PER			
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