YOJIMBO

用心棒

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

BUSHIDO CODE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY

- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION

- ___ SAVING THROWS

INTELLIGENCE

- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM

- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA

- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOR

SIMPLE WEAPONS

MEDIUM ARMOR

MARTIAL WEAPONS

HEAVY ARMOR

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

d10

DEATH SAVES

SUCCESES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

BALANCE POINTS

Total

Used

+

-

Total

STANCE SAVE DC

STANCES KNOWN

ADDITIONAL COMBAT FEATURES

FIGHTING STYLE

LEVEL 2

BUSHIDO CODE FEATURE

LEVEL 3

EXTRA ATTACK

LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 15th level in this class.

TOREKKA

LEVEL 5

- As an action, you can touch a willing creature and spend 1 balance point to learn to speak a language of your choice that creature speaks. You know this language until you finish a long rest, you use this ability again, or you become unconscious or die.
- As an action, you can spend 2 balance points to give yourself supernatural awareness of the surrounding landscape. For 1 hour, you can't become lost except by magical means, and difficult terrain doesn't slow your group's travel.

JUNBI

LEVEL 6

At the start of your turn, you can choose to spend your turn in intense concentration. When you do, you can't move, speak, or take any actions or reactions until the start of your next turn, or until you lose concentration (as though concentrating on a spell). If you maintain concentration this way until the start of your next turn, you regain a number of your expended balance points, choosing how many are positive and how many are negative, equal to half your balance point maximum.

You can't use this feature if you're unconscious at the start of your turn.

Once you regain balance points this way, you must finish a long rest before you can use this feature again. You can use this feature twice per day beginning at 11th level, and three times per day beginning at 17th level. When you finish a long rest, you regain all of your expended uses.

BUSHIDO CODE FEATURE

LEVEL 7

HANSHA

LEVEL 9

You gain proficiency in Dexterity saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

KINBEN

LEVEL 11

When you hit a creature with a melee weapon attack, you can spend 1 balance point to mark the target with spiritual energy until the end of your next turn. For the duration, you are able to perceive the target as if you had truesight to a range of 60 feet, it can't become hidden from you while within 60 feet of you, and your melee weapon attacks against it deal an additional 1d6 force damage.

BUSHIDO CODE FEATURE

LEVEL 13

KAMAE KODONA

LEVEL 14

Whenever you would learn a new basic stance, you can instead learn an advanced stance of your choice, detailed at the end of the class description.

BUSHIDO CODE FEATURE

LEVEL 18

ISHIKI

LEVEL 18

While you maintain concentration on your Junbi, you have blindsight and truesight to a range of 60 feet. If you maintain concentration on it until the start of your next turn, you can choose any number of creatures within 60 feet of you, spending 1 balance point for each chosen creature. You gain the benefits of your Kinben against each of the chosen creatures for 1 minute.

KANPEKI

LEVEL 20

Whenever you enter a basic stance, you can use either its Positive or Negative Channel without spending a balance point. You can still use the other by spending a corresponding balance point, as normal.

CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

		Attuned
HEAD		○
AMULET		○
CLOAK		○
ARMOR		○
HANDS/ARMS		○
RING		○
RING		○
BELT		○
BOOTS		○

CP	SP	EP	GP	PP

MAGIC ITEMS

	Attuned
Name	○
Name	○
Name	○
Name	○
Name	○

BACKPACK/STORAGE