

Ryuu tama

natural fantasy R.P.G.

Character Sheet









Ryuujin

Created

Character name					Player name		
Level		EXP		Gender		Age	
Class	/			Type	/		

Class Skill	Stats Used	Effect

Mastered weapon		Specialized Terrain		Personal Item	
Image Color / Appearance					
Hometown / Reason for Travel					
Notes					

Stats	STR d 	DEX d 	INT d 	SPI d 	
HP	[Max HP = STR × 2]  ⇒		MP	[Max MP = SPI × 2]  ⇒	
Condition	[STR + SPI] ★ If 10 or higher, add 1 dice size to any 1 stat				Fumble Points
	 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 ★				
Journey Rules 1) Travel Check [STR + DEX]    2) Direction Check [INT + INT]    3) Camp Check [DEX + INT]					Initiative [DEX + INT]

Equipment  (Equipped items count as size 0)







Carrying Capacity: \_\_\_\_\_

Weapons		Accuracy	Damage	Durability	Effect/etc.
Shield Armor		Defense Points	Penalty	Durability	Effect/etc.
Traveler's Outfit		Effect/etc.		Effect/etc.	

Terrain + Weather Determine bonuses and penalties for Terrain and Weather here

Check Bonus	Level 1 ⇒6		Level 2 ⇒8			Level 3 ⇒10			Level 4⇒12		Level 5 ⇒14
	grassland	wasteland	woods	highlands	rocky terrain	deep forest	swamp	mountain	desert	jungle	alpine
Check Penalty	Weather: +1					Weather: +3			Weather: +5		
	rain	strong wind	fog	hot	cold	hard rain	snow	deep fog	dark	hurricane	blizzard

Status Effects If the next day's Condition Check is higher than the status effect number, it is cured.

Body	 <b>Injury</b> [DEX]-1 Die size		 <b>Poison</b> [STR]-1 Die size		 <b>Sickness</b> [ ALL ]-1 Die size	
Mind	 <b>Exhaustion</b> [SPI]-1 Die size		 <b>Muddled</b> [INT]-1 Die size		 <b>Shock</b> [ ALL ]-1 Die size	

<i>Class Skill</i>	<i>Stats Used</i>	<i>Effect</i>

<i>Other Bonuses</i>	