

RYUUTAMA PRIME

DISTINCTIONS

SEASON

PROFESSION

REASON FOR TRAVEL

APPROACHES

____ *CAREFUL*

____ *FORCEFUL*

____ *FLASHY*

____ *SNEAKY*

____ *QUICK*

____ *CLEVER*

TALENTS

1. _____
2. _____
3. _____

VALUES

____ *POWER*

____ *DUTY*

____ *WISDOM*

____ *DISCOVERY*

____ *COURAGE*

TYPES

____ *ATTACK*

____ *MAGIC*

____ *TECHNICAL*

CREATING A CHARACTER IN RYUUTAMA PRIME

- DISTINCTIONS

- SEASON

- SEASON SFX: YOU MANIFEST YOUR SEASON'S ELEMENTS WHEN YOU ARE UNDER PRESSURE. WHEN YOU PUSH YOUR STRESS, SPEND A PP AND CREATE A D8 ASSET THAT LASTS UNTIL YOU ARE TAKEN OUT OR UNTIL THE END OF THE SCENE.

- PROFESSION

- PROFESSION SFX: I WILL MAKE THIS OR WE CAN MAKE IT TOGETHER.

- REASON FOR TRAVEL

- VALUES (WHY DO YOU DO SOMETHING?)

- 8,8,8,6,6
 - 10,8,6,6,6

- APPROACHES (HOW DO YOU DO SOMETHING?)

- 8,8,8,6,6,6
 - 10,8,6,6,6,6

- TYPES (WHAT ROLE DO YOU PLAY?)

- 10,8,4

- **TALENTS (CHOOSE 3; AT THE BEGINNING OF EACH SESSION, CHOOSE WHICH ONE YOU WANT TO ACTIVATE FOR THAT SESSION.**
 - **Well-Traveled:** When you encounter trouble while traveling between settlements, step up or double your chosen Approach die, but step down one other Approach until you do a recovery action.
 - **Knowledge of Tradition:** The people you have met on your travels have taught you their old songs and legends; you have learned a great deal about the world this way. When you study a situation/person to gain more information, gain a D8 asset for the scene, but also apply a D8 stress to an Approach.
 - **Music:** You can play music that reinvigorates your companions. When your party is resting after a scene where they gained stress, spend a PP to Step Down a Stress from any Complication except Injured for ONE of your companions. You may spend a second PP to Step Down another Stress, but you must Step Up your Exhausted Stress in exchange.
 - **Well-Spoken:** Your communication skills are top-notch. When you are negotiating with another character, spend a PP to use a different Approach than would normally be appropriate for a given action.
 - **Animal Companion:** You have a loyal animal companion that journeys with you. You are spiritually bonded. When you face danger, your pet comes to your defense. Spend a PP to add an additional Attack die, but take a Complication/Stress of the same die type in exchange.
 - **Trader:** You are a savvy shopper. When you are shopping for something, you know exactly where to look. Once per session, spend a PP and create a temporary D6 asset that lasts the session, but take a D6 stress in exchange.
 - **Tracking:** You are skilled in finding people and animals. When you are in search of something or someone, spend a PP to declare where they are and how you found them.

- **Trapping:** You know how to harvest beasts and take trophies. When you kill a monster, spend a PP to create a D6 asset related to it for the rest of the session but take a D6 Stress in Exhaustion.
- **Hunting:** When you find someone or something that you have been looking for, spend a PP to Surprise them, allowing you to initiate combat. Add the Sneaky die to your pool and keep 3 dice.
- **Healing:** You heal a companion's injuries by creating a secret remedy from Healing Herbs and water. When your party is resting after taking Stress, spend a PP to Step Down a Stress from Injured for one companion. You may spend a second PP to Step Down the same, or a different Stress, but in exchange you Step Up your Stress in Exhausted.
- **First Aid:** You are knowledgeable in patching up your companions. When you are in a stressful situation, spend a PP to Step Down a companion's stress. Step Up one of your own Stresses in exchange.
- **Herbalist:** You are an expert in Healing Herbs. At the beginning of each session, spend a PP to create the D6 Resource: Healing Herb. You may spend this resource to relieve a D6 stress from yourself or your companions. Lasts one session.
- **Robust:** Thanks to your healthy lifestyle, your body is sturdy, and you are in tune with its natural rhythm. When you take a Stress for the first time during a session, spend a PP to ignore it.
- **Crafting:** You are good with your hands and a skilled crafter. Once per session, spend a PP to create a D6 asset, but step down your Technical dice for the session.
- **Empathy:** You connect with others on a deep level, making them feel heard. When you are resting, spend a PP to Step Down an Afraid, Angry, or Insecure Stress for one of your companions. Spend a second PP to Step Down another stress, but Step Up your Exhausted Stress.
- **First Impressions:** You know how to impress people. When you are making a first impression, spend a PP and declare how the person you are interacting with sees you.

- **Refined Education:** After years of study under a learned tutor, you have memorized facts and trivia about many aspects of the world. You know more than the average person about history, famous people, and well-traveled places. When you ask the GM what you know about a person/place/thing, spend a PP to step up or double your Wisdom die, but step down your Discovery die. These changes last for the rest of the scene.
- **Weapon Grace:** You are a master-at-arms with your weapon. When you use your weapon in any way, shape, or form, use your Flashy Approach and step up or double it. Add a 3rd die to your total.