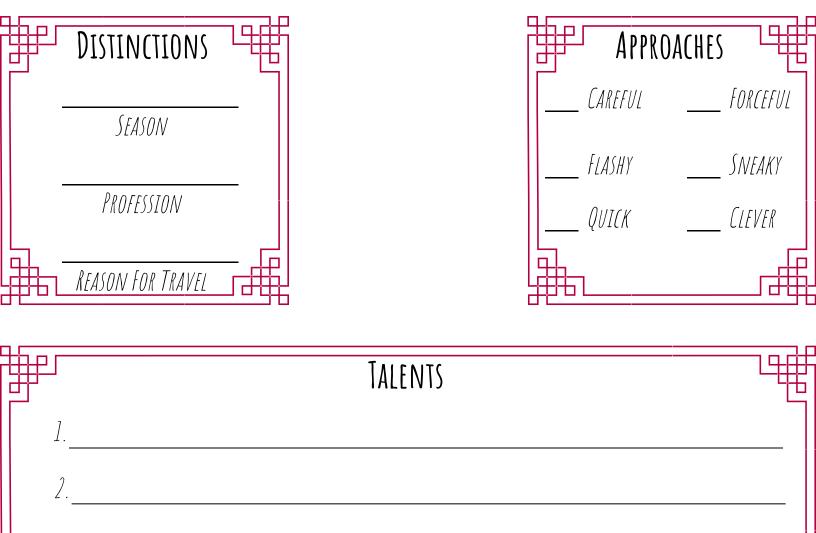
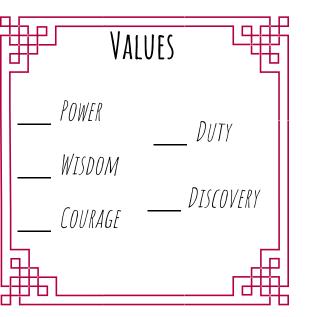
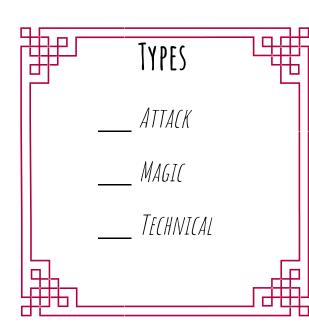
RYUUTAMA PRIME







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?)
 - \bigcirc $\emptyset, \emptyset, \emptyset, \emptyset, \emptyset$
 - 0 10,8,6,6

- APPROACHES (HOW DO YOU DO SOMETHING?)

 - \circ 10,8,6,6,6

- TYPES (WHAT ROLE DO YOU PLAY?)
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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 welltraveled 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.