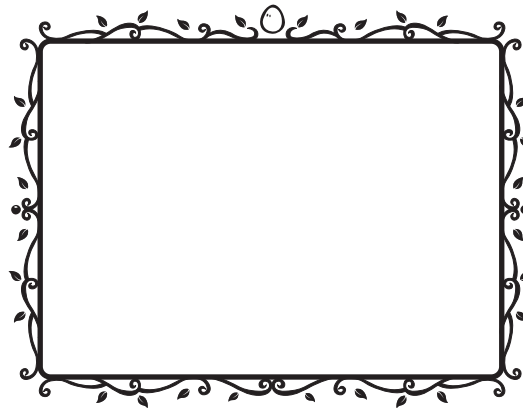


# Ryuu tama

natural fantasy R.P.G.

## Character Sheet

Ryuujin  Created



Character name	Haruka Bryute			Player name	M.N.		
Level	1	EXP	0	Gender	F	Age	16 y.o.
Class	Farmer /			Type	Magic (Spring)/		

Class Skill	Stats Used	Effect
Robust	+	Carrying capacity +3, condition check +1
Animal Owner	+	Can own 3 animals
Side Job	DEX + SPT	Play inspiring music
	+	
	+	
	+	

Specialized weapon		Specialized Terrain		Personal Item	Gloves from her brother
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### Image Color / Appearance

Her image color is yellow.  
She has chestnut-color (semi-long), an embroidered blouse, skirt, and a sun hood.

### Hometown / Reason for Travel

She is from Elnte, famous for windmills and wheat.  
She has a letter from her late father that she is trying to give to her brother Fiore, who left the town 3 years ago.

### Notes

She is in charge of the travel diary. Nickname: Hina the flowerbird.  
She loves singing and her white dog Kasta is her best friend.  
She is a crybaby when it comes to dark places.

Stats	STR d 6	DEX d 4	INT d 6	SPI d 8
HP	[Max HP = STR × 2] 12 ⇒		MP 20 ⇒	
Condition	[STR + SPI] ★ If over 10, 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 ★			
Traveling Rules 1) Movement Check [STR + DEX]    2) Direction Check [INT + INT]    3) Camp Check [DEX + INT]				Initiative [DEX + INT]

### Equipment (Equipped items count as size 0)

Weapons	short sword	Accuracy DEX + INT +1	Damage INT -1	Durability 1	Effect/etc. one-handed
Shield Armor		Defensive Points	Penalty	Durability	Effect/etc.
Traveler's Outfit	cute sunhat	Effect/etc. heat +1			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
				+1							

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>Sick</b> [ ALL ]-1 Die size
Mind	<b>Tired</b> [SPI]-1 Die size	<b>Muddled</b> [INT]-1 Die size	<b>Shock</b> [ ALL ]-1 Die size