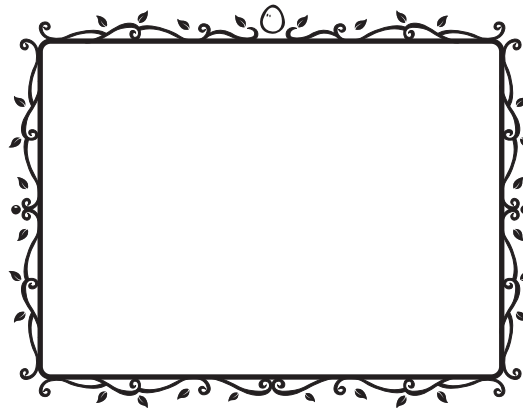


# Ryuu tama

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	
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Image Color / Appearance

Hometown / Reason for Travel

Notes

Stats	<b>STR</b> d 	<b>DEX</b> d 	<b>INT</b> d 	<b>SPI</b> d 
HP	[Max HP = STR × 2]		[Max MP = SPI × 2]	
	 ⇒		MP	 ⇒
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		
<b>Journey Rules</b> 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	