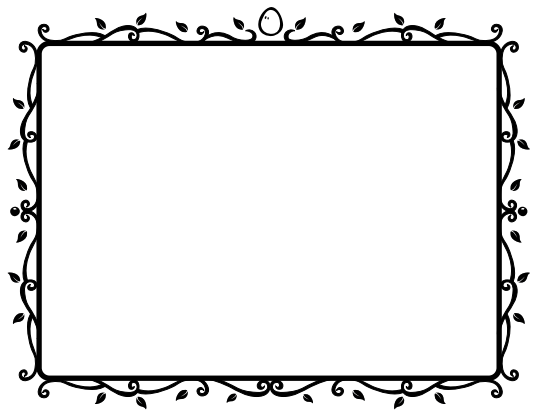


Ryuu tama

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	<input type="text"/>	Specialized Terrain	<input type="text"/>	Personal Item	<input type="text"/>
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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 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
																			
Traveling Rules							Initiative												
1) Movement Check [STR + DEX]			2) Direction Check [INT + INT]			3) Camp Check [DEX + INT]			[DEX+INT]										

Equipment (Equipped items count as size 0)

Weapons		Accuracy	Damage	Durability	Effect/etc.
Shield Armor		Defensive 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	 Injury [DEX]-1 Die size		 Poison [STR]-1 Die size		 Sick [ALL]-1 Die size	
Mind	 Tired [SPI]-1 Die size		 Muddled [INT]-1 Die size		 Shock [ALL]-1 Die size	