Notes

● For recordingspells,songs,orother things ●

Journey Log

Session:	Creation Date :	**Ryuujin** :

Party Name			
Party Goal			
Destination			
Leader:	**Mapper**:	Quarter-master :	Journal Keeper :

Date (Season)	Terrain	Weather	Incident

People Met	**Information/Items Gained**

Food and Water Sheet

Food

1 Box /1 day's rations = Size 1
(jerky, cheese, dried fruit, bread roll, nuts, etc.)

Total Weight:

Water

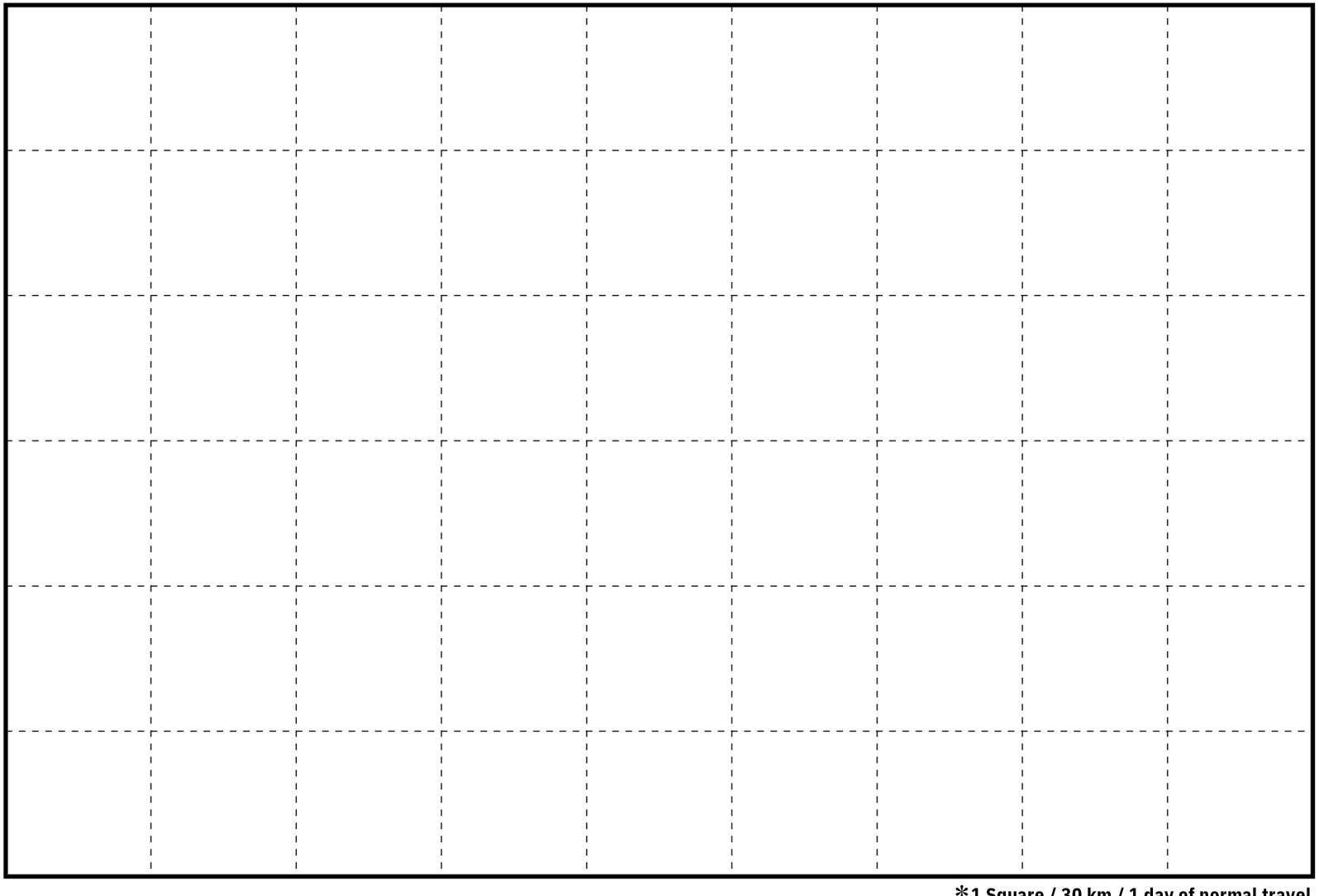
1 Box/1 day's rations = 1 water skin (about 2 liters) = Size 1
(1 barrel can carry 12 rations)

Total Weight:

- **Searching for food while moving**
  Asinglepartymemberrolls [STR + INT], and the party's movement is halved.
  The target number becomes [Terrain + Weather]; the di erence between the result and the target number is the number of rations found.
- **Penalty for absence of food and/or water**
  When continuing to travel during the absence of food or water, all rolls recieve -1.
  When neither food nor water are available, all rolls recieve -2.
  Until food and water are found, these penalties become cumulative daily.

Map Sheet

Campaign : **Map No.** : **Area** :



*1 Square / 30 km / 1 day of normal travel

Town Creation Sheet

Town Name	
Town Population	
Ruler or Representative	
Environment	
Representative Buildings	
Specialty Goods	
Sights Sounds Scents	
Town's Threats	

World Creation Sheet

World Name	
Shape of the World	
World History	
Representative Countries	
World Threats	
World Enigmas	

Scenario Objective Sheet

Travel Scenario

Goal Memo

Scenario Name

Creation Date

- Name
- Scenery
- Features

- Reason for wanting to go:
- Departing point and roads traveled:
- Days of travel: days
- Most difficult encounter:

Scenario Objective Sheet

Gathering Scenario

Target Memo:	Scenario Name	Creation Date

- Name
- Appearance
- Ability
- Location
- Location of clue to target's whereabouts

- PC's reason or duty to find target
- Point of departure and encounter location
- Hardest encounter besides finding target

Scenario Objective Sheet

Fight Scenario

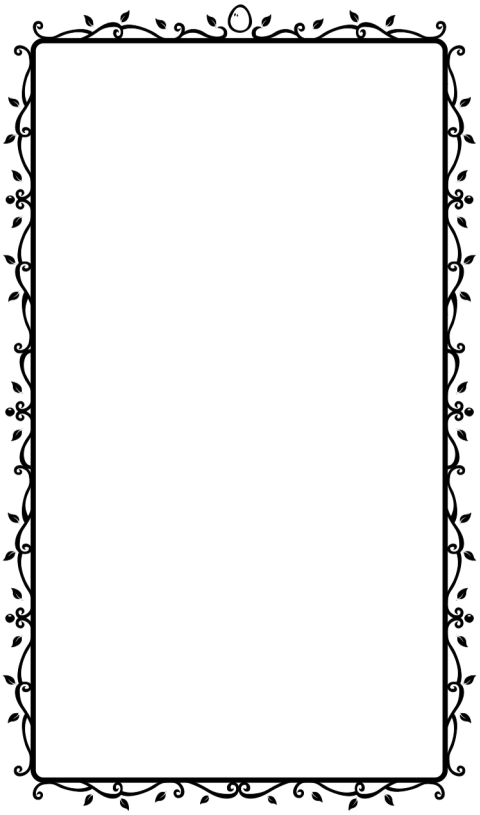
Target Monster Memo

Scenario Name

Creation Date

- Name
- Appearance
- Special ability/How does it live in its environment
- Location

- PC's reason/duty to defeat target monster
- Point of departure and encounter location
- Hardest encounter other than defeating target monster



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Ryuu tama

GM Character Sheet

GM Name		Date	

Character Name			
Race		LV	
Alt. Shape			

Artifact	
Inscription	

Max LP:	Current LP:

Bénédiction # of Slots:

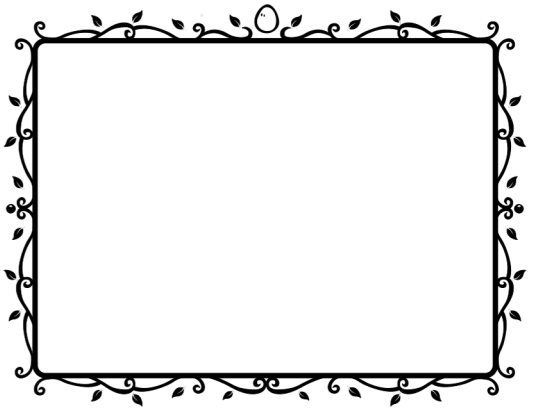
Réveil

Appearance, Personality

natural fantasy R.P.G.

Ryuu tama

Character Sheet



Ryuujin Character		Created	

name				Player name	
Level		EXP		Gender	Age	
Class	／			Type	／	

Class Skill	Stats Used	Effect
	+	
	+	
	+	
	+	
	+	
	+	

Specialized weapon		Specialized Terrain		Personal Item	

Image Color / Appearance

Hometown / Reason for Travel

Notes

Stats	STR	DEX	INT	SPI
	d	d	d	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 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 ）

		Accuracy	Damage	Durability	Effect/etc.
Shield Armor	Weapons	Defensive Points	Penalty	Durability	Effect/etc.

		Effect/etc.		Effect/etc.

⌈Terrain ＋ Weather⌋ **Determinebonuses and penaltiesfor TerrainandWeather 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.**

Mind Body						
	Injury 【DEX 】-1 Die size		**Poison** 【STR 】-1 Die size		**Sick** 【 ALL 】-1 Die size	
	Tired 【SPI 】-1 Die size		**Muddled** 【INT 】-1 Die size		**Shock** 【 ALL 】-1 Die size	

Item Sheet

Character Name	Player Name

Currency	Maximum Capacity	Current Capacity
G	【STR】+3=	Total:

Item	Price	Size	Effect / Type / Etc.

Item	Price	Size	Item	Price	Size

Containers

Container	Price	Size	Effect / Type / Etc.

Animals

Animal	Price	Ability / Description / Etc.

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