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心
棒

USAGI YOJIMBO™

Roll two dice
& add this value

When an attribute is **impaired**,
any roll of doubles is a **complication**

 **Initiative** 
Observation, Speed, Timing Awkward

 **Negotiation** 
Social interactions, Charm Embarrassed

 **Righteousness** 
Endurance, Willpower, Strength Upset

 **Schooling** 
Knowledge, Life Experience Exhausted

 **Story** 
Spend 1 for +3 back, gain 1 support Fumbling

 **Support** 
Spend 1 for a friend to get +1 back Fatigued

 **Setback** 
Each time you gain one setback, roll two dice
and subtract your new setback total from it Tragic

Zero or less **5 Grand Suffering:** The MC will tell you to impair five of your attributes. Also, if you have more than 3 setback points, drop your total to 3.

1 to 3 **3 Strong Suffering:** The MC will tell you to impair three of your attributes. Also, if you have more than 3 setback points, drop your total to 3.

4 to 6 **1 Weak Suffering:** The MC will tell you to impair one of your attributes. (You and your fellow players can make suggestions.) Also, if you have more than 3 setback points, drop your total to 3.

7 to 9 **Overcoming Adversity:** No effect.

10 or more **Esprit:** The camaraderie of your friends fills you with determination. Gain 1 support.

Read a situation • roll +initiative: up to 6, see obvious things; 7-9, ask one question, +1 forward to act on it; 10 or more, ask three questions:

- What do these people want?
- How can these people help me?
- Who is really in charge here?
- When it comes to violence, who is the biggest threat?
- What is here that concerns me?
- Is there anything here that isn't supposed to be here?
- Is there any trickery, deceit, or other falseness?
- What's the best way to deal with these people?

Negotiate • roll +negotiation: up to 6, see obvious things; 7-9, weak negotiation or strong compromise; 10-12, strong negotiation or grand compromise; 13 or more, grand negotiation

Overcome • roll +righteousness: up to 6, weak compromise; 7-9, weak demand or strong compromise; 10-12, strong demand or grand compromise; 13 or more, grand demand

Know Lore • roll +schooling: up to 6, know obvious things; 7-9, spend 1 support to remove friend's 1 setback or ask one question, +1 forward to act on it; 10 or more, spend 1 setback to remove friend's impairment or ask three questions:

- What happened in history that's relevant to what's going on here?
- How does the law figure into this?
- Who is important to people in this region?
- What is the answer to this math problem?
- How can we repair or craft a specific item?
- What is the history of this local place?

Name

Species

Playbook

Quirk

Distinguishing Characteristics

Motivation

Items

Position  Exposed  Flanking  Covered  Out 