






















# USAGI YOJIMBO™

Fantasy Role-Playing Game

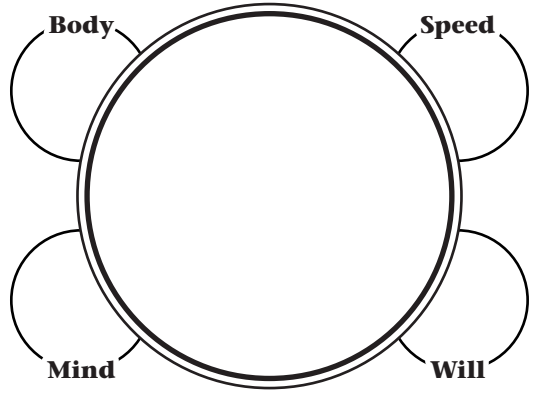
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Skills	Marks	Dice	Career
Climbing			
Craft: _____			
Deceit			
Diplomacy			
Dodge			
Empty Hand			
Gossip			
Hiking			
Inquiry			
Jumping			
Leadership			
Literacy			
Lore: _____			
Lore: _____			
Medicine			
Navigation			
Observation			
Persuasion			
Presence			
Riding			
Searching			
Stealth			
Survival			
Swimming			
Tactics			
Trade: _____			
Weapon: _____			
Weapon: _____			
_____			
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## Gifts

Name	Page 
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Name: \_\_\_\_\_



Race: \_\_\_\_\_ Gender: \_\_\_\_\_

Career: \_\_\_\_\_ (Die Size \_\_\_\_\_)

Eyes: \_\_\_\_\_ Pelt: \_\_\_\_\_ Hair: \_\_\_\_\_

Distinguishing Characteristics: \_\_\_\_\_

Disposition: \_\_\_\_\_

Motivation for Adventuring: \_\_\_\_\_

Initiative: \_\_\_\_\_ (Speed & Mind Dice)

Stride: \_\_\_\_\_ (1) Sprint: \_\_\_\_\_ (Speed Die)

Dash: \_\_\_\_\_ (Speed d4=4, d6=5, d8=6, d10=7, d12=8)

Run: \_\_\_\_\_ (3 × Maximized Speed Die)

Primary Weapon: \_\_\_\_\_

Attack Roll: \_\_\_\_\_  
(With Melee: Body & Weapon Dice; With Ranged: Speed & Weapon Dice)

Damage Dice: \_\_\_\_\_

Criticals: \_\_\_\_\_

Backup Weapon: \_\_\_\_\_

Attack Roll: \_\_\_\_\_  
(With Melee: Body & Weapon Dice; With Ranged: Speed & Weapon Dice)









Damage Dice: \_\_\_\_\_

Criticals: \_\_\_\_\_

Dodge Roll: \_\_\_\_\_ (Speed Dice & Dodge Skill Dice)

Soak: \_\_\_\_\_ (Maximized Body Die + Armor)

### Status:

-  Wounded
-  Crippled
-  Incapacitated
-  Devastated
-  Afraid
-  Confused
-  Enraged
-  Unconscious

### Healing:

\_\_\_\_\_ / \_\_\_\_\_  
Quota / Goal

Experience Earned: \_\_\_\_\_

Improvement Goals:

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