

# 兔用心棒 **USAGI YOJIMBO**

Name

Species

Playbook

Quirk

Distinguishing Characteristics

Motivation

Items

Position

 Exposed

 Flanking

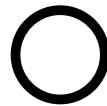
 Covered

 Out



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?