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尼尹瓦

B4JorPG

Ver 0.1 Open Beta

Welcome to the BuJoRPG 2 tutorial! This is your guide to help you built all the essential pieces of this system so you can begin working on your journey to self improvement.

Every good RPG begins with a character and BuJoRPG 2 is no exception. Anyone who has every played a roleplaying game knows that in order to have a good character, you have to have a **Character Sheet**.

The **Character Sheet** is where you'll keep all of your important information about your character. Having a Character Sheet will prevent you from having to "recreate" your character stats and tracking each day or week, depending on how often you update your journal. Depending upon how large your journal is will dictate how many pages you need for your Character Sheet.

At the top of your Character Sheet, you'll need to write your **Name**. I recommend writing "Name" and then drawing a line, as a real RPG Character Sheet would have, then filling in your Name. Because this is your journey of self improvement, if you choose to write a Name for a Character rather than your real Name, then by all means go for it! This is a fun way to immerse yourself in the system.

Congratulations, you've just earned 5 **Experience Points**!

**Experience Points**, or XP for short, are the measure of how well you are progressing on your journey. You will earn XP for nearly all the positive things you do in this system, sometimes those amounts will be large but most of the time they'll be small. We don't make big improvements everyday, after all. XP will accumulate and allow you to progress through **Levels**.

**Levels** are the stages of the BuJoRPG system that show you that you are making progress. This system utilizes a martial arts based unit of measurement, because what better way to show progress than "belt colors?" Each time you level up, you'll get to denote that on your Character Sheet. Each Level is harder to attain and some Levels will unlock new aspects of the game for you to utilize in your journey. A detailed table of Levels and their particular aspects will be included later in the rules, but let's get back to setting up your Character.

Underneath, or beside your Name, you should write "Level." Here's where personal taste comes in, as you will need a means of tracking what Level you are at currently. You can simply draw a line, like you did for your Name, or you can draw boxes for indicators. There are three ways to use the boxes: a box, a box in half, and a box in quarters (all seen below).



You can color in each box with the appropriate Level color, or you can simply color them in to give you a representation of how far in the process you are, the choice is entirely yours. Obviously, the box with the "X" can give you the most results in the smallest amount of space, but if you're thinking you'll be recreating your Character Sheet from time to time (for example, you recreate it monthly before you start journaling your month), then maybe you only want to use the first box. Color in the first section because you're now at Level 1.

If you use just the line for the Level, like you did for your Name, you'll end up erasing every time you Level up, so just keep that in mind. I suggest making between 10 and 25 boxes, depending upon how often you think you'll set up your Character Sheet.

Congratulations, you've just earned another 10 XP!

Underneath your Level, write the word **Karma** and make 7 boxes (not divided) behind the word. Karma is your guide to how well you are doing in your self improvement. The 7 boxes each represent one step on the Karma ladder, with the left most box being the worst Karma and the right most being the best Karma. The middle box is neutral Karma, and is really when benefits of having good Karma are starting to disappear.

Karma is a statistic that is controlled by the things you should always be doing. Here's where you'll take another page in your journal to make a list of the things you need to be doing daily, weekly, and monthly in order to have good Karma. Daily item examples are:

- Doing the Dishes
- Doing the Laundry
- Making Your Bed
- Doing Your Homework
- Taking Out the Garbage

These are things that need to be done daily, weekly, or monthly. You can even break down the tasks by how often they need to be done, and putting those tasks off will change your Karma for the worse just like doing those tasks will change your Karma for the better.

We all start out with good Karma, since we've gone through the trouble of building our self improvement journey inside our bullet journals. Put an "X" in pencil in the right most box in Karma. If you fail to do all of your daily items on your list, you'll lose a box of Karma for each task left undone.

Congratulations, you've just earned another 5 XP!

Every good Character has **Attributes**, and so does yours! **Attributes** are the basic building blocks of your Character. Every BuJoRPG Character has four basic Attributes: **Power**, **Chi**, **Mind**, and **Soul**. Since you also have these Attributes, you're going to want to write them on your Character Sheet. I suggest writing them, one on top of the other, underneath your Karma. This is the part of the tutorial process where personal preference comes in, so if you've got some extra room near the top to put these Attributes, by all means put them there.

Each Attribute will have a line after to denote what the Attribute is rated. Since we're just starting out, all the Attributes are at "1," so you can go ahead and fill in the "1" after each Attribute.

**Power** is the Attribute for all physical activities, whether you're simply doing some walking or if you're full on weightlifting at a gym. In game, the Power Attribute will allow you to cause more "damage" in battles.

**Chi** is the Attribute for all social activities, whether you're simply interested in connecting more often with friends or full on promoting a business using social media. In game, the Chi Attribute will allow you to avoid battles in those times you may not be able to fight.

**Mind** is the Attribute for all mental activities, whether you're learning a new language or trying to become a chess grandmaster. In game, the Mind Attribute will allow you to manipulate the magical elements in a battle.

**Soul** is the Attribute for all emotional activities, whether you're visiting a sick friend or throwing an elaborate party for your significant other. In game, the Soul Attribute will determine the potency of the other Attributes in battles.

Congratulations, you've just earned another 5 XP! You've just gained a new Level!

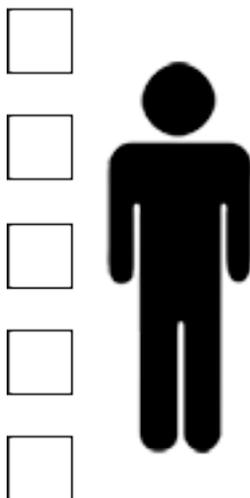
Go ahead and shade in one of your boxes, half boxes, quarter boxes, or if you've gone with the simple line, change your Level from a 1 to a 2. Look at that, you're already winning!

Next in line, we need a place to keep track of all your **Coins**. Coins come in 2 varieties: Gold and Silver. You'll need to write down "Gold" with a line and "Silver" with a line. This is where we'll keep track of how much Coins you'll have to spend in your journey. Silver is the Coin you'll most easily earn but cannot buy all of the coolest stuff, whereas Gold is harder to earn and gives you access to all of that cool stuff.

Our pockets appear to be empty, so there isn't a number we can write in Silver or Gold right now. Bummer. We still earn 5 XP for writing this stuff down, so at least we keep progressing!

Now comes the part where we test your artistic capabilities. We need to have something put onto your page representing your character, so that we have a means of tracking your **Gear**. Gear is **Clothing**, **Weapons**, and **Accessories** that will augment your Character's capabilities.

A suggestion is to draw a stick figure (we can all draw stick figures), and to one side of that stick figure make 5 boxes. I downloaded a generic figure and added the boxes to mine like this:



Each box represents a specific piece of Gear you can equip on your character. The top box is for Clothing (upper body), the second box is for Clothing (lower body), the third box is for Weapons, and the bottom two boxes are for Accessories. The boxes are designed to be big enough to draw your Gear within, though if your art skills are lacking, they should be at least large enough to write the Gear within the box.

Since we're at the beginning of our journey, you can draw (or write) our basic items in the top two boxes. The top box should have "Gi" (or a Kung Fu/Karate top) and the second box should have "Pants" (or your best drawing of pants). These are basic Clothing and have no benefits, except to keep you from journeying around the world naked.

Congratulations, you've just earned 15 XP!

What would an RPG be without **Skills**? In BuJoRPG, your **Skills** are things that enhance your ability to do things... all sorts of things. Since Skills will do a variety of things, Skills really determines your progression through the game of self improvement. If you want more advantages in battles, you'll progress through the Skills with that goal in mind. If you want more advantages with with Attribute progressions, you'll progress through the Skills with that in mind. Each Skill has a "tree" that you can progress through, giving you all sorts of options as you Level up.

Setting up your Skills area will be a little simpler than other sections. This section needs two lines, one long with the header "Skill," and a shorter line with the header "Rank." You should have about 10 to 15 of these sets of lines set up. An example is below:

Skills	Rank
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

If you've put your Gear section to one side of your Character Sheet, you can put the Skills section on the other side of that same area of the Character Sheet. Since your Character Sheet can also be a reflection of your tastes or needs, you can put this wherever you need to put it.

Alas, we haven't learned any Skills so far, so we cannot populate this list yet. On the bright side, though, we've just earned 5 XP and Leveled up! Change your Level from 2 to 3.

Since we need something to purchase Skills with, it's time to introduce you to **Ability Points**, or AP. AP is earned through Leveling up, allowing you to develop your Character through purchasing Skills. Luckily, we've already Leveled up twice, so we've earned a total of 3 AP to spend. There's only two Skills we can buy, so we'll go ahead and buy Punch and Kick.



Add “Punch” to your first Skill line with a “1” as the Rank. Do the same on the next line for “Kick,” also with a “1.” These are basic Skills that allow you to participate in a battle, so there aren’t any further benefits from these two Skills. They cost a total of 2 AP, so we still have 1 AP left for future purposes!

Congratulations, you’ve earned 10 XP!

Now we look at the **Habits** section of our Character Sheet. **Habits** are things you want to develop, ideally good habits, that will be presented by “progress bars” that you’ll have on your main Character Sheet. Choose between 2 to 4 Habits you’d like to start developing for yourself, then putting between 7 and 10 boxes behind them. Each box will represent a multiple of days, between 3 and 5 days per box. An anecdotal story about how long it takes to develop a habit is 21 days, but research shows that 66 days is actually the average for a habit to develop. If you put in 10 boxes (like I did) and make them each represent 5 days, then you’ll have a good basis for establishing a habit while still giving yourself something to work towards. In my case, each box filled in will be 50 XP, but I do not get fractional XP if I don’t do these completely. You can fill in a box only when you’ve completed that habit for each of the days represented.

Ideally, habits should be something you’d like to do daily. In the case of weekly or monthly habits, you may want to put those items in a different spot (there are **To Do Lists** coming up) and work on things you should be developing daily.

Congratulations, you’ve earned another 10 XP!

The last thing on our Character Sheet will be **Achievements**. An **Achievement** is something you’ve earned after accomplishing a series of tasks. If you are at all familiar with video games, the Achievements you gain by doing something so many times are what I’m talking about in this instance. Each Achievement comes with a one time XP award, so you’ll have another reason to strive to unlock them. We’ve set up our Character Sheet, so you’ve unlocked your first Achievement! Make a space on your Character Sheet for Achievements (I suggest a large box), and draw in your ribbon... I drew in something close to this:



The CS represents “Character Sheet” and the Achievement gives you 10 XP. You also earn 10 XP for setting up the Achievements box!

On the page where you developed your Karma items, you’ll want to add your **To Do Lists** for each of the **Daily**, **Weekly**, and **Monthly** to set up our ability to compete in battles. Each To Do List represents a different level of battle and is essentially a list of chores that you must complete. The Daily To Do List is for things you need to accomplish every day. The Weekly To Do List is for things you need to accomplish once a week. The Monthly To Do List is for things you need to accomplish at least once a month.

Here’s where some customization comes into play. Not everyone needs three lists, and some may need to generalize the non-Daily To Do List into something that is defined by a time that

may not easily fit into a Weekly or Monthly definition. This alternate list needs to have a defined “must do by” time frame, otherwise the lack of definition has the potential to remove your need to complete the tasks.

For this setup, however, we will stick with our 3 To Do Lists.

The Daily To Do List are things you should be doing daily (these can change based on the day, as well) but are not the same as the Karma list made earlier.

The Weekly To Do List are things you should be doing weekly. The Monthly To Do List are things you should be accomplishing monthly. Again, if you don’t have these specific categories, make sure you’re setting “deadlines” for your To Do Lists.

The “Daily To Do” will earn you 5 XP per item, and an additional 15 XP for completing the entire list. Ideally, you’ll want about 4 to 7 things on your list. Having a list of 2 items wouldn’t really accomplish much in the way of self improvement.

The “Weekly To Do” is where I’d list chores at, meaning this is our first category where **Battles** happen. Each item on the list, or **Battle**, is one combat instance. Your Skills will affect what comes out of the Battle itself, but will not necessarily make the Battle easier. The Skills we have as part of this tutorial simply allow us the ability to gain something from a Battle but we’ll eventually have a “tree” to maneuver through for specific Skill benefits. Each Battle has a variable XP result, and that includes a “random loot drop.” We have to incorporate a single 6 sided die (or 1d6) once the item has been completed. A **Loot Table** will show the possible results, like my example below:

<u>1d6 Result</u>	<u>Gear</u>	<u>Coins</u>	<u>XP</u>
1	Black Pants	5 Silver	5
2		15 Silver	
3	Dagger		10
4			10
5	Bracer		
6		10 Silver	5

Black Pants would be an upgrade for your current Pants, though I’d say the “upgrade” would be granting a single “re-roll” for Loot. A Dagger a possible Weapon, which would increase the roll result by 1.5 (so if you got “3” on the roll, you’d have another Dagger and 15 XP). The Bracer is an Accessory, something that is able to be equipped in order to modify all kinds of things, with the Battle aspect being a “roll twice, keep the best roll” result.

Each roll has at least one item, and only one roll has all 3 categories. This is not the final Loot Table, and if you’d like to create your own, you should completely do that. The Loot Tables that will be created for the full release will contain more detailed items and won't make you “too powerful” to skip through all kinds of Levels without much effort.

Higher Levels (and Battles) will give options for more die, making the Loot Table bigger and having more options. So, if you're (for example) Level 10, you could roll 2d6 and the result would be part of a larger Loot Table (giving 11 full options instead of only 6).

What about the Monthly To Do List? Well, that is an even larger Battle, one might even call that a **Boss Battle**. Boss Battles are larger encounters that will provide some larger benefits. Some of the possible options being considered are: a roll on the Loot Table plus

- 50 XP
- 35 XP and 2 AP
- 25 XP, 2 AP, and 25 Silver
- 25 XP and 2 Gold

The Boss Battle is a big step and will also be something you want to pay extra close attention to because of the next phase of this Battles discussion.

In the instance of the Battles and Boss Battles, one needs to know: what happens if I fail? Failing to complete all items on your Weekly or Monthly List will result in a failure. When you fail to complete all your Battles or Boss Battles, you'll take some Karma damage. Each item on your Weekly List will result in the loss of a single Karma, where every item on your Monthly List will result in a loss of 2 Karma. You still gain the benefits of completing the single items, but the whole list is important and this is where Karma starts affecting you.

What does each box of the Karma mean? We will name our Karma boxes from left to right as 1 to 7. Karma of 5, 6, or 7 suffers no penalty. This is meant to keep you paying attention to improvements without hindering your enthusiasm completely. A Karma of 4, or a "neutral Karma," has your XP and Loot reduced by 2%. In the case of exact numbers, round down to make the number even, and if you can't round something (like a piece of Loot), you'll fail to get that piece of Loot.

Karma of 3 ups your reduction from 2% to 5%, Karma of 2 changes to 10% reduction, and a Karma of 1 removes your ability to earn XP and Loot. In order to raise your Karma, regardless of the box your at, you simply need to complete the Weekly and Monthly items as explained earlier. Whatever your Karma is at is what you earn, so keep an eye on that when you compete.

Congratulations, you've just earned 10 XP! You're also now at Level 4!

This was the tutorial for setting up your Character Sheet and To Do Lists. If there is something in this tutorial that was unclear, or something that needs to be described in a more detailed manner, please report this to [emeraldspecter.com@gmail.com](mailto:emeraldspecter.com@gmail.com) so that it can be updated with the proper information.

Gear lists, Loot Tables, Skill trees, and the means of **changing your Attributes** will be included in future informational packages.

ALL feedback should be emailed to [emeraldspecter.com@gmail.com](mailto:emeraldspecter.com@gmail.com), you can also message the Emerald Specter Facebook page (Emerald Specter.com) or send a direct message on Instagram (also Twitter) @EmeraldSpecter.

More will be coming, I'm just opening this up to everyone to test, give suggestions, make additions, come up with what's missing, and I'll update as often as I can.

Thank you.  
DJ