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BUJORPG

WUXIA

RISE OF THE IRON GARDEN

A template for the BuJoRPG (Version 1.8)  
This book is complete with all the rules for the BuJoRPG, along with the template.

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# Preface

When I created the BuJoRPG system, I had no concept of how popular the idea of game-ifying your self improvement would be, to say nothing of the words of encouragement to keep developing and work this thing forward.

What you're reading now is the introduction to the first expansion of the BuJoRPG Version 1 system.

As you read this, you might already be aware that the planning stages for BuJoRPG 2 are in the works, changing how things are done and working up different pieces that were important to a great many of you who gave me feedback. Rather than being just an extension of Version 1, BuJoRPG 2 will be an overhaul and refinement of new ideas.

But that isn't out, yet, so let's get back to this installment.

Rise of the Iron Garden is the first release of an expansion on what came before in the original release. There is a storyline attached to this modification and the expansion of some of the systems herein were designed to broaden the depth of the self improvement you have embarked upon.

Everything in this document is a complete system, from the template overlay to the hard numbers of what the system is built on. You don't need another document and if you want to remove the template, simply remove the labels that relate to kung fu, wuxia, and cultural identity that I overlaid. Everything is here to help you succeed.

I hope to continue getting feedback on this version of the system and I hope that everyone will be as excited for Version 2 as they were for this one. There are some great expansions and changes that will help you enjoy the process.

Thank you again,  
DJ Allen

# The World of BUJOURPG: Wuxia

The Jade Realm needs you.

In the shadows of the Jade Palace, under the noses of all the heroes that have begun their training in this Age of Heroes, a new threat looms large. Our time of unrest has grown great with the emergence of the Iron Garden.

Those who embark on this great journey are needed to fight against the enemies of progress. The enemies come from the shadow of the Jade Palace, this signals the Rise of the Iron Garden.

You need to be acquiring life skills and honing yourself for the trials ahead. The disorganization and ways of the past can no longer get you through to your ultimate destiny. We need you to become one of the greatest in this dawning Age of Heroes. Will you be the one? The Iron Garden is coming.

So much about the Jade Realm is yet unknown, though through effort and persistence you will reveal all that there is to offer. As with any great journey through a new Realm, the focus must first begin within.

Be the best that you can and soon you will learn the secrets of the Jade Realm.

## Rise of the Iron Garden

Warriors of the Iron Garden have crept into the Jade Realm, causing unrest and disorder. Those who sit on their laurels are their true targets. Change is necessary and this change is the enemy of the Iron Garden.

The Quests of the past have given the warriors tunnel vision, blinding them from the true potential of each of the Heroes of the Jade Realm. Such lengthy goals are bogging down what Heroes seek to accomplish, and thus the Iron Garden uses that to their advantage.

Impacting the character of the Heroes are their lack of protection, armor against the waves of enemies that they face. Having gone out into the world, the Heroes have discovered that there are a great many dangers that one must protect themselves from, and that requires the proper protection to accomplish that singular goal of freeing the Realm from stagnation.

Go forward, armed with the tools and knowledge to succeed in the fight ahead...

# Definitions and Terminology

## Hit Points (HP) vs Experience Points (XP)

If you're new to role playing games, then you are probably new to the concept of hit points and experience points. In the BuJoRPG, specifically, hit points are the "punishment" mechanic and experience points are the "reward" mechanic. I'll be referring to them as HP and XP from here on out.

HP is a penalty system designed to get you to be doing things that you should already be doing daily, but either don't get done daily because of a lack of motivation or you simply forget about because something else came up. The reason HP only penalizes is that you have no reason not to be doing the action, therefore, a reward for doing something that is a requirement doesn't happen... because you should already be doing that action.

Some of the examples of what I believe should be done on a daily basis: loading the dishwasher, unloading the dishwasher, folding the laundry, washing the laundry, cleaning the car (interior), scooping the litter box, clearing the kitchen counter, putting away toys, and taking out the garbage. This is by no means an all inclusive list, you simply take the suggestions and branch out from there to suit your own specific needs. Keep in mind that NOT doing these things will only be penalized because you should be doing them already.

XP is a reward system designed to encourage you to complete tasks daily that you would like to develop into habits. A habit is the basis for what BuJoRPG is all about, because we're trying to be better people using this system. The XP is a reward because you want the encouragement, and should really only be used to develop the habit... using the same habits in perpetuity won't result in a better you, it only results in you gaming the system. You'd only be cheating yourself. I personally believe that if you have been awarded XP for something for more than 45 days, you should probably replace that with something new because you have acquired a new habit without prompting.

Some of the examples of what I believe could be developed on a daily basis into a habit: check emails, exercise, write 500 words, learn a language (phrase or just a word), go for a walk, go for a run, list/schedule next day's activities, and make a grocery list (in case you need to pick up something on the way home). Again, this is by no means an all inclusive list and I would even go so far as to say that the list doesn't even scratch the surface. I cannot possibly anticipate everything you'd like to develop into a habit (like quitting smoking or learning to quilt), so use that list as a jumping off point.

## How Do I Regain HP?

I've talked about losing HP but not yet about how to regain that HP or what happens once your HP is gone. Let's start with what happens when you are out of HP.

In the event you fail to complete the Musts enough to where your HP drops to 0 or below, you are no longer in a position to earn XP. The HP damage is high enough at each level to ensure that you put forward the effort in completing the Musts, as they are really what absolutely needs to be done.

When your HP drops to, or below, 0, you are unable to acquire XP for seven full days. Damage is cumulative, so even when you are at or below 0 you can still take more damage. Each HP loss is counted and every time you exhaust another full HP load, you add another seven days. (This means if you lost 400 HP and you lost 400 more, that's a total of 14 days.)

Do not despair, though. The system is designed to help you improve and that means that the necessity of continuing to journal is still present. You're building habits, after all, and stopping just because you lost HP shouldn't deter you from continuing to journal.

There are two ways that HP is refreshed. The first way is to level up. If you're 100 HP from 0 but you gain enough XP to gain a level, your new HP is where you start at for the following day. The second way is to simply wait 30 days (or when the month changes), when your HP resets and you can move forward with your journaling.

Everything is designed to move you forward, so don't stop just because of a speed bump.

## *Musts, Dailies, and Achievements*

I utilize a few "category names" for things that I've built into this system. There are four major categories to talk about and I'll give the best definition I can for what each one does.

Musts are the things that you should already be doing but aren't necessarily already doing. The Musts category is where you'd take your HP hits when you fail to accomplish the items under this heading. In order to prevent your Musts from being a gigantic list of overwhelming items, I suggest the list only be four items long. Ask yourself: what are the four things I absolutely have to do on a daily basis? Once you come up with that list, you won't be overwhelmed by things that have to get done... and I can tell you from play testing that too many items on the list doesn't leave any time for much of anything worth while.

Dailies are the things that you want to develop into habits. The Dailies are the items you are going to reward with XP in order to foster turning that into a habit. You shouldn't have a Daily item listed on your Dailies for more than 45 days, as that will already be a habit and you should find a new habit to develop. As with the Musts, you should only have about four Dailies in order to not overwhelm yourself because, again, the list can be so long you don't have time to do anything else. Learning from other games, each item on the Daily list will be XP and completing the total list should provide a bonus of XP, incentivizing you to accomplish ALL the habits and not just a couple.

Achievements are the things you want to track that you'd like to have exact numbers for, something you want to know how much of that thing you do. Tracking steps on a step counter is really the easiest example I can provide, whereas you would otherwise just have "walked" instead of having that wonderful 10,000 steps. The Achievements will each have a "benchmark"

to hit in order to earn XP, and a “milestone” to earn a multiplier for XP. In the case of steps, if you walk 100,000 steps you get 100 XP, whereas if you walked 1,000,000 steps you’ll get a “x2” multiplier to all future 100,000 steps marks.

## Quests and Goals

Quests are the things you would like to be developing into habits, or learning, that can’t be done on a daily basis. I am going to go back to using “learning a language” here as you can learn more complex things in that language as a Quest that would be near impossible to learn on a daily basis. Quests have benchmarks, too... like “learn a phrase in Vietnamese” is 100 XP, with the next benchmark being “learn 5 more phrases in Vietnamese” is 500 XP. There are a limited number of benchmarks, just enough to earn rewards for doing the Quest but not perpetual to encourage too small steps to achieving the goal. An important note is that once a Quest benchmark has been achieved, that benchmark can no longer get done again. So my “learn 5 more phrases” example would ONLY be the 500 XP, not 1,000 XP for the benchmark and repeats of the first benchmark.

Goals are the first expansion of the simplistic Quests system. These are still habits, of a sort, but they are more akin to short term items that you wish to accomplish in a matter of days instead of the long term. Goals should contain 5 to 7 steps, each step being a flat 50 XP points, and should have a definitive end in mind. If you’re reading something for a work project, this is the type of thing that you need to have as a “Goal.” Goals cannot be modified by milestones, benchmarks, and shouldn’t be too difficult to complete within a limited span of time. This category is to encourage you to accomplish more and be realistic with your defined tasks.

## Achievement Milestone Multipliers

I mentioned above that the Achievements will have milestones that can provide multipliers for future completions of Achievement benchmarks. After some extensive testing, I have come up with the following:

<u>Achievement Milestone</u>	<u>XP Multiplier</u>
Copper	x2
Silver	x5
Gold	x10
Sapphire	x15
Ruby	x20
Emerald	x25
Diamond Jade	x30

I've given the milestones labels to make them a little more fun, rather than just making them yet another number. As you advance, you will need higher XP earning potential, which is the reason for the Achievement Milestone Multipliers.

Since the BuJoRPG: Wuxia is Chinese themed, I changed the most valuable modifier to "Jade."

## *Gear and the Market*

The newest addition to the BuJoRPG is the inclusion of Gear.

Gear is a modifier to help you complete your Achievements faster. They modify the Benchmarks to achieve Milestones faster. This isn't designed as an excuse to set your Benchmarks lower, this should be a fun extension of getting to them quicker and setting your sights a little higher.

Each piece of Gear modifies the Achievements in the following fashion

<u>Gear Level</u>	<u>Modifier</u>	<u>Cost</u>
1	Lowers Milestone by 25%	25
2	Lowers Benchmark by 25%	75
3	Multiplies XP gained by 25%	150
4	All of the above	300

You have two less Gear slots than you do Achievements. That means if you have six Achievements, you only have four Gear slots. Decisions have to be made on what Gear you'd like to use and how badly you want to gain your Achievements more quickly.

Gear also has to be purchased and that is where the Market comes in.

The Market is only open twice a month, the first and the fifteenth of every month. You can only purchase Gear from the Market during these two days and only with the Coins you earn. Once the Coins are spent, they are gone and you own that piece of Gear. Gear should relate to what the Achievement is, such as shoes for steps, microphones for podcasting, and bookmarks for reading. You can choose to vary the items or simply add a modifier to the item (such as Golden Shoes, Silver Shoes, etc).

I suppose you're wondering about Coins. Coins are the currency of the BuJoRPG and are earned by something you do nearly every day (something achievable but still not easy). For example, I earn a single Coin for each time I walk 25,000 steps in a day. This makes sure I'm earning Coins but not earning them at such an accelerated rate that my Gear acquisition is easy.



Since the Market, Coins, and Gear is a new system, I will endeavor to answer questions as quickly as I can. I have explained all that I can here and will consider a more in-depth explanation in future releases.

## *Levels*

What would an RPG be without levels to acquire? The heart of advancement is seeing that you have accomplished the next level and looking forward to what you need to do in order to achieve the next level.

The level system is designed to show you progress and gives you something abstract to achieve. Moving from level to level is the most basic mechanic for the BuJoRPG. Each level has an XP benchmark to reach, which also provides the HP base and how much HP damage you take for the Musts category. Below is the table for the basic leveling system, all information included. There is (in version 1.0) a level 50 cap, but future releases could increase that for more levels.

Lvl	Belt	XP Needed	HP Base / Damage
1	White	0	50 / 15
2	White 2°	500	100 / 25
3	White 3°	1,000	100 / 50
4	Yellow	1,500	150 / 50
5	Yellow 2°	2,000	200 / 100
6	Yellow 3°	3,000	300 / 100
7	Yellow 4°	4,000	400 / 150
8	Orange	5,000	500 / 150
9	Orange 2°	6,000	600 / 200
10	Orange 3°	7,000	700 / 200
11	Orange 4°	9,000	900 / 300
12	Green	11,000	1,100 / 400
13	Green 2°	13,000	1,300 / 500
14	Green 3°	15,000	1,500 / 600
15	Green 4°	17,000	1,700 / 700
16	Blue	21,000	2,100 / 800
17	Blue 2°	25,000	2,500 / 900
18	Blue 3°	29,000	2,900 / 1,000
19	Blue 4°	33,000	3,300 / 1,100
20	Purple	37,000	3,700 / 1,200
21	Purple 2°	45,000	4,500 / 1,500
22	Purple 3°	53,000	5,300 / 2,000
23	Purple 4°	61,000	6,100 / 2,500
24	Red	69,000	6,900 / 3,000
25	Red 2°	77,000	7,700 / 3,500

Lvl	Belt	XP Needed	HP Base / Damage
26	Red 3°	87,000	8,700 / 4,000
27	Red 4°	97,000	9,700 / 5,000
28	Brown	107,000	10,700 / 6,000
29	Brown 2°	117,000	11,700 / 7,000
30	Brown 3°	127,000	12,700 / 8,000
31	Brown 4°	145,000	14,500 / 8,000
32	Black	160,000	16,000 / 9,000
33	Black 2°	175,000	17,500 / 9,000
34	Black 3°	200,000	20,000 / 9,000
35	Black 4°	225,000	22,500 / 10,000
36	Black 5°	250,000	25,000 / 10,000
37	Black 6°	275,000	27,500 / 15,000
38	Black 7°	300,000	30,000 / 15,000
39	Black 8°	325,000	32,500 / 15,000
40	Bronze Eagle	350,000	35,000 / 15,000
41	Silver Eagle	400,000	40,000 / 20,000
42	Gold Eagle	450,000	45,000 / 20,000
43	Bronze Tiger	500,000	50,000 / 20,000
44	Silver Tiger	550,000	55,000 / 25,000
45	Gold Tiger	600,000	60,000 / 25,000
46	Bronze Dragon	700,000	70,000 / 35,000
47	Silver Dragon	800,000	80,000 / 35,000
48	Gold Dragon	900,000	90,000 / 40,000
49	Hero	1,000,000	100,000 / 40,000
50	Master	1,100,000	110,000 / 45,000

Since this system is designed to be fluid, there may be alterations to these base numbers in the future, but the beginning point is what was decided based on the play testing done at the time of this release. Rather than hold off to come up with the “perfect numbers” on this chart, I decided to release when I had a solid foundation. There are also some terms that are definitively Chinese in the table and they have been used to complete this initial table without worrying too much about their literal definition.

Future installments will expand beyond 50 levels, requiring some further “creative naming” as we progress.

## *Integrity Towards Improvement*

The first rule of BuJoRPG is to be honest with yourself. Did you miss Monday logging? Then Monday is down the drain and you can't get the XP from that day, though you still take the full hit of HP from what you missed doing. Cheating the system only serves to cheat yourself, and the point of the BuJoRPG is to aid you in self improvement.

This is a game, yes, but this is the game of life and you shouldn't cheat yourself.

Part of the martial arts genre is honor and integrity, which is perfect for the BuJoRPG: Wuxia template.

## SET UP

This part is going to be a basic “questionnaire” to help you get started in setting up your own BuJoRPG. You can use “three” instead of “four” questions for the Musts and Daily sections if you want to start out a little slower, but having tested as much as I have, more than five is too many and will eventually cause you problems trying to keep up.

Musts: What are the four things you need to do on a daily basis that you aren’t actually doing on a daily basis?

Some suggestions for common items might be:

- laundry
- dishes
- yard work
- car maintenance
- dusting
- vacuuming
- setting up the next BuJoRPG day
- go for a walk
- picking up your room

These items are designed to be suggestions, but if one or more of them fits your needs, use them.

Dailies: What four things do you want to develop into habits that you don’t already have as habits?

Some suggestions for possible items might be:

- learn a language
- do homework
- list/schedule items (for next day, or the future)
- eat healthier (a healthy meal replacing one unhealthy meal)
- promote website
- fill out habit tracker
- clear emails

These items are designed to be suggestions and I couldn’t possibly know what else you want to do in your own life, so use whatever you’d like to develop into a habit.

Achievements: What items do you want to do daily (or near daily) that would be better served using individual tracking?

For examples, look at what I use in the example layout on page 10. You could certainly also include things like scarves knitted if you knit, but something that serves more benefit to you as an individual count.

Quests: What two things do you want to learn or complete that you can't necessarily do daily?

Some examples of this might be:

- learn a language
- write a novel
- build a shelf

Once you determine the two (or however many) things, you need to establish "benchmarks" for these. Benchmarks for the examples above could be (language): Learn a Phrase (100 XP), Learn 5 More Phrases (500 XP), Learn 10 More Phrases (1,000 XP), Learn Basic Syntax (5,000), Be Able to Converse Reasonably (50,000 XP)... benchmarks for (novel): Write 1,000 Words (100 XP), Write 5,000 More Words (500 XP), Write 25,000 More Words (1,000 XP), Write 50,000 More Words (5,000 XP), Complete Novel Before Editing (50,000 XP)...

You can see the pattern here. Benchmarks for Quests CAN NOT be done twice, they are there for helping you advance and not as a crutch. If you need more levels, add them. Don't reuse the things you've already accomplished (which is why I kept writing "more" in the subsequent benchmarks).

Get the format from the example into your bujo and you're ready to start earning XP!

Everyone starts at Level 1, so start making self improvement changes that make your life better. Before you know it, you'll be making so many improvements that you'll be overjoyed with your progress.

## Quest Benchmarks

In the BuJoRPG basic version release, I did not include benchmarks for Quest items because I wanted that system to be more open ended. In this, the BuJoRPG: Wuxia release, I wanted to include my personal benchmarks for some of the items that I have listed on my own Quests. These are what I personally use, so you can take them or leave them according to your personal level of skills.

Quest Benchmark	XP
Write One Comic Book Page	100
Write Two More Comic Book Pages	200
Write Five More Comic Book Pages	500
Write Ten More Comic Book Pages	1,000
Write Twenty More Comic Book Pages	2,000
Learn One Vietnamese Phrase	100
Learn Five More Vietnamese Phrases	500
Learn Ten More Vietnamese Phrases	1,000
Learn Basic Syntax in Vietnamese	5,000
Be Able to Converse (Basically) in Vietnamese	50,000
Write 1,000 Words	100
Write 5,000 Words	500
Write 10,000 Words	1,000
Write 50,000 Words	5,000
Complete Novel	50,000

## FEEDBACK

If you set this up and see something you'd like to see included, by all means let me know! Using a feature that you have a better idea to tweak? Send me the info! Want to provide a different template to the basic BuJoRPG set up? Send that template in and I'll put it up for release!

The important thing to remember is that this a fluid project, which is always changing. There WILL be future updates, as I have already started working on the next "enhancement" of one of the subsystems. I will also be releasing templates, designed format graphics and "titles" for all of your BuJoRPG. These things will be released as well on [EmeraldSpecter.com](http://EmeraldSpecter.com), where you'll always be able to find older versions of the system. I never want someone to be forced to use a version newer than the one that works best for them.

I removed the "Example" from this document as the one thing I have universally received feedback on is everyone using the setup that works best for them. I intended the Example, originally, to provide a visual appearance of what I used at the time and in this installment I have removed it because of the changing nature of how I am using this system.

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I'd love to hear your suggestions!