



A template for the BuJoRPG (Version 1.0)
This book is complete with all the rules for the BuJoRPG, along with the template.

Contents

Introduction	3
The World of BuJoRPG: Wuxia	4
And Our Story Continues	4
Definitions and Terminology	5
Hit Points (HP) vs Experience Points (XP)	5
How Do I Regain HP?	5
Musts, Dailies, Achievements, and Quest	6
Achievement Milestone Multipliers	7
Levels	7
Integrity Towards Improvement	9
Example Layout	10
Set Up	12
Quest Benchmarks	14
Feedback	15

Introduction

Hey, there! Back again already with the first template of the BuJoRPG system. This particular system is based closely off of what I was using while I was “play testing” the system, with a few improvements. The accompanying page, with formatted graphics and page set up, will also be included in this document as the example for how to fill out the particulars. I am proud of the initial offering and I look forward to developing this particular template to the fullest.

If you’ve already started using the basic BuJoRPG system and you just wanted to check this out, welcome! There will be a little more in this template than the basic system, so please do read on.

I designed the BuJoRPG with this specific template as my template. There was considerable thought put into whether I would even bother putting out a basic system, but in the end, I decided that a “vanilla” system to use would be the best course of action. I’m very glad that I get to include my template as part of the initial BuJoRPG release.

The purpose of this template, above anything else, is to think creatively. If you like one part of this template and not another, discard what doesn’t work and forge forward. I’ve taken a while to develop out what wasn’t working correctly, based on my own personal use, and that may change with your own needs. The one thing I usually refer to in this case is that I walk about 30,000 steps per day... but you might not. If the step count information within this document are too large, pare the numbers down. Set yourself an achievable goal to reach for and just keep in mind you want to challenge yourself without going overboard.

I’ve loved the wuxia Chinese media for some time. When the Shaw Brothers were putting out titles like *Five Deadly Venoms* and *Kid with the Gold Arm*, I was eating those up and I was overjoyed when we advanced enough to start getting *Crouching Tiger, Hidden Dragon*. There are now numerous games, movies, and even books from wuxia literature are being translated for everyone to read. I wanted to develop this to add to that movement and hopefully you’ll get at least a part of the joy out of this system template.

The characters in the logo on the front page are literally “wuxia,” which literally translates to martial hero.

This system was designed to be the foundation for a “story mode,” which I will be developing in future releases. While I will be extending the level cap, enriching the “trackable” process, and building a little more interactivity with the graphics, I’ll also be building a side story to this project. I hope you’ll enjoy the story and with any luck, I’ll get some feedback and will develop the story in the direction you’ll also enjoy.

Thank you,
DJ Allen

The World of BuJoRPG: Wuxia

Welcome to the Jade Realm.

We are in a time of unrest, where the forces that have been keeping the Realm together are starting to show their age. No longer are we secure and we are in great need of a hero.

Now is the Age of Heroes.

As a citizen of the Jade Realm, 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?

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.

And Our Story Continues...

As the BuJoRPG: Wuxia is developed, story elements will develop along with that. Now that the basic system is out, improvements will be geared towards the templates so that the experience can be enhanced through a specific lens.

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, Achievements, and Quests

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 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.

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:

Achievement Milestone	XP Multiplier
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.”

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	Lvl	Belt	XP Needed	HP Base / Damage
1	White	0	50 / 15	26	Red 3°	8,700	8,700 / 4,000
2	White 2°	500	100 / 25	27	Red 4°	97,000	9,700 / 5,000
3	White 3°	1,000	100 / 50	28	Brown	107,000	10,700 / 6,000
4	Yellow	1,500	150 / 50	29	Brown 2°	117,000	11,700 / 7,000
5	Yellow 2°	2,000	200 / 100	30	Brown 3°	127,000	12,700 / 8,000
6	Yellow 3°	3,000	300 / 100	31	Brown 4°	145,000	14,500 / 8,000
7	Yellow 4°	4,000	400 / 150	32	Black	160,000	16,000 / 9,000
8	Orange	5,000	500 / 150	33	Black 2°	175,000	17,500 / 9,000
9	Orange 2°	6,000	600 / 200	34	Black 3°	200,000	20,000 / 9,000
10	Orange 3°	7,000	700 / 200	35	Black 4°	225,000	22,500 / 10,000
11	Orange 4°	9,000	900 / 300	36	Black 5°	250,000	25,000 / 10,000
12	Green	11,000	1,100 / 400	37	Black 6°	275,000	27,500 / 15,000
13	Green 2°	13,000	1,300 / 500	38	Black 7°	300,000	30,000 / 15,000
14	Green 3°	15,000	1,500 / 600	39	Black 8°	325,000	32,500 / 15,000
15	Green 4°	17,000	1,700 / 700	40	Bronze Eagle	350,000	35,000 / 15,000
16	Blue	21,000	2,100 / 800	41	Silver Eagle	400,000	40,000 / 20,000
17	Blue 2°	25,000	2,500 / 900	42	Gold Eagle	450,000	45,000 / 20,000
18	Blue 3°	29,000	2,900 / 1,000	43	Bronze Tiger	500,000	50,000 / 20,000
19	Blue 4°	33,000	3,300 / 1,100	44	Silver Tiger	550,000	55,000 / 25,000
20	Purple	37,000	3,700 / 1,200	45	Gold Tiger	600,000	60,000 / 25,000
21	Purple 2°	45,000	4,500 / 1,500	46	Bronze Dragon	700,000	70,000 / 35,000
22	Purple 3°	53,000	5,300 / 2,000	47	Silver Dragon	800,000	80,000 / 35,000
23	Purple 4°	61,000	6,100 / 2,500	48	Gold Dragon	900,000	90,000 / 40,000
24	Red	69,000	6,900 / 3,000	49	Hero	1,000,000	100,000 / 40,000
25	Red 2°	77,000	7,700 / 3,500	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.

Example Layout

Month / Day
JUNE 1

Musts

- ☒ LAUNDRY
- ☒ DISHES
- ☐ LITTERBOX -200
- ☒ TAKE OUT GARBAGE

Dailies

- ☒ HABIT TRACK
- ☒ PROMOTE
- ☒ SET UP NEXT DAY
- ☒ LIST / SCHEDULE

Achievements

Calories	500	1 / 15
Exercise	30	00:30
Stand	11	13 / 15
Weight	252	44 / 45
Steps	5,718	119,345
Podcast	1	11 / 15
Writing	2,418	4,999
Weather	61/SUN	44 / 45

Quests ☐ **Quest XP** ☐

Summary

50	Daily
75	Achievement
100	Quest
10,775	Previous XP
11,000	Total XP

Month / Day
JUNE 2

Musts

- ☐ LAUNDRY
- ☐ DISHES
- ☐ LITTERBOX
- ☐ TAKE OUT GARBAGE

Dailies

- ☐ HABIT TRACK
- ☐ PROMOTE
- ☐ SET UP NEXT DAY
- ☐ LIST / SCHEDULE

Achievements

Calories		
Exercise		
Stand		
Weight		
Steps		
Podcast		
Writing		
Weather		

Quests ☐ **Quest XP** ☐

Summary

11,000	Previous XP
	Total XP

This is a sample set up of a single page (double column) in the bullet journal that I am using right now (there are 27 dots across and 39 dot down on a single page). I put the values in **red** so that you could more easily identify what I'll be pointing out in this example.

The Musts I am using are what I was using at one point in my own bujo. Laundry must be started, or drying, or folded/put away in order to receive credit for this. If there is no laundry, there is no mark AND no penalty. Dishes means there are none, the dishwasher should be loaded, or the dishwasher should be unloaded. Litter box means I scoop daily. Take out the garbage is self explanatory.

I purposely used missing the Litter Box as the example, to show how I would apply the HP damage to my own level.

My own Dailies include filling out my Habit Tracker,

Promote (some promotional thing for my website), Set Up Next Day (for putting together then next day's set up), and List/Schedule the "To Do" for the next day. Each item gives me 5 XP per item, equalling 20, and I get a 30 XP bonus for completing the whole list.

The Achievements that I personally use now contain the Apple Watch Activity Rings (Calories Burned, Exercise in Minutes, and Stand). Weight has no icon but is somewhat included with the Activity Rings.

I also use (listed with the icons): Steps, Podcast, Writing, and Weather are what they represent. I will explain the benchmarks later, but I hit the Exercise Minutes benchmark in the example (30 minutes of exercise). I normally don't hit multiple Achievements in the same day, though it is possible. The Achievements XP would be higher if you did hit multiple benchmarks.

Quests was way more detailed before I decided to pair it down considerably. There are several Quests I have set up but I haven't completed more than one in a single day, so I just reduced the format to just that in the example.

I have all the Summary items from boxes above (which is the reason they are included in the format), and in this example I've also gained a level! I highlight the belt increases (depending on the belt, the color changes and I have added "stripes" on the belt to denote degrees) so that I can more easily see where I gained levels at in my bujo.

Unlike the basic BuJoRPG example, I do not have a place for "To Do" lists or notes for each day because of how cluttered the page turned out. My personal use would be using a single column of tracking, with the second column being the "To Do" list and a place for copious notes.

If you have a better way to record the information, or maybe you want to use the second column of your page as a notes portion instead of putting the very next day on the page, feel free to customize all you want. I am providing a framework, not a finished product. You need to use what works for you and not be completely restricted by what I am showing you that I am using.

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 is literally version 1.0. 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, 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.

You can contact me, DJ Allen, at emeraldspecter.com@gmail.com. I am @EmeraldSpecter on both Twitter and Instagram.

I'd love to hear your suggestions!