

COMMON MOVES

ENDURE 地水火風空

When you push yourself to act despite the hardship or danger you suffer, roll with...

- × **Earth** if you trust in your equipment, resources, or material surroundings to help
- × **Water** if you trust in your strength, dexterity, constitution, or physical training to help
- × **Fire** if you trust in your social graces, friends, or followers to help
- × **Wind** if you trust in your quick wits, sharp senses, or carefully laid plans to help
- × **Void** if you trust in lies, stealth, magic, or spirits to help

On a hit, you may take action despite the adversity you suffer. On a 7-9 the GM also chooses one:

- ✕ *You lose hold or track of something you're carrying or minding in the process*
- ✕ *You emerge scathed and fearful: increase a relevant Attachment, perhaps Self, by one*
- ✕ *The process presents you with a new predicament or ugly choice*

KIT THEM OUT 地

When you draw on material resources to get something, name your supplier and roll with Earth. On a hit, you get one rare or valuable thing, enough of a common object to outfit a section, a major improvement or repair for a base, or a month's provisions for a section or base. On a 7-9, the GM offers a choice between two of the following:

- x *you need ___'s help to do it*
- x *you must acquire ___ first to do it*
- x *it'll cost far more than would be fair*
- x *the quality is poor*
- x *the supply won't cover everyone*
- x *something threatens your supply lines*

ORDER THE TROOPS 水 火

When you command your section to achieve an objective, roll with Water to fight alongside them or Fire to give orders and hang back. On a hit, they execute your orders to the best of their ability; PCs may either follow your orders or **DISOBEY**. On a 7-9 the GM also chooses one...

- × **Water Only:** you get separated from part or all of your section
- × **Water Only:** your section is pinned, embattled, or otherwise prevented from disengaging safely
- × **Water Only:** you get dragged into single combat

- X **Fire Only:** your orders are partly misunderstood or confused
- X **Fire Only:** some danger or temptation distracts your troops, reducing their efficacy
- X **Fire Only:** an officer or other important individual is wounded, captured, or slain
- X your attack grants your enemy an important opportunity
- X your enemy is stalwart in defense, inflicting losses on your section

RECONNOITER 風

When you take time and carefully study a person or situation, roll with Wind. On a 10+ hold three, on a 7-9 hold two. Spend your hold 1 for 1 to ask questions from the list below, or spend 3 hold to ask a single question not on this list. Take +1 Forward to act on an answer, or pass +1 forward to an ally who does.

- x *What's the most effective path to my goal?*
- x *What traps or dangers are hidden from me?*
- x *What can I offer you to get what I want?*
- x *How can I escape this situation?*
- x *What is your next move?*
- x *What weakness exists that I can exploit?*

Whatever you roll, you may always ask the additional question, “Who here shares my Drive?”

IMPLEMENT A STRATAGEM 空

When you get a better position with deception, stealth, or misdirection, roll with Void. On a hit, you do it. On a 7-9, the GM gives you a choice between suspicion, compromise, or unintended side effects.

CREATE ART 地風

When you create a work of art, write the piece's name and description on an index card. Then roll with Earth for physical crafts such as painting, calligraphy, sculpture or gardening; Wind for poetry, music, plays, and the like. (7-9 choose one, 10+ choose two)

- × *Your art highlights someone's true character. Increase or decrease their Drive attachment by one*
- × *Your art instructs. PCs who study it get +1 forward to a common move you specify*
- × *Your art incorporates a secret message. Specify who will understand it*
- × *Your art moves one NPC enough to count as leverage when you **SHOW THEM HOW YOU FEEL***
- × *You publicly praise someone else with your art either by giving it to them or dedicating it to them. If they're a PC they may accept it and increase their Attachment to you by one, or turn you down and **SHOW YOU HOW THEY FEEL***

NOTES

ALLEGIANCE SPECIAL MOVES

Choose One
to Start

Divine Provenance



You have connections to a foreign trader. Choose one of the following:

- **Doctor Eeuwoudt Molendochter, a Dutch merchant.** You have no idea how to pronounce that. He is a scientist by training and has access to all kinds of high-tech devices: snaplock firearms, advanced lenses, navigation tools. However, he is a Protestant. He constantly bickers with and antagonizes any Catholics he identifies, including you.
- **Countess Maria Luz Peixoto, a Portuguese adventurer.** An observant Catholic who ran away from a complicated home life. Martial arts nut. Carries the biggest sword you've ever seen everywhere she goes. Fixated on the question of whether she can beat a samurai in a duel, or whether there's some way she can become a samurai. Makes this your problem too.
- **Captain Chái Wù, a Chinese freebooter.** A devout Muslim. They assure you Islam's just a different form of Christianity; you're pretty sure they're messing with you. Their vast pirate fleet has excellent information and procurement networks. However, their pirate fleet is full of pirates.

When you **KIT THEM OUT** with goods of foreign origin such as all-metal armor, crossbows, or cannons, you may roll with Fire rather than Earth. On a miss, your supplier's gotten in trouble. You gotta get them out.

Armor of God



When defending your religion or its adherents, you may always **ENDURE** with Void.

Denial of Peter



When you bear false witness, roll with advantage (page XX). If you lie about your faith, on a 9 or lower increase your Drive by one.



*The cult of the
undead god*

Catholic Church

切支丹 KIRISHITAN

DOMAIN

Popular on the island of Kyūshū

FAMOUS MEMBERS

- Konishi “Agostinho” Yukinaga, a mediocre general but a canny diplomat

NAMES

In addition to an ordinary samurai name, upon baptism you receive an additional name that references a saint from Christianity's history.

RINGS

Add one to Fire and Void. Subtract one from Earth, Water, Fire, Wind, or Void.

MATÉRIEL: *choose either these, or those from your role*

Two pistols and an arquebus. European steel armor or none.

Also, **even if you don't choose this Allegiance's arms and armor**, you also have at least one small piece of religious memorabilia: a rosary, a small carved image of Jesus and Mary disguised as a Buddha, that kind of thing. If it's not with you or stashed someplace safe, your Void becomes -3 until you get it back.

SECTION: *choose either these, or those from your role*

Use your Role's section. They're Catholics like you. However, if you go somewhere where there are hidden Christians, the Holy Spirit leads you to them.

RECOMMENDED DRIVES

Faith or Refinement