

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:

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

- X *Your art highlights someone's true character. Increase or decrease their Drive attachment by one*
- X *Your art instructs. PCs who study it get +1 forward to a common move you specify*
- X *Your art incorporates a secret message. Specify who will understand it*
- X *Your art moves one NPC enough to count as leverage when you **SHOW THEM HOW YOU FEEL***
- X *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

[illegible]

ALLEGIANCE SPECIAL MOVES

Choose One
to Start

Family Ties

取 You belong to a close-knit family, steeped in Confucian values. By default they're lesser nobility (地下 jige) at court, or gentry (地侍 jizamurai) in the countryside, of modest means but not poor, and (at your option) retainers to a more powerful knightly clan. Give them two strengths ...

- They are a legitimate branch of a mighty noble clan, not just retainers; They have great wealth through landholdings or trade interests; Their lands draw noble visitors with breathtaking vistas and natural beauty; They are warrior nobles, every one of them trained in martial arts; Their lands produce a rare, coveted resource such as saltpeter or high-quality iron; Farmers, merchants, or artisans, they rule produce rare, valuable goods like firearms or indigo

When you draw on one of their strengths to get something done, you may roll with your Drive instead of what you'd otherwise roll, but you might have to increase it on a 9 or lower. Your family also has one weakness ...

- abysmally poor; dwindling in number; mired in scandal; either their feudal superiors or the head of the family are tyrannical, incompetent, or both; they lack lands of their own, operating only in another family's holdings

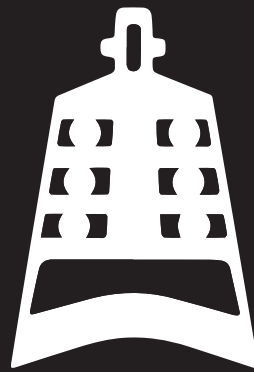
When time passes, roll with your Drive. On a miss, everything's quiet but they want to know when you'll visit next so they can make enough soup. On a 7-9, you hear of some looming problem they have. On a 10+, they come crashing into your life with a disaster that threatens to add or aggravate a weakness of theirs, or threaten a strength. If you fix the problem for them, you may increase or decrease your Drive by one.

Six Arts

取 When you practice archery, calligraphy, horsemanship, music, mathematics, or formal ritual, you may increase your Drive Attachment by one to turn a miss into a 7-9 or a 7-9 into a 10+.

Character Class

Any sections permanently attached to you become your students in Confucian conduct and doctrine. They diligently practice the Six Arts. After a couple months of your frequent instruction, whatever their origins, their erudition and elegance will allow them access to the highest echelons of any friendly society that respects Confucius. You, however, may still need to prove yourself..



Family first

Confucian Academy

儒教 JUKYŌ

NAMES

Choose a name based on the clan you come from.

RINGS

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

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

You have a long and short sword, a bow and arrows, and a warhorse.

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

- **12 Ladies and Gentlemen:** Warhorses, long and short swords, bows and arrows.

RECOMMENDED DRIVES

Loyalty or Refinement