

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
- 4 × **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

ALLEGIANCE SPECIAL MOVES

Choose One
to Start

Conspicuous Consumption

地 When you **KIT THEM OUT**, on a 12+ you acquire a lavishly decorated, luxurious, or rare imported version or versions of whatever you were trying to acquire. It isn't more functional than any other expertly made example of its kind, but it does immediately show off your wealth, power, and good taste to anyone who sees it, attracting the attention and respect of all those who value such things (which, in this time period, is a lot of folks). It's the kind of thing which, should it survive the Warring States Period, will become a priceless and adored artifact in a museum, and whose loss will be lamented in histories if it does not. The GM may ask you which master artisan, European diplomat, etc. hooked you up.

One-Eyed Dragon

火 When you **SHOW THEM HOW YOU FEEL** with a grand physical gesture or a pithy statement about right and wrong, or through leading by dramatic example, roll with advantage and add "Banish fear, doubt, or hesitation from yourself and your allies" to your choices.

I'll Remember This

取 If you are deceived or betrayed, name the individual you hold responsible. Take +1 ongoing against them until they make satisfactory restitution to you (your call) or until you apply this effect to a different offender. Should you enter Obsession—any Obsession at all—you may exit your Obsession by exacting revenge upon that person.



*A dragon with
golden scales*

Date Clan

伊達氏 DATE-SHI

DOMAIN

Mutzu Province

FAMOUS CLANSMEN

➤ Masamune, the One-Eyed Dragon, who rose to rule the clan as a teenager

FAMILY NAMES

支倉 Hasekura 白石 Shiroishi 原田 Harada
鬼庭 Oniniwa 留守 Rusu 片倉 Katakura

RINGS

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

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

Any one weapon, including European imports. Long and short sword. Ornate heavy armor, probably as impressive for its gold decoration and oversized insignia as for its bullet-resistant construction.

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

➤ 50 Cataphracts Spears, long and short swords. Ornate heavy armor, strong against bullets.

RECOMMENDED DRIVES

Loyalty or Refinement