

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.

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

Deal With Me

地 When you offer someone terms, roll with Earth. On a 10+, they either take the deal as it stands or suffer embarrassment or shame to shut it down. On a 7-9, they can instead choose one.

- declaim authority for accepting such an offer
- counter with something of comparable cost or value
- adjust the price (±20%, perhaps) and accept your terms

On a miss, you let some important information slip during negotiations. They may ask a question of you; you must answer it honestly. Then, they can take the deal or walk away without consequence.

Puppet Master

地 You have a figure of power and influence in your pocket: perhaps a Buddhist abbot or abbess, the Emperor of Japan, a daimyō, a regent, or an important servitor of the foregoing. Tell us who they are and how you control them ...

- sex, money, obligation, emotional labor, fear, religion, magic

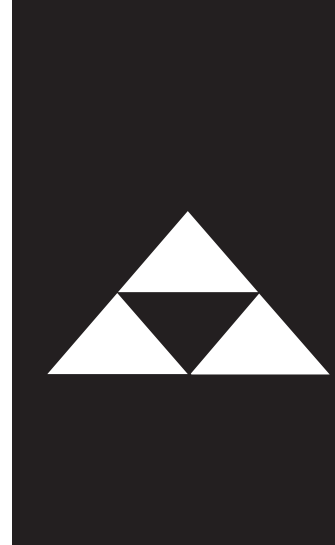
... as well as their weakness ...

- headstrong, socially awkward, juvenile, debauched, elderly, resentful, indebted to someone else

When your puppet acts on your behalf, you can roll a basic move with Earth instead of whatever they'd otherwise use. When they fail such a move, they're likely to come crashing into your life with a crisis which probably impairs their ability to help you until you fix it. This relationship is pretty literally abusive; please remind the other players they can use safety mechanisms to help modulate it.

Never Tell Me the Odds

空 When you have disadvantage in a military or social conflict, you may always roll with Void instead of what you otherwise might have used.



Kind of a big deal

Hōjō Clan

北条氏 HŌJŌ-SHI

DOMAIN

Sagami and Izu Provinces

FAMOUS CLANSMEN

- Sōun, who transformed Ise into Hōjō with connections and treachery
- Ujitsuna, who built the clan's fortunes on Kanto Plain
- Ujiyasu, who overcame 85000 Uesugi troops with 8000 Hōjō

FAMILY NAMES

▣ 松田 Matsuda	▣ 原 Hara	▣ 風魔 Fūma
▣ 大道寺 Daidōji	▣ 伊勢 Ise	▣ 安達 Adachi

RINGS

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

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

A longsword and any one weapon. Armor or heavy armor. You have a warhorse.

SECTION: *choose one of these, or those from your role*

- 12 Horse Guards Spears, long and short swords. Normal or heavy armor.
- 100 Foot Soldiers Arquebuses, bows and arrows, glaives, or spears. Armor.

RECOMMENDED DRIVES

Ambition or Reputation