

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

The Better Part of Valor



When you cut and run, roll with Water. On a hit, you escape unscathed with your section and any allies attached to it. On a 7-9, the GM gives you a choice between two of these ...

- Someone inconvenient sees your show of cowardice
- You take something bad with you
- You leave someone or something valuable behind
- You run into different trouble

On a miss, you're caught half in and half out, or else they're on your tail riding you down.

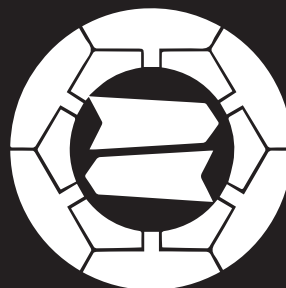
Lay of the Land

Each time you or your troops scout a new location, you may ask the GM, "Does there happen to be a ____ around here?" Suggestions for filling in the blank include: a convenient hedgerow where we can hide, an ex-boyfriend who's still fond of me, an abandoned temple with a surprisingly leak-free roof, a ship headed for where I'm going, or a pack of wolves. No heaps of treasure, no stockpiles of weapons. The GM will answer either "yes, of course there is" or "almost, instead there's a ____—that's pretty similar, right?" Take +1 forward to capitalize on the answer.

Cloud-Hidden Style

You know the Cloud-Hidden style of martial arts.

- It helps you fight in dense forest or other rough natural terrain, or in darkness.
- You climb and leap with great ease, never risking danger to do so.
- The first time you fight an enemy, your unorthodox and fearsome tactics intimidate them.



A shadow in the wood

Iga Provincial League

伊賀惣国一揆 IGA SŌKOKU IKKI

DOMAIN

Iga Province

FAMOUS CLANSMEN

- Hattori "the Ghost" Hanzō, expert in both conventional and unconventional warfare

FAMILY NAMES

服部 Hattori 下山 Shimoyama 藤林 Fujibayashi
松尾 Matsuo 百道 Momochi 滝川 Takigawa

RINGS

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

MATÉRIEL: choose either these, or those from your role

You carry a spear with a sickle-like hook on one side, and a ninja sword. The latter is a 57-centimeter blade on a longsword hilt, worn inside a regular longsword scabbard. Its short length isn't great for protracted fencing matches, but it allows you to draw very slightly faster than a longswordsmen without revealing that you have a special weapon. You can use the extra space in the scabbard to store secret messages or snacks. You also have chain mail armor and a demonic mask.

SECTION: choose either these, or those from your role

- 12 Rangers: Hooked spears, ninja swords, devil masks, chain mail armor. Stealthy.

RECOMMENDED DRIVES

Loyalty or Play