

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

Operator

地 When you meet someone who needs some work done, the GM will tell you. When you approach them, they'll tell you what it is and why someone like you needs do it. Then roll with Earth. On a 10+, the work is simple and straightforward. On a 7-9 the GM holds 1, on a miss the GM holds 2. While you're on the job, the GM can spend that hold one point at a time to introduce complications: the box has a demon in it, the intel was wrong, someone else is after the same thing, the client didn't tell you something crucial, etc. If the job itself is a trap, that costs the GM 2 hold. In any case, when you finish the job, you'll get between one and two hundred coins, depending on its magnitude.

No Name

火 The first time you arrive at a new location, roll with Fire. On a 10+ hold two, on a 7-9 hold one. Spend your hold one for one to designate a NPC you meet there as one of the following, your choice: someone who underestimates you, someone who idolizes you, someone who fears you, someone who once loved you, someone you owe, someone who owes you, someone who thinks you are someone you aren't. On a miss, the GM holds one instead; that should be interesting.

A Very Particular Set of Skills

Specialize in a weapon or learn a fighting style from another playsheet. You start the game with your favored style's armament. If you want to design your own fighting style, give it a name and answer these questions:

- What environments favor your style?
- What arms and armor does it use? What uncommon insight into them does your style teach?
- What unexpected lessons about non-combat situations has your study conferred?

Knight Errant

浪人 RŌNIN

FAMOUS KNIGHTS ERRANT

- Miyamoto Musashi, the undefeated duelist and scholar

RINGS

Subtract one from Earth and Fire. Then distribute three points among Earth, Water, Fire, Wind, or Void however you want—+3 to one Ring, +2 and +1, three +1s, whichever—making sure that, with modifiers from your Role, nothing goes above or below +2/-2.

MATÉRIEL: *Take your role's, but ...*

... count up all the items listed under "matériel" and take half of them, rounding down, minimum of one thing. You may replace any one of those items with a longsword, short sword, or cudgel.

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

- 50 Rogues Knights errant, bandits, and/or other violent lowlifes. Longswords.
- Village Full of 100 Suitors An entire village, full of unmarried non-combatants, has fallen in love with you. (More details page XX.)

RECOMMENDED DRIVES

Pick whatever Drive mattered to you before you went rogue. You have it at -3, and it can't get any lower than that. Mark it on your character sheet with struck-through instead of filled-in hearts, ♡. It represents your disillusionment with that Drive. Over the course of play, if you ever get that Drive to ±0, it's redeemed, and can no longer go below zero.

Hard mode