

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.

- × *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

Red Right Hand

取 Designate a single other PC as your liege. If their Bond with you when you take this move is less than +3, increase it by one. When you follow their direct orders, you may roll with your Bond with them instead of what you would otherwise have rolled. If you do, on a 7-9 increase your Attachment with them by one in addition to the other effects.

Kukami Spirit Style

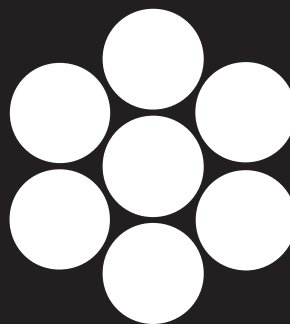
You know the Kukami Spirit style of martial arts.

- It helps you fight other heavily armored opponents, or on the decks of ships.
- Heavy armor never impedes your mobility. You can even swim in shallow water while armored.
- When you wield a glaive or spear in battle and you suffer an injury or detriment, you may declare that your weapon absorbed the blow for you and broke, shielding you from the damage. You may then treat your broken weapon as a cudgel. You can do so only once per weapon.

Monarch of the Sea

You command an additional section of watercraft. Choose one of the following.

- 100 Boarding Craft: Arquebusiers, sails, oars. Fast.
- 50 Frigates: Arquebusiers, sails, oars, a cannon.
- 12 Galleasses: Arquebusiers, sails, oars, three cannon. Tough.
- 6 Ironclads: Arquebusiers, sails, oars, three cannon. Tough, with flame-retardant iron plating!



Sea monsters

Kukami Clan

九鬼氏 KUKAMI-SHI

DOMAIN

Shima Province

FAMOUS CLANSMEN

- Yoshitaka, commander of the Kumano Navy, Toyotomi Hideyoshi's admiral

FAMILY NAMES

Just Kukami

RINGS

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

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

You carry a longsword plus either a glaive, spear, or throwing spikes. Heavy armor.

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

- 50 Marines Spears or glaives, longswords, heavy armor. Seamanship. They study Kukami Spirit style.

RECOMMENDED DRIVES

Loyalty or Reputation