

## 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

### Often Disparaging

風 When you debate someone, roll **SINGLE COMBAT**, but PCs involved roll with Wind, not Water. Both parties replace “press the attack” with “persuade them,” which reduces the target’s debate-relevant Attachment by one. If a PC’s Drive is  $\pm 0$  and it’s targeted anyway, they must change their Drive to something else they think represents their new ideas about the subject of debate, or else increase their Self by one as stress, shame, and doubt wrack their brain.

### Sky Is Falling

取 When you would enter Obsession, instead you may say who you blame for your predicament and which of their Attachments in particular is the real problem. Your relevant Attachment drops to  $\pm 0$ . Then, a natural disaster of your choice hits the country. Fire, tsunami, giant monster, yet more Mongols: it’s really bad for everyone, including you. The cataclysm ends when someone stops it directly, or you or the one you blame dies or **BETRAYS THEIR** offending **ATTACHMENT**.

### Templar

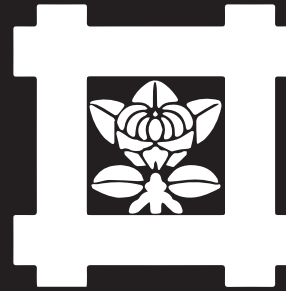
You belong to a Buddhist monastery. By default it has a temple for worship, monks and/or nuns, simple residential barracks, some surrounding fields of crops, and peasants who tend those fields and worship at the temple. PCs who take advantage of monastic facilities may roll to **RESIST OR INDULGE THEIR ATTACHMENT** with disadvantage, and to **WITHDRAW FROM THE WORLD** with advantage. Choose two strong points ...

- The abbot or abbess is a luminary teacher: the GM creates them as a sympathetic officer; A well-stocked library: PCs who study here may **RECONNOITER** academic or scientific subjects; Fine architecture or artwork: choose an extra option when you **CREATE ART** here, even on a miss; Religious relics: monsters cannot approach them, and pilgrims visit from far and wide; A rustic inn, gourmet kitchen, and resident tea master: VIPs patronize and fund the monastery

... and one weak point ...

- The surrounding fields are sparse, infertile; A scandal has discredited the monastery; A rival sect makes trouble for you; The abbot or abbess can’t stand you; The facilities are ancient and crumbling; Malevolent spirits haunt the grounds

The temple grants food and shelter to any nonviolent visitors who help with chores or defenses.



*We're right*

# Nichiren School

日蓮宗 NICHIREN-SHU

## NAMES

If you’re noble, you might have a knightly surname from any playsheet. For your first name, choose a regular name; or if you’re ordained, roll twice on the list of law names for clergy (page XX) to determine the first and last syllable of the name you took when you joined the sect.

## RINGS

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

**MATÉRIEL:** *choose either these, or those from your role*  
Bow and arrows or glaive. Long or short sword. Armor.

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

- 100 Warrior Monks: Bows and arrows or glaives. Long or short swords. Armor.

## RECOMMENDED DRIVES

Faith or Refinement