

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

Trade Marks

地 When you **RECONNOITER** anyone or anything that had to cross the sea to get where you are, you may roll with Earth rather than Wind. If you do, add these to your list of questions:

- Who made/gathered this object/material?
- Who needs this thing most?
- Where can I get more for a good price?
- Where are they from?
- What do they miss most about home?
- What's their style (fighting and otherwise)?
-

Underdog

The first time you clash with a foe who underestimates you, whether in negotiation or on the battlefield, roll with advantage regardless of any material deficiencies. This trick only works once per foe.

The Hand

You know an indigenous martial art with Chinese influences, traditionally practiced in secret after King Shō Shin outlawed weapons possession in 1477 CE. It originated among the administrator class, but rumor has it some enterprising commoners have learned it as well. Practitioners call it by the discreet name 手 *tī*, which simply means “the hand” or “the skill.”

- It helps you fight unarmed or with uncommon weapons against unarmored targets.
- Your punishing physical conditioning has rendered your body as armor against blunt impacts. Only very heavy bludgeons, like mauls or hammers, reliably break through your blocks.
- You possess several strange armaments with which you have trained extensively. The 釵 *sai* (literally “hairpins” after their shape) are a pair of blunt three-pronged steel bludgeons, optimal for catching and snapping your foes’ blades. The トンファー *tonfa* are paired hardwood nightsticks with perpendicular handles, ideal for blocking. The ヌンチャク *nunchaku* are two short clubs connected by a length of leather or chain, very intimidating and impressive when whipped around from hand to hand. All are easy to conceal on your person, but most people who see these probably think you’re carrying around some farming equipment until you start cracking heads with them.



*The country
between countries*

Rūchū Kingdom

琉球國 RŪCHŪ-KUKU

DOMAIN

The volcanic and coral islands south and west of Kyūshū

FAMOUS RULERS

- Shō Shin, who united the islands as a single kingdom.

FAMILY NAMES

◻ 玉城 Tamagusuku ◻ 新垣 Arakachi ◻ 平良 Teera
◻ 島袋 Shimabuku ◻ 上原 Wiibaru ◻ 比嘉 Fija

For given names, use two characters from the law names list (page XX)

RINGS

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

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

Any two weapons, including imports from China or farther west. Wooden or turtleshell shield. Armor.

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

- 100 Pirates Choose either glaives or antique triple-barreled hand-cannons, even more unwieldy and inaccurate than an arquebus—but they have three shots. Shield and short sword. Armor. Seamanship training. They usually get around in ...
- 1 Junk A fine sailing ship capable of long sea voyages, with three cannons and plenty of hold space.

RECOMMENDED DRIVES

Ambition or Loyalty