

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

Gunsmith

地 You are practiced in the design, construction, and repair of gunpowder weapons. You have access to a well-staffed factory, although it isn't fortified by default. At the factory, when you **KIT THEM OUT** with firelocks or cannon, you may treat a miss as a weak hit by opting to take both of the GM's conditions instead of choosing between them. On a 7-9, the GM must offer you a choice between three conditions rather than two. On a 10+, at least one item you create is a work of breathtaking value and beauty; it's no more combat-effective than any other, but anyone who looks upon it will know you are a true master of the armorer's craft.

I'll Cover You!

火 取 When you **RESIST OR INDULGE YOUR ATTACHMENT** to come to an ally's aid, on a hit you may choose to add your Fire rating to their roll instead of granting them a re-roll.

Just According to Plan

風 When you bait your enemy into a trap using a ploy such as a false retreat or show of feigned weakness, roll with Wind. On a hit, they take the bait; they advance into a desperate position and you blindside them. On a 7-9, you need to sacrifice something to sell it: perhaps your forces take heavy fire as they fall back, an officer in your rearguard falls or is captured, or you have to reveal an important secret in the process. On a miss, they know your reputation and they're not buying it; be prepared for the worst.



A gun to a knife fight

Shimazu Clan

島津氏 SHIMAZU-SHI

DOMAIN

Hyūga, Ōsumi, and Satsuma Provinces

FAMOUS CLANSMEN

- Takahisa, who pioneered the arquebus
- Yoshihisa, who overcame the Otomo clan
- Yoshihiro, victor over China and Korea at the Battle of Sacheon in 1598

FAMILY NAMES

川上 Kawakami 新納 Niino 山田 Yamada
樺山 Kabayama 西郷 Saigō 伊集院 Ijūin

RINGS

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

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

You have an arquebus or glaive, a long and short sword, armor, and a warhorse.

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

- 100 Arquebusiers Muskets, plus a few bows and arrows. Long or short swords. Armor.

RECOMMENDED DRIVES

Faith or Loyalty