

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

Grassroots Movement



When you raise troops from a sympathetic region, roll with Fire. On a hit, you recruit a militia section with spears. On a 10+, at your option you can choose one from the 7-9 list to add or replace a trait (arms: bows & arrows or artillery are popular). On a 7-9, also choose one:

- The militia is rebellious, resentful of the upper class
- The militia comes with a strong-willed commanding officer who doesn't like you
- The militia requires some proof of your fidelity or worth as a commander first
- The militia are devout, demanding their commander practice strict Buddhism

On a miss, they're more trouble than they're worth.

Beneath Notice

You're a peasant, or you spend enough time around them to mimic their behavior. When you wear commoner's clothing and go about your business, not looking aggressive, no one above your evident station considers you a threat or attacks you. If you brandish weapons, wear armor or ostentatious clothing, or otherwise make yourself visible or threatening, the effect doesn't work.

Death or Glory

When you enter into a conflict, dedicate yourself to an objective:

- overcome a worthy opponent
- claim an impressive prize
- defend someone/something no matter the cost
- go into the greatest danger and survive

You and your section get +1 ongoing to pursue this objective single-mindedly until the conflict ends, or until you decline an opportunity to seize the objective.

南無阿弥陀佛

No gods, no masters

Single-Minded League

一向一揆 IKKŌ-IKKI

DOMAIN

Kaga and Mikawa Provinces

NAMES

If you're noble, you might have a samurai surname from any playsheet. For your first name, 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 League.

RINGS

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

MATÉRIEL: *choose either these, or those from your role*
Arquebus or glaive, plus a long or short sword. Armor.

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

- 100 True Believers Arquebuses or glaives, plus short swords. Armor. No sense of self-preservation.

RECOMMENDED DRIVES

Ambition or Faith