

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
- × **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

Big Name



When you throw around your family's reputation for social clout, roll with Earth. On a hit, someone present has heard of you and is impressed, intimidated, or starstruck. On a 7-9, choose either who's heard of you or what they've heard; on a 10+, both. On a miss, you sound pretentious and insincere; your efforts reflect poorly on you, or else what they've heard about you is real bad.

The Tiger's Heart



Designate one of your PC Bonds as your **Love**, and another as your **Rival**. Whenever you make a move that targets either one, or they make a move that targets you, you or they may roll with your Attachment instead of whatever you would normally roll. You may change who your Love and/or your Rival is when you **WITHDRAW FROM THE WORLD**, or whenever you **BETRAY YOUR ATTACHMENT** (any Attachment).

Cavalier

Specialize in the warhorse. A detailed description of this animal appears in the arms and armor list (page XX). When you succeed on a roll while mounted, if the move directs you to choose from a list of positive options, add the below options to that list. In addition, you may apply one of these effects when you roll a 12+ while riding your warhorse.

- ➡ Catch up to retreating foes
- ➡ Shock unprepared infantry (with an appropriate hand-to-hand weapon)
- ➡ Outpace danger, loosing arrows (if you have them) all the while



Conventional warfare

Takeda Clan

武田氏 TAKEDA-SHI

DOMAIN

Kai Province

FAMOUS CLANSMEN

- ➡ Shingen, debauched lord-turned-monk and legendary general

FAMILY NAMES

☐ 松前 Matsumae
 ☐ 南部 Nanbu
 ☐ 小笠原 Ogasawara
 ☐ 伴野 Tomono
 ☐ 安芸 Aki
 ☐ 五島 Gotō

RINGS

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

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

You have a spear, glaive, or bow and arrows; a longsword; and heavy armor. You have a warhorse.

SECTION: *choose one of these, or those from your role*

- ➡ **50 Knights** Spears, longswords, heavy armor, and warhorses.
- ➡ **12 Spies** Short sword and ninja sword. Throwing stars. Chain mail. Stealthy.

RECOMMENDED DRIVES

Chivalry or Reputation