

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.

- 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

This image shows a full page of white paper with horizontal dotted lines. The lines are evenly spaced and run across the width of the page, providing a guide for handwriting practice. There are no margins, text, or other markings on the page.

ALLEGIANCE SPECIAL MOVES

Choose One
to Start

This Ends Now



When you boldly seek out a specific foe in the opposing force, roll with Fire. On a hit, the ranks part before your fearsome majesty and deliver you straight to your target. On a 10+ you surprise them: they're caught without a crucial piece of equipment, isolated from their section, or on terrain favorable to you (their call which). On a miss, you roll right into a trap, get caught on the front lines, or otherwise run into trouble you weren't looking for.

The Art of War Is Based on Deception



The first time you **IMPLEMENT A STRATAGEM** against a new foe, hold 3 on a 10+, 1 on a 7-9. Spend hold 1 for 1 after the roll to increase your or your ally's die result, or to reduce your foe's roll against your side. On a miss, hold 1 anyway, but the GM will tell you why your plan won't work well.

With All Due Respect..



When your superior gives you orders, you may politely request a stipulation, promise, or concession along with them. If they acquiesce, you take +1 forward to execute their directive. If they refuse, you take +1 forward to **DISOBEY ORDERS**.



Gods of war

Uesugi Clan

上杉氏 UESUGI-SHI

DOMAIN

Etchū Province

FAMOUS CLANSMEN

➤ Kenshin, reputed to be an avatar of the god of war
Bishamonten himself.

FAMILY NAMES

■ 甘糟 Amakusa ■ 本庄 Honjō ■ 色部 Irobe
■ 宇佐美 Usami ■ 直江 Naoe ■ 村上 Murakami

RINGS

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

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

You carry any one weapon, plus a longsword and armor or heavy armor. You have a warhorse.

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

➤ **100 Pikemen:** Long pikes, short swords, armor.

➤ **50 Siege Engineers:** Trebuchets, siege towers, a couple cannons. Tower shields.

RECOMMENDED DRIVES

Chivalry or Faith