

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

Drill Instructor

取 You may specify up to one PC and one section as your martial arts students. You must spend at least eight hours a week training them, together or separately. You may **INDULGE YOUR ATTACHMENT** to help a PC student, even if you aren't there. After they've trained with you for at least a week, and until they cease to do so, your student section gains expertise in a martial art you know or weapon you specialize in. You and your students all get +1 ongoing to fight each other.

The Unfettered Mind

取 When you're told to raise an Attachment other than Self, you can increase any Attachment, not just the one you were directed to increase. When you **WITHDRAW FROM THE WORLD**, choose one extra option even on a miss.

Yagyū New Shadow Style

You know the Yagyū New Shadow style of martial arts.

- It helps you fight indoors or in similarly cramped or restricted quarters.
- When you fight an enemy who wields any weapon with shorter range than a musket, your arms never confer disadvantage, even if you are empty-handed.
- You may always choose to reduce or mitigate the harm you inflict to another person. For example, when you would kill a target, you may instead disarm them, humiliate them, or inflict a disabling injury. When you wound a PC and would increase their Self, you may shift that increase to a different Attachment instead if you explain how your blow teaches them a surprising and probably unasked-for lesson.



Peace's razor edge

Yagyū Clan

柳生氏 YAGYŪ-SHI

DOMAIN

Yamato Province

FAMOUS CLANSMEN

- Sekishūsai Munetoshi, retired general and master fencer
- Munenori, also a fencing master

FAMILY NAMES

Just Yagyū

RINGS

Add one to Water and one to a Bond—ideally, with a mentor, student, or liege.

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

You have a long and short sword, plus one of the following: throwing spikes, an iron fan, a cudgel, a spear, a glaive.

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

- 12 Duelists Long and short swords, glaives or spears. They study the New Shadow style.

RECOMMENDED DRIVES

Faith or Refinement