

The Courtier

You're schooled in grace, refinement, etiquette—ready to use words as weapons.

LOOK

EYES	☐ smoldering	☐ thoughtful	☐ soft	☒ dreamy	☒ yearning	☒ fiery
STANCE	☐ aggressive	☐ orthodox	☐ elegant	☒ seductive	☒ unpracticed	☒ rigid
DRESS	☐ mismatched	☐ provocative	☐ hunting	☒ brocaded	☒ stylish	☒ plain
FAN	☐ oversized	☐ repaired	☐ painted	☒ gilded	☒ decorated	☒ metal

RINGS

Add one to earth and wind. Subtract one from earth, water, fire, wind, or void.

MATÉRIEL: choose either these, or those from your allegiance

You wear a long and short sword as well as either regular armor or ceremonial armor, the latter of which will fall apart in serious combat but looks really cool.

SECTION: choose either these, or those from your allegiance

1 Bodyguard You have one bodyguard, a serious badass, perhaps named Sanjūrō, To-moe, or Hayabusa. They have armor (normal or chain), long and short swords, and two additional strengths...

➡ courteous, sexy, stealthy, well-born, hard as oak, specialized in a weapon or martial art

...and one fascinating idiosyncrasy...

➡ bloodthirsty, debauched, disobedient, greedy, in love with you, dark past catching up to them

When your bodyguard acts on your behalf, they roll with your stats. Also pick one basic move associated with each strength; when they perform that move, you may roll as if the associated Ring is rated +1. If they die, you can hire a new one, but word gets around.

ATTACHMENTS: +1 Bond with whoever answers

- ➡ Who has seen me in a moment of weakness? What was it?
- ➡ Who do I think is in love with me?
- ➡ Who is the prettiest?

ROLE SPECIAL MOVES

Choose One to Start

Deal With Me

地 When you offer someone terms, roll with earth. On a 10+, they either take the deal as it stands or suffer embarrassment or shame to shut it down. On a 7-9, they can instead choose one:

- ➡ declaim authority for accepting such an offer
- ➡ counter with something of comparable cost or value
- ➡ adjust the price (±20%, perhaps) and accept your terms

On a miss, you let important information slip during negotiations. They may ask one question of you; you must answer it honestly. Then, they can take the deal or walk away without consequence.

The Art of Power

風 You pass your social skills off as careless grace, but they're actually calculated power plays. You may **SHOW THEM HOW YOU FEEL** with wind rather than fire. If you do, add "Increase a PC's Attachment to you by one" to your list of options on a success.

You Could, But You Won't

風 取 When someone acts directly against you in your presence, they remember the significance of your relationship. After they roll, you may either raise your Attachment with them by one, or (if they're a PC with Attachment > 0) decrease theirs with you by one. If you do, a PC's action is downgraded from a 10+ to a 7-9 or a 7-9 to a miss. A NPC's action only succeeds if you fail to **ENDURE** it with wind and at advantage, but at the GM's discretion might just flat-out fail.

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公家 KUGE

RULES QUICK REFERENCE

- Roles, p.155
- Allegiances, p.102
- Common moves, p.234
- Attachments, p.80
- Weapon moves, p.70

GAME TERM QUICK REFERENCE

- Advantage: roll three dice and ignore the single lowest result
- Disadvantage: roll three dice and ignore the single highest result
- Hold #: Receive a number of points you can expend to do something particular.
- +1 Forward: Receive a one-time bonus to a single specific kind of roll made in the future.
- +1 Ongoing: receive a permanent bonus when acting according to the specified circumstance.
- Mark XP: fill in one of the experience circles. If you fill in the fifth circle, erase them all and take an advancement

