

The Retainer

You're sworn into the service of a great lord—a trusted advisor and commander.

LOOK

EYES	□ knowing	□ distant	□ heavy	☒ stern	☒ warm	☒ dark
STANCE	□ practiced	□ stalwart	□ lithe	☒ refined	☒ grounded	☒ ready
DRESS	□ casual	□ weathered	□ Chinese	☒ traveler's	☒ stylish	☒ faded
HAT	□ impressive	□ wide-brimmed	□ straw	☒ iron	☒ lacquered	☒ old

RINGS

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

MATÉRIEL: choose either these, or those from your allegiance

You carry a longsword, and choose one: a truncheon, a weighted chain, an iron fan. You have armor, plus a heavy wooden tower shield to prop up if you like. You have a warhorse.

SECTION: choose one of these, or those from your allegiance

12 Bannermen These high-ranking samurai are a commander's personal guard, swearing fealty directly to them. They carry spears and longswords, wear armor, and ride warhorses.

50 Pages Short swords. Young. Helpful. Observant. Stealthy.

ATTACHMENTS: +1 Bond with whoever answers

- ➡ Who is my superior? If they're a PC, +2 Bond rather than just +1.
- ➡ Who saw (or helped) me commit a disloyal act?
- ➡ Whom do I suspect of treachery? Why?

ROLE SPECIAL MOVES

Choose One to Start

Dew Gleaming on a Spider's Web

地 When you've spent a little time around a new organization such as a family, ship's crew, or military unit, ask the GM how their hierarchy works. The GM will tell you who's on top, who's on the bottom, where the real power is. When you **RECONNOITER** such an organization or its members, you may roll with Earth instead of Wind.

Remonstrance

火 取 When you implore a superior to reconsider a course of action, roll with Fire for NPCs, Bond for PCs. On a hit against a NPC, your words sway them; on a 7-9, they offer you a compromise or demand your assistance in exchange. On a hit against a PC, they mark experience if they follow the course of action you suggested; on a 10+, your words or their reactions reveal something true about yourselves to one another, and you may also increase or decrease either your Bond with them or their Bond with you by one. On a miss, your criticism comes across as part of some personal selfishness or failing. An NPC will be furious (or similarly upset) with you; if it's a PC, increase your Bond with them by one.

You Shall Not Pass

火 取 When you interpose yourself between someone and a threat, roll with Fire for NPCs, Bond for PCs. On a hit, redirect the threat to you. On a 10+, also choose one:

- ➡ you pin down or tie up the aggressor: they must **ENDURE** to focus on anyone but you until the situation changes
- ➡ you raise the alarm; nearby guards or passersby come running to see what the problem is
- ➡ you impress them: increase their Bond with you by one
- ➡ you expose the attacker to a counterstrike of some kind

On a miss, your efforts are earnest but ineffective. The damage or trouble hits you and your charge.

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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

