

Samurai World

A PbtA Hack

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Getting Started

Gizen and Samurai:

The Samurai Republic of Gizen is an empire of tradition and duty, ruled by megacorporations. It is threatened from without by the **Shadow** (a supernatural force that converts and consumes all in its wake) and the peasant militia, and from within by criminals and feuds. This society is held together by **Honor**, a force stronger than steel...for without honor, what is the point of steel?

Honorable people receive training and equipment. Dishonorable people are cast out from society.

The corporations of Gizen cooperate on many issues, but they will fight against each other for power and land. The corporations all pledge allegiance to the **Samurai Republic** and the **Living Constitution**. The Living Constitution controls the **Pythons**, and use them to enforce order. However, the current Living Constitution is dead, and the Samurai Republic has not appointed a new one yet.

The samurai swear loyalty to the corporations and are trusted with absolute power, so long as they maintain order in the land and defend their interests. This can be challenging, and samurai must constantly confront their fear of death...and of shame.

Samurai are torn between two conflicting demands. They must carry out their **Giri** (social role) given to them by their society. But they also have their own personal **Ninjo** (desire) as well. Every samurai must learn how to balance their Giri and Ninjo, or risk an ignoble end.

For more information on the Samurai Republic, please consult the WIP document (<https://docs.google.com/document/d/1z-waBB10njAq9GLWEbuWMTIpdnVtDCmdueDYzmjktb/s/edit>) .

GM Agenda and Tips:

You decide how much **Honor**, **Shadow**, or “energy credits” is gained or lost. One is appropriate for most situations but feel free to give or take more if the situation demands it. **Honor** or **Shadow** can also be gained or lost outside of moves (for example, awarding **Honor** when a Giri is fulfilled.)

Have your players copy the text of the move and give it their own unique name and style.

For most situations, let the player mark off injuries from easiest to most severe. In some circumstance, tell the player which injury to mark. If the appropriate option is not available, then mark the next.

Some options may not make sense in the fiction - in which case, don't allow it.

Bring the players' Ninjo and Giri in conflict with each other. Bring their moral sensibility in conflict with the world around them. Make them choose between two undesirable options. Samurai are important people, so let them make important choices, and let them deal with the consequences.

Give players opportunities to gain Honor. Make sure the players are given a Giri (if they are all Pythons, their Giri would be to enforce the law) for them to follow. Allow them to defend their Honor, go above their duty, and fight against a stronger opponent.

Rough Guidelines For NPCs:

- Non-Sapient Droids: 1 Injury, 2 Focus, 0 Vigilance
- Peasant Militia: 2 Injury, 1 Focus, 0 Vigilance
- Ronin: 2 Injury, 0 Focus, 1 Vigilance
- Corporate Samurai: 3 Injuries, 1 Focus, 1 Vigilance
- Oni: 5 Injuries, 0 Focus, 2 Vigilance

Basic Moves (1/3)

Duel:

When you engage a Named NPC or PC in a formal duel you must first agree on the **Rules** and the **Stakes**. If you are engaging a Named NPC, you automatically gain the Initiative. If you are engaging a PC, both players roll 2d6+**Void** and the higher roll gains the Initiative.

The player with the Initiative roll 2d6+**Focus**. On a 10+, you win the duel. On a 7-9, choose one: spend Honor to win the duel, or roll again. On a 6-, you lose the duel.

Rules

- ❖ First touch (non-lethal weapons)
- ❖ First cut (**Injury**)
- ❖ To the Death

Stakes

- ❖ Honor (Max 3)
- ❖ Truth
- ❖ Agreement

The winner decides their opponent's fate but only wins the **Stakes** if they follow the **Rules**.

You may spend Honor to use **other moves** during a duel.

Cut and Parry:

When you engage one or more enemies in combat roll 2d6+**Focus**. If they engaged you roll 2d6+**Vigilance** instead. On a 7+ you manage to **Injure** one of your opponents. On a 7-9 pick one:

- ❖ You take an **Injury**.
- ❖ You fight disgracefully (loss of **Honor**).
- ❖ You have to disengage from combat.
- ❖ (requires ranged weapon) You run out of available ammo for this scene.

Striking Unopposed:

When you attack a defenseless or unaware target lose **Honor** and **Injure** them.

Reflexes:

When you move to avoid or prevent an attack or other danger, roll 2d6+**Vigilance**. On a 10+ you are unscathed and out of immediate danger. On a 7-9 you partially succeed but still suffer a lesser outcome. The GM may ask you to make a sacrifice or unfortunate choice.

Awareness and Understanding:

When you investigate your surroundings or consult your personal knowledge on a subject roll 2d6+**Vigilance**. On a 10+ ask the GM three questions. On a 7-9 ask the GM one question. They will answer as appropriate for the scene and to the best of your character's ability.

Courtly Graces:

When you use politeness, subtle manipulation or cleverly concealed threat to get your point across or press your agenda, roll 2d6+**Vigilance**. On a 7+, most of your audience will agree. On a 10+, choose one:

- ❖ your remaining opponent's dissent will cost them socially
- ❖ you can win over the remaining opponents if you make a deal or compromise.
- ❖ you take a +1 ongoing when dealing with your current audience in social situations.

Command:

When you use your authority or threat of violence to make someone follow orders roll 2d6+**Focus**. On a 7+ they recognise your authority and will either:

- ❖ Follow your orders.
- ❖ Shamefully attempt to escape their duty.
- ❖ Challenge you, agreeing to follow you if defeated.

On a 10+ you also get a +1 ongoing when dealing with them.

Basic Moves (2/3)

Becoming Injured:

When you receive an **Injury** choose one:

- ❖ (requirers armor) The blow damages your armor necessitating repair.
- ❖ A minor wound requiring only brief attention to recover.
- ❖ A life threatening wound requiring medical treatment to avoid death.
- ❖ A fatal wound, you will die soon.

You may not choose that same option again until it has been suitably dealt with.

Acquiring Necessities:

When you impose on your host for shelter, sustenance or other goods and services roll 2d6+**Void**. On a 7+, they can provide basic necessities. On a 10+ also choose one:

- ❖ They have access to rarer items, luxury goods or contraband.
- ❖ They are very pleased by your presence. Take +1 ongoing in future dealings.
- ❖ They offer you a job or valuable information.

After the roll you may spend “energy credits” to increase the result. Add +1 to the roll for each “energy credit” spent. If staying as a group then only one character needs to make this roll but “energy credit” can be pooled.

Navigation:

When you try to find your way in strange lands or an unfamiliar city roll 2d6+**Void**. On a 10+, choose three. On a 7-9 choose two.

- ❖ You know roughly what direction you should go.
- ❖ Your destination is nearby.
- ❖ Nothing dangerous blocks your path.
- ❖ Something else of interest or value is nearby.

Gaining Honor:

At the end of a session, gain +1 **Honor** for each of the following that applies:

- ❖ Did you act with honor at all times?
- ❖ Did you defend your honor when it was questioned?
- ❖ Did you go above and beyond your duty?
- ❖ Did you challenge and defeat a stronger opponent?
- ❖ Did you fulfill your Giri (social role) as a samurai?

If you swear an oath, gain 1 **Honor**. You must attempt to fulfill that oath by the end of next session.

At the end of the session, if **Honor** is 6 or higher, gain an advancement.

At the start of a new session, **Honor** is reset to 3.

Gaining Experience:

At the GM’s discretion, you may gain an advancement at the end of a session.

Losing Honor:

If your **Honor** drops to zero then you cease to be a samurai. No one, not even your family, will acknowledge you and you vanish into disgraceful obscurity. Make a new, unrelated character.

Dying with Honor:

If your character dies from their injuries in combat or ritual suicide while they still have **Honor**, you may create a new character of any class with the same name, **Shadow**, **Current and Max Honor**. They gain an equal number of advancements and **Shadow Moves** as their deceased relative. They may have a different corporation, family name, **Family Focus**, and **Body Move**. They must have different **Focus** and **Vigilance**. They start with 0 **Void** and no augmentations.

Basic Moves (3/3)

Augmentation:

When you acquire a cybernetic upgrade for your body, cross out an unused Advancement, and choose one. Describe your new upgrade. You can have up to three Augmentations.

- ❖ Culture Augmentation: Choose a **Shuji** or **Artisan** move. When you use this move, you owe a favor to the corporation that made your augmentation.
- ❖ Conflict Augmentation: Choose a **Kata**, **Invocation**, or **Monastic Art** move. Spend 1 “energy credit” to use this move.
- ❖ Crime Augmentation: Choose a **Ninjutsu** or **Shadow** move. Gain **Shadow** to use this move.
- ❖ Commerce Augmentation: When you allow a corporation to “lease” your body for a few minutes to use one of your Moves, gain **Honor**, “energy credits”, or a favor. The corporation must disclose how they plan on using your body and receive your informed consent. The payment is delivered immediately, but the corporation decides when they want to use your body.
- ❖ Comprehension Augmentation: When you violate a person’s privacy, spend **Honor** to identify important information about that person - their true clan affiliation, what weapons they’re actually carrying, and what augmentations they have.

Gaining Shadow:

Gain **Shadow** at the end of any scene where you were touched by Maho sorcery or a Shadowlands creature or used a **Shadow Ability**. If **Shadow** reaches a new multiple of five scratch out an unused **Advancement** and gain a **Shadow Move** in its place. You never lose a **Shadow Move** even if **Shadow** drops to 0.

If you ever have more than 3 **Shadow Moves** your character is doomed to become a monster. Work with the GM to decide their fate by the end of the session or current quest. Once the GM takes control of this character, make a new, unrelated one.

Clan Moves and Starting Gear

Majikku Technologies - focused on religion and divinity

Starting Gear:

Katana (cerimonial, close, +1 forward when using the **Duel** move), wakizashi (cerimonial, close, people treat you with respect), 10 “energy credits” and pick one:

- ❑ Militarized non-sapient droid (wargear, near, far, can self-destruct on command)
- ❑ Sanctified robes and religious equipment
- ❑ Standard Rifle and ammo (wargear, near, far, +1 vigilance when using **Cut and Parry**)
- ❑ Body armor (armor, wargear)

Clan Move: Infusion

You know how to create augmentations by infusing an elemental spirit into machinery. When you use this move, choose one.

- ❖ The elemental spirit demands an act of fealty.
- ❖ The elemental spirit will try to manipulate or betray you.
- ❖ An NPC covertly observes you talking to the elemental spirit and can now commune with this specific spirit.

Yorokobi Solutions - focused on research and VR simulations

Starting Gear:

Civilian non-sapient droid, wakizashi (cerimonial, close, people treat you with respect), 5 “energy credits” and pick two:

- ❑ Katana (ceremonial, close, +1 forward when using the **Duel** move)
- ❑ Body armor (armor, wargear)
- ❑ Fashionable clothes
- ❑ Woven hat (concealing), Staff (close, near, can roll advantage when using **Cut and Parry**) and gourd of sake or water

Clan Move: Knowledge

When you consult the Yorokobi’s simulations to roll **Awareness and Understanding**, the GM will tell you something interesting and useful about a subject relevant to your situation before you roll.

Kan’yō Enterprises - focused on influencing people and controlling them

Starting Gear:

Body armor (wargear), katana (cerimonial, close, +1 forward when using the **Duel** move), wakizashi (cerimonial, close, people treat you with respect), 7 “energy credits” and pick one:

- ❑ Tessen (ceremonial, close, +1 focus when using **Command**)
- ❑ Pistol and ammo (wargear, close, near, +1 focus when using **Duel**)
- ❑ Standard Rifle and ammo (wargear, near, far, +1 vigilance when using **Cut and Parry**)
- ❑ Automatic Rifle and ammo (wargear, near, +1 focus when using **Cut and Parry**)

Clan Move: Shallow Waters

When you use **Awareness and Understanding** to learn more about someone, the GM will tell you something they need or want before you roll. Take +1 forward when you use that information to influence them.

Jiyū Federation - focused on individualism and preserving unique traditions

Starting Gear:

Body armor (wargear), wakizashi (cerimonial, close, people treat you with respect), 6 “energy credits” and pick two:

- ❑ Katana (ceremonial, close, +1 forward when using the **Duel** move)
- ❑ Club (wargear, close, near, can knock someone prone)
- ❑ Shotgun and ammo (wargear, near, far, can **Injure** multiple targets in **Cut and Parry**)
- ❑ Small amulet of jade (holy)

Clan Move: Xenophilia

When you reveal a foreign or exotic technique, roll 2d6+**Focus**. On a 7+, take a +1 forward when using this technique. On a 10+, also choose two. Describe the exotic technique.

- ❖ You do not arouse suspicion or ire.
- ❖ You impress someone with your exotic skills.
- ❖ You can teach this technique to someone else, giving them a +1 Forward.

Clan Moves and Starting Gear

Seikatsu Industries - focused on reducing existential risks

Starting Gear:

Mask, katana (cerimonial, close, +1 forward to Focus when using the **Duel** move), wakizashi (cerimonial, close, people treat you with respect), 7 “energy credits” and pick two:

- Ink, paper and a seal that does not belong to you
- Concealed armor (armor, wargear, concealing)
- Throwing knife (close, near, concealing, enemies don't realize you're armed)
- Surveillance equipment

Clan Move: Informants

When you get in contact with an informant working for Seikatsu, roll 2d6+**Vigilance**. On a 7+, the informant will help you out. On a 7-9, the GM also chooses a complication.

- ❖ Local authorities are actively looking for your informant.
- ❖ Someone witnesses your conversation.
- ❖ The informant needs something from you before they will divulge what they know.

Body Moves

Human - a body known for their aggressive tendencies

Gain one **Kata**.

AI - a body known for their cultural excellence

Gain one **Shuji**.

_____ - a body known for their _____

Gain one _____.

Nemurani - a body known for their connections to the supernatural

Gain one **Invocation**.

Uplift - a body known for their connections to the fabric of reality

Gain one **Monastic Art**.

Family Focus

Cultural Excellence

Gain **Honor**, “energy credits”, or a favor when you seize control over an important cultural location on behalf of your family.

Shadowlands Research

Gain **Honor**, “energy credits”, or a favor when you gain valuable information about the **Shadow** and transfer it to your family.

Mystical Understanding

Gain **Honor**, “energy credits”, or a favor when you get supernatural entities (like local elemental spirits) to work for your family.

Military Power

Gain **Honor**, “energy credits”, or a favor when you lead an attack or military maneuver against your family’s enemies.

Oligarchist

Gain **Honor**, “energy credits”, or a favor when you protect the Samurai Republic’s interests, disregarding your own.

Wealth Acquisition

Gain **Honor**, “energy credits”, or a favor when you acquire a new source of income for your family.

Glory Seeker

Gain **Honor**, “energy credits”, or a favor when your family gain the credit for something very praiseworthy (like defending the Samurai Republic).

Ambitious Influencer

Gain **Honor**, “energy credits”, or a favor when you convince an important person to serve the interests of your family.

Subversive

Gain **Honor**, “energy credits”, or a favor when you lead the masses in rebellion against your family’s enemies.

Gain **Honor**, “energy credits”, or a favor when you

Kata (1/2)

Tactical Assessment

When you analyze an enemy force's military strategy, take +1 forward on **Awareness and Understanding**.

Monster-Slaying

When you attack a creature of the **Shadow**, take +1 forward to **Cut and Parry**.

Flat of the Blade

You are adept at striking to incapacitate when you do not wish to hurt. If you **Injure** your opponent while rolling **Cut and Parry** you may specify that they should be rendered helpless. Because of your training this does not put you at additional risk.

Kill With One Blow

Once per session, when you roll a 10+ on **Cut and Parry**, deal additional **Injury** equal to your **Focus**.

Persistent Defense

You may utilize your armor to mark two injuries but it is totally destroyed after the second use and must be replaced.

Pin At Range

When you inflict **Injury** while **Striking Unopposed** you may cause your target to stop, hesitate or dive for cover. Take +1 forward against them if they move to engage or retreat without cover.

Combat Medication

After rolling on any **Cut and Parry**, **Striking Unopposed**, or **Kata** move, you may spend "energy credits" to increase the result. Add +1 to the roll for each "energy credits" spent.

Crimson Leaves Strike

When you strike at the enemy's weapon while in melee combat, roll 2d6+**Focus**. On a 10+, you take the weapon from your opponent. On a 7-9, you knock the weapon out of your opponent's grip, sending it a few feet away.

Soaring Strike

When you throw a melee weapon at your enemy, you may roll on **Striking Unopposed**.

Blind Fury

When you roll 10+ on **Cut and Parry**, you may additionally choose an option from the 7-9 result.

Taunt

When you cry out a challenge to the enemy, roll 2d6+**Vigilance**. On a 7+, the enemy focuses exclusively on you, and ignore your companions. On a 10+, your allies take a +1 forward against this target.

Battle Hardened

Add two new options to **Becoming Injured**.

- ❖ A shallow wound requiring rest and attention to recover.
- ❖ A light wound requiring rest and attention to recover.

Dual Wielding

You can equip two weapons at the same time.

War Cry

When you enter battle with a show of force, roll 2d6+**Focus**. On a 10+, take both. On a 7-9, take one or the other.

- ❖ Your allies are rallied, and take +1 forward.
- ❖ Your enemies feel fear and act accordingly, avoiding you, hiding, or attacking with fear-driven abandon.

Kata (2/2)

Defense

When you stand in defense of a person, item, or location, roll 2d6+**Vigilance**. On a 10+, hold three. On a 7-9, hold one. So long as you stand in defense, when you or the thing you defend is attacked, you may spend hold, to choose an option:

- ❖ Redirect an attack from the thing you defend to yourself.
- ❖ Pick up, move, or allow the thing to move while you cover it.
- ❖ Open up the attacker to an ally giving that ally +1 forward against the attacker.
- ❖ Gain **Honor**.

Invocations (1/2)

Reveal Secrets (close, near)

When you attune to the forces of nature and magic to enhance your senses, roll 2d6+**Vigilance**. On a 10+, choose two. On a 7-9, choose one.

- ❖ You can see objects and people that are concealed by mundane means.
- ❖ You can see magically concealed objects and people.
- ❖ You allow someone else to see what you are seeing.

Wrath of the Wind (close, near)

When you summon a vortex of spinning air to surround a conflict, roll 2d6+**Focus**. On a 10+, choose two. On a 7+, choose one.

- ❖ Nearby enemies suffer **Injury** due to flying debris and being knocked around.
- ❖ You and your allies are protected from ranged attacks.

The Armor of Strength (close)

When you call on shards of stones to protect a target, roll 2d6+**Vigilance**. On a 7+, the target gets a temporary suit of armor (wargear). On a 10+, the armor persists until the end of the fight.

Jade Strike (close, near)

When you channel holy energies against **Shadow** tainted enemies, roll 2d6+**Focus**. On a 7+, the enemy suffers an **Injury**. On a 10+, the enemy is silenced, and cannot use any **Shuji**, **Invocations**, or **Shadow** moves for the duration of the fight.

Whispers From The Wind (close, near, far)

When you channel the air to eavesdrop on someone else's conversation, roll 2d6+**Vigilance**. On a 7+, you hear their conversation as if it was spoken into your ear. On a 10+, the enchantment dissipates before anyone could trace it back to you.

Prophecy (close)

When you attempt to predict the future, choose a target and roll 2d6+**Vigilance**. On a 10+, choose 2. On a 7-9, choose 1.

- ❖ The target may later reroll a single failed roll.
- ❖ The target gains an insight into the future plans of an NPC or faction.
- ❖ The target may later avoid an **Injury**, knowing about the attack ahead of time.

Many Hands (close)

When you draw your hand across a broken or destroyed item, roll 2d6+**Focus**. On a 7+, the item is repaired and ready to be used again. On a 10+, the item becomes invulnerable for a few minutes.

Fire Weapon (close)

When you petition the elemental spirits for a weapon to defend yourself, roll 2d6+**Focus**. On a 7+, you receive a weapon made out of pure fire (ceremonial, close, burn enemies) that will last for the duration of the fight. On a 10+, you may also add one of the following tags to this weapon: near, far, wargear, concealing, holy.

Cloak of Night (close, near)

When you conceal a target using magical means, roll 2d6+**Focus**. On a 7+, you create a temporary illusion that hides the target. On a 10+, this illusion lasts for a few hours. On a 7-9, the illusion lasts for an hour.

Rise, Elemental Spirit (close)

When you call on an elemental spirit to assist you in combat, roll 2d6+**Vigilance**. On a 7+, the elemental spirit joins your side and fights on your behalf. On a 10+, the elemental spirit also tells you about any supernatural help your enemies are receiving.

Invocations (2/2)

Multilingual

You may use **Courtly Graces**, **Command**, and **Shuji** to communicate with one of the following:

- ❖ Animals and nature spirits
- ❖ Ancestor spirits and other forms of ghosts
- ❖ Machines and Cyborgs
- ❖ Elemental Spirits

You may choose this move multiple times.

Symposiums

When you spend long hours in communion with the elemental spirits, roll 2d6+**Focus**. On a 10+, choose three. On a 7-9, choose one.

- ❖ You gain the attention of a particularly powerful elemental spirit.
- ❖ They impart some useful information.
- ❖ They will grant an unusual favor.
- ❖ You are not entangled, ensorcelled, or misled by their strange whims.

Monastic Arts (1/2)

Cleansing Spirit (close)

When you attempt to cure poison, disease, or Shadow, either in yourself or in someone else, roll 2d6+**Focus**. On a 7+, choose one.

- ❖ Remove poison.
- ❖ Remove disease.
- ❖ Reduce Shadow by 3.

On a 7-9, Cleansing Spirit cannot be used again until you rest.

Earth Needs No Eyes (close, near, far)

When you attempt to use your supernatural sense, roll 2d6+**Vigilance**. On a 7+, you are able to “see” what is going on within your immediate surroundings. On a 10+, you are also aware of all living creatures and objects within a few miles.

The Body Is An Anvil (close)

Once per combat, when the enemy **Injures** you, roll 2d6+**Vigilance**. On a 10+, choose two. On a 7+, choose one.

- ❖ Remove the **Injury**.
- ❖ **Injure** the enemy.
- ❖ Destroy the enemy’s weapon.
- ❖ Burn the enemy.

Elemental Combat (close)

When you fight against an enemy force using only your fists and kicks, roll 2d6+**Focus**. On a 10+, choose two. On a 7+, choose one.

- ❖ You manipulate the elements using your fists and kicks; you can do ranged attacks (near, far) for the duration of the fight.
- ❖ You **Injure** your enemy with an elemental blast.
- ❖ You damage an object of your choice.
- ❖ Your combat stance protects you from harm; you have “armor” for the duration of the fight

Way of the Earthquake (close, near)

When you start an earthquake by slamming a hand or foot to the ground, roll 2d6+**Focus**. On a 7+, choose two.

- ❖ Nearby enemies suffer **Injury** due to the earthquake.
- ❖ You and your allies are unharmed by the earthquake.
- ❖ A target of your choice fall down prone.

On a 10+, you also inflict an **Injury** immediately on the target of your choice.

Ki Protection (close)

When you try to heal an **Injury**, either in yourself or someone else, roll 2d6+**Focus**. On a 7+, remove the **Injury**. On a 7-9, you may not use Ki Protection again until you rest.

Ki Travel (close)

When you attempt to move quickly towards a destination, roll 2d6+**Focus**. On a 10+, choose three. On a 7-9, choose one.

- ❖ You can walk on water as if it is on solid ground.
- ❖ You can pass through supernatural barriers without raising alarm.
- ❖ You can fly with the assistance of a small current of air.
- ❖ Your speed increases.

The Great Silence (close, near)

When you attempt to create an area of silence to prevent people from speaking or praying, roll 2d6+**Focus**. On a 7+, no one in the area can use **Shuji**, **Invocations**, or **Shadow** moves for a few minutes, and everyone must use nonverbal communication. On a 10+, you and your allies are immune from these two limitations.

Cause Malfunction (close)

When you attempt to disable a person’s augmentations by attacking strategic pressure points, roll 2d6+**Focus**. On a 7+, the person’s augmentations are turned off for the duration of the fight. On a 10+, the person also suffers an **Injury**.

Monastic Arts (2/2)

Eye For Exploration (close)

When you roll **Navigation**, choose an extra option, even on a 6-.

Shuji (Social)

Gift-Giving

When you give someone a gift tailored to their specific tastes, roll 2d6+**Void**. On a 10+, choose two. On a 7-9, choose one.

- ❖ The gift is considered especially generous by society. Gain **Honor**.
- ❖ The person gives you a gift of equal value.
- ❖ The person now owes you a **big** favor.
- ❖ The person will forgive you.

After the roll you may spend “energy credits” to increase the result. Add +1 to the roll for each “energy credit” spent.

Recruit

When you try to convince NPCs to follow your cause, roll 2d6+**Focus**. On a 10+, choose two. On a 7-9, choose one.

- ❖ Your supporters are very skilled.
- ❖ Your supporters are extremely loyal to the cause.
- ❖ Your supporters do not require much maintenance or support.

After the roll, you may spend “energy credits” to increase the result. Add +1 to the roll for each “energy credit” spent.

Blackmail

When you have information on an NPC’s misdeeds, spend **Honor** to take +1 forward on any **Courtly Graces**, **Command**, or **Shuji** moves involving them. You can continue to use this move for as long as you hold the blackmail over the NPC.

Games

When you play a friendly game against someone else, roll 2d6+**Focus**. On a 10+, you win the game. On a 7-9, you may either reroll or spend **Honor** to win the game. On a 6-, you lose the game. If you win the game, choose one. If you lose, your opponent chooses one.

- ❖ The victor wins “energy credits” from the loser.
- ❖ The loser owes a favor to the victor.

Keep Up Appearances

When you use subtlety to discuss a delicate topic, roll 2d6+**Vigilance**. On a 10+, choose two. On a 7-9, choose one.

- ❖ The meaning is only clear to your intended audience.
- ❖ Refer to an unpleasant incident without causing anyone to lose face.
- ❖ Portray everyone in the conversation as having honorable intentions.
- ❖ Covertly insult someone.

Spread Rumor

When you try to covertly convey information to a crowd, roll 2d6+**Vigilance**. On a 10+, choose three. On a 7-9, choose one.

- ❖ No one can trace the rumor to you.
- ❖ Almost everyone believes the rumor to be correct.
- ❖ The rumor can not be ignored and forces an immediate response.

Greased Hands

After you roll on **Courtly Graces** or **Command**, you may spend “energy credits” to increase the result. Add +1 to the roll for each “energy credit” spent.

Historical Revision

When you offer a story in place of the facts, spend **Honor** and roll 2d6+**Vigilance**. On a 10+, choose two. On a 7-9, choose one.

- ❖ You can tell who supports or opposes your narrative.
- ❖ Most people believe your story.
- ❖ An opponent would need to duel you to say otherwise.

Crowd-Sourcing

When you commune with the Samurai Court, roll 2d6+**Void**. On a 7+, a group of “anonymous supporters” will help you out in return for a sacrifice or hard choice. On a 10+, you covertly find out their identities.

Ninjitsu

Covert Asset

You have an asset in another Clan that you can use for your own purposes. Pick a second Clan move. You may spend **Honor** to get your asset to use this Clan move for you, but you now owe them a favor.

Disguise

When you have time and materials, spend **Honor** to create a disguise that will fool most people into thinking you are someone else. Your actions may give you away, but your appearances won't.

Skulk

When you attempt to avoid detection, roll 2d6+**Vigilance**. On a 10+, choose two. On a 7-9, choose one.

- ❖ You escape immediate detection.
- ❖ You avoid leaving behind evidence that can be traced back to you.

Criminal Connections

When you ask the criminal underworld for a favor, spend **Honor** and roll 2d6+**Focus**. On a 7+, the underworld offers it to you. On a 7-9, choose one.

- ❖ The favor comes with strings attached.
- ❖ You attract the attention of local authorities.
- ❖ The favor isn't exactly what you expected.

After the roll, you may spend "energy credits" to increase the result. Add +1 to the roll for each "energy credit" spent.

Bandits

You have allied yourself with a local group of bandits. Once per session, you may spend 1 "energy credit" and **Honor** to gain their assistance in a fight or ambush.

Poison

When you have time and materials, spend **Honor** to manufacture a dose of one of these poisons.

- ❖ Heart Halter: Causes **Injuries**, up to and including death. It takes some time for the poison to take effect, and the victim suffers chills and paleness of skin.
- ❖ Fire Biter: Causes searing pain to a victim. Has a bitter taste, making it easy for someone to figure out that they have ingested this poison.
- ❖ Night Milk: Causes disorientation and unconsciousness. Must be introduced into a victim's bloodstream; it cannot be ingested.

Silencing Stroke

You may spend **Honor** to gain +1 Forward on any **Duel**, **Cut and Parry**, or **Kata** move.

Hacking

When you seek to subvert or defend a technological system, roll 2d6+**Focus**. On a 10+, you succeed. On a 7-9, you may spend **Honor** to succeed, or reroll. On a 6-, you fail. If you succeed, choose one. If you lose, your opponent chooses one.

- ❖ The victor seizes control over the system.
- ❖ The victor discovers the identity of the rival hacker.
- ❖ The victor discovers the location of the rival hacker.

Artisan

Artwork

When you attempt to produce beautiful artwork (a poem, painting, play, etc.), roll 2d6+**Void**. On a 10+, choose two. On a 7-9, choose one.

- ❖ A patron wants to acquire this artwork from you.
- ❖ Take +1 forward when you use your art to persuade someone.
- ❖ Convey a hidden message to someone else, using your art.
- ❖ Your work is calming and meditative. Take a +1 forward on **Void**-based checks.
- ❖ Your work promotes social conventions. Gain **Honor**.

Design

When you examine how something is created or how it 'works', take +1 forward on **Awareness and Understanding**.

Craftsmanship

When you craft useful things, either for peasants or samurai, spend a week's work of time and gain **Honor**. The GM may specify some requirements (material, "energy credits", assistance).

Curator

You instinctively understand what people want and can recommend them the artwork that most reflect their tastes. What people want isn't necessarily what they say they want.

Trade

When you offer to sell your services, roll 2d6+**Vigilance**. On a 10+, the offered payment is either extravagant or immediate. On a 7-9, the offered payment is reasonable. If you accept, and fail to fulfill your end of the arrangement, choose one:

- ❖ Return the payment (going into debt if you have to).
- ❖ Lose Honor.
- ❖ Gain a new enemy

Aesthetics

When you use **Awareness and Understanding** to try to understand the meaning behind an artwork, or the character of its creator, the GM will tell you either a secret hidden meaning in the art, or something personal about the artist, before you roll.

Ceremonies

When you host a ritualized event with symbolic meaning, take a +1 forward on **Void**-based checks.

Shadow (1/2)

Blood Sacrifice (close, near, far)

When you commune with corrupted elemental spirits by offering the blood of a sapient being (either yours or someone else's), gain **Shadow** and tell the GM what you are trying to achieve. Anything is possible with blood sacrifice, but the GM will give you one to four of the following conditions:

- ❖ It's going to take weeks.
- ❖ First, you must do _____.
- ❖ You will need help from _____.
- ❖ It will require *lots* of blood sacrifice.
- ❖ You and your allies will risk danger from _____.
- ❖ You will have to disenchant _____.
- ❖ You will gain additional **Shadow**.

Voice of the Shadow

When you use honeyed words to mask vile ends, gain **Shadow** and choose a target. Take +1 forward on any **Courtly Graces**, **Command**, or **Shuji** moves involving them.

Study Shadow

When you spend your leisure time to study the **Shadow**, gain **Shadow** and roll 2d6+**Vigilance**.

On a 10+, gain two hold. On a 7-9, gain one hold. You may spend hold to choose one.

- ❖ A patron wants to acquire the forbidden lore from you.
- ❖ Use the forbidden lore, gaining a +1 forward.
- ❖ Murder an NPC in a horrible way.
- ❖ Put a curse on a family.

Sympathizer

Gain **Shadow** to use **Courtly Graces**, **Command**, and **Shuji** on creatures of the **Shadow**.

Summon Oni (close)

You have leased your body over to a demonic spirit, giving it a physical form in the material world and allowing it to run rampant. In return, the Oni will follow your orders, for a price. Choose a **Shuji**, **Ninjustu**, or **Kata** move. Gain **Shadow** when ordering the Oni to use this move.

If you ever turn into a NPC and the Oni is still alive, the Oni will seize complete control over your body and personality.

If the Oni is slain, you may no longer use this Move.

Mark of Desecration (close)

When you place porcelain masks on corpses, gain **Shadow** and roll 2d6+**Focus**. On a 7+, corrupted elemental spirits inhabit those corpses, turning them into zombies that you have rudimentary control over. On a 10+, choose one.

- ❖ The zombies have more endurance than normal.
- ❖ The zombies are decent in combat.
- ❖ The zombies are intelligent.

Detect Evil (close, near, far)

When you attempt to detect the presence of corrupted elemental spirits or other monstrous entities, gain **Shadow** and ask the GM a question. The GM must answer truthfully.

Unnatural Healing (close)

When you call upon the power of the **Shadow** to heal yourself, gain **Shadow** and remove an **Injury**.

Rabble-Rousing (close, near, far)

When you spy on a crowd of people, gain **Shadow** to learn the crowd's grievances against the system.

Shadow (2/2)

Cultist

You swear loyalty to a mysterious organization. Describe this organization. Gain a new **Family Focus**. Gain **Shadow** when you use this Family Focus.

Artifact of Gnos

You have acquired an item that has been infected by the **Shadow**. Decide if using this item will give you a +1 to your Focus or +1 your Vigilance (Max 3). Whenever you use this item, gain **Shadow**. The item is loyal to the **Shadow** and will faithfully carry out their agenda.

Personality Cloning

Gain **Shadow** whenever you create a clone of yourself. This clone will have the same characteristics as you (name, body-type, memories, stats, corporate and family affiliation, **Honor**, **Shadow**, and **Moves**).

This clone's memories will quickly diverge from your memories though, and will thus have their own personal interests separate from yours. They may follow your orders, so long as the orders are not suicidal or prejudiced to their interests. Due to the clone possessing your original memories, the clone can impersonate you if necessary.

This clone shares the same personality as you. You may spontaneously gain or lose **Honor** and **Shadow** as a result of your clone's actions (and vice-versa).

When the clone dies, it will be denied reincarnation and will be deleted.

Warrior (front)

[Clan Move] _____:

[Family Focus] _____:

[Kata] _____:

[Body Move] _____:

[Kata] _____:

[Advancement] _____:

[Advancement] _____:

[Advancement] _____:

Name: _____

Clan: _____

Body: _____

Character creation:

- ❖ Pick a name, Clan, Body Move, and Family Focus.
- ❖ Take the starting gear and move for your clan.
- ❖ Take **Combat Training** and two other **Kata**.
- ❖ Divide 3 points between **Focus** and **Vigilance** (both start at -1).
- ❖ Start with 3 Honor.
- ❖ Start with 0 Void and Shadow.

Focus: _____

Vigilance: _____

Void: _____

Honor: _____

Shadow: _____

[x] Combat Training:

Some people learn the bare minimum necessary to fight, but you trained in the art of war. Before rolling on **Cut and Parry**, **Duel**, or a **Kata** replace a single d6 with a d8.

Warrior (back)

Injury:

Armor Minor Life Threatening Fatal

Giri (Social Role):

Advancement:

- Gain a Kata
- Gain a Kata
- Gain a Ninjitsu or Artisan Move
- Gain a Shuji
- Gain a Kata, Shuji, Ninjutsu, or Artisan Move
- Gain, recover, or reveal a glorious heirloom weapon (ignores armor)
- Gain +1 Void
- +1 Focus or +1 Vigilance (Max 3)
- +1 Focus or +1 Vigilance (Max 3)
- +1 Focus or +1 Vigilance (Max 3)
- Retire, becoming a useful NPC or Family

Gear:

Ninjo (Desire):

Courtier (front)

[Clan Move] _____:

[Family Focus] _____:

[Shuji] _____:

[Body Move] _____:

[Shuji] _____:

[Advancement] _____:

Name: _____

Clan: _____

Body: _____

Character creation:

- ❖ Pick a name, Clan, Body Move, and Family Focus.
- ❖ Take the starting gear and move for your clan.
- ❖ Take **Assessment** and two other **Shuji**.
- ❖ Divide 3 points between **Focus** and **Vigilance** (both start at -1).
- ❖ Start with 3 **Honor**.
- ❖ Start with 0 **Void** and **Shadow**.

Focus: _____

Vigilance: _____

Void: _____

Honor: _____

Shadow: _____

[x] Assessment:

When you speak frankly with an NPC, roll 2d6+**Focus**. On a 10+, you can ask them 3 questions. On a 7-9, you can ask 1 question. On a 6-, you can still ask one question but then they ask you a question. All questions must be answered truthfully.

[Advancement] _____:

[Advancement] _____:

Courtier (back)

Injury:

Armor Minor Life Threatening Fatal

Giri (Social Role):

Advancement:

- Gain a Shuji
- Gain a Shuji
- Gain a Ninjitsu or Artisan Move
- Gain a Ninjitsu or Artisan Move
- Gain a Kata, Shuji, Ninjitsu, or Artisan Move
- Gain the favor of a powerful patron. (When rolling courtly graces, you may pick an additional option from the 10+ list, even on a 9-)
- Gain +1 Void
- +1 Focus or +1 Vigilance (Max 3)
- +1 Focus or +1 Vigilance (Max 3)
- +1 Focus or +1 Vigilance (Max 3)
- Retire, becoming a useful NPC or Family

Gear:

Ninjo (Desire):

Monk (front)

[Clan Move] _____:

[Family Focus] _____:

[Monastic Art] _____:

[Body Move] _____:

[Monastic Art] _____:

[Advancement] _____:

Name: _____

Clan: _____

Body: _____

Character creation:

- ❖ Pick a Name, Clan, Body Move, and Family Focus.
- ❖ Take the starting gear and move for your clan.
- ❖ Take **Spiritual Training** and two other **Monastic Arts**.
- ❖ Divide 3 points between **Focus** and **Vigilance** (both start at -1).
- ❖ Start with 3 **Honor**.
- ❖ Start with 0 **Void** and **Shadow**.

Focus: _____

Vigilance: _____

Void: _____

Honor: _____

Shadow: _____

[Advancement] _____:

[Advancement] _____:

[x] Spiritual Training

Once per session, after rolling on a **Monastic Art**, you may reroll. If you do so, you must keep the second result.

Monk (back)

Injury:

Armor Minor Life Threatening Fatal

Giri (Social Role):

Advancement:

- Gain a Monastic Art
- Gain a Monastic Art
- Gain a Ninjitsu or Artisan Move
- Gain a Shuji
- Gain a Kata, Shuji, Ninjutsu, or Artisan Move
- Gain a favorable reputation amongst the peasantry. (+1 for Acquire Necessities when dealing with peasants)
- Gain +1 Void
- +1 Focus or +1 Vigilance (Max 3)
- +1 Focus or +1 Vigilance (Max 3)
- +1 Focus or +1 Vigilance (Max 3)
- Retire, becoming a useful NPC or Family

Gear:

Ninjo (Desire):

Mystic (front)

[Clan Move] _____:

[Family Focus] _____:

[Invocation] _____:

[Body Move] _____:

[Invocation] _____:

[Advancement] _____:

Name: _____

Clan: _____

Body: _____

Character creation:

- ❖ Pick a name, Clan, Body Move, and Family Focus.
- ❖ Take the starting gear and move for your clan.
- ❖ Take **Talk To The Elements** and two other **Invocations**.
- ❖ Divide 3 points between **Focus** and **Vigilance** (both start at -1).
- ❖ Start with 3 **Honor**.
- ❖ Start with 0 **Void** and **Shadow**.

Focus: _____

Vigilance: _____

Void: _____

Honor: _____

Shadow: _____

[Advancement] _____:

[Advancement] _____:

[x] Talk To The Elements

When you commune with the elemental spirits, roll 2d6+**Focus**.

On a 7+, the spirits will grant you insight into your current problem or a boon. On a 7-9, the spirits will ask you for a favor first. On a 6-, you earn the ire of the fickle spirits.

Mystic (back)

Injury:

Armor Minor Life Threatening Fatal

Giri (Social Role):

Advancement:

- Gain an Invocation
- Gain an Invocation
- Gain a Ninjitsu or Artisan Move
- Gain a Shuji
- Gain a Kata, Shuji, Ninjutsu, or Artisan Move
- Gain a familiar. (You can use it as a source or a target of an invocation. 1 injury.)
- Gain +1 Void
- +1 Focus or +1 Vigilance (Max 3)
- +1 Focus or +1 Vigilance (Max 3)
- +1 Focus or +1 Vigilance (Max 3)
- Retire, becoming a useful NPC or Family

Gear:

Ninjo (Desire):

Additional GM Info

Tags

Weapons, Monastic Arts, and Invocations generally have range tags of close, near, and far. Weapons may also have additional tags as well (ceremonial, holy, concealing, and wargear). These tags help guide the narrative.

Weapon Special Abilities

Each weapon has their own unique special ability, which is used when you equip it. Normally, you may only equip one weapon at a time, though you can equip two weapons if you have the **Dual Wielding** kata.

Advantages and Disadvantages

Some weapon abilities may give you an advantage on certain moves. The GM may also give players advantages or disadvantages based on the fiction.

If you have an advantage, you roll on the move twice, and then choose the higher roll. If you have a disadvantage, you roll on the move twice, and then choose the lower roll.

Augmentation

They are intended as a way to bypass the Honor leveling system, at the cost of giving up parts of your “humanity”. A single augmentation costs 5 “energy credits” to create. Some corporations may give out augmentations as a reward for “service rendered”. A character with the **Infusion** move can also create augmentations.

Focus versus Vigilance

When you are using Focus, you are taking an active, blatant stance to respond to events. When you are using Vigilance, you are observing events as they occur and are subtly manipulating them.

Favor

When a player earn a Favor, they can cash it in at any time during play - treat it as an IOU. It takes time for someone to deliver on that favor. Some ideas for favors:

- Soldiers
- A letter of recommendation
- Weapons and armor
- Cybernetic augmentation
- Blueprints for replicators
- Access to a private library of Databanks

Databanks

The process for creating Databanks is expensive and time-consuming. It will take one week and 10-15 “energy credits” to create one Databank (the exact cost is dependent on the stability of society and the prestige of the individual’s data). You do not need to be related to the sapient’s memories you are trying to recover, but the non-sapient avatar does not have to cooperate with you if they distrust your intentions.

Shadow

If society finds out that a samurai has Shadow, society will view them as a potential collaborator (willingly or unwillingly) with the Shadow, and treat them with suspicion. Society is torn about how to deal with these collaborators. Some people want to destroy them to stop the infection from spreading, while others are unwilling to abandon them. Until a samurai turns into a monster, they still have free will.

Gaining Experience

At the GM’s discretion, players can gain an advancement if they play for a certain number of sessions. For short campaigns, one session would be appropriate. For long campaigns, consider two to three sessions.