

Bodyguard (Yojimbo)

Social Class: Samurai

You are a samurai. You have the rights and privileges of the *buke* class. You begin the game with one of the following sets of weapons:

- *katana* (long sword) and *wakizashi* (short sword)
- katana and naginata (pole-arm)
- katana and daikyu (long bow)
- *kusarigama* (sickle and chain) and *tanto* (dagger)
- katana and yari (spear)
- *no-dachi* (great sword) and *tanto*

Commoners are not permitted to carry the larger weapons, and most lack any sort of combat training. Rich merchants often hire *ronin* such as yourself to protect themselves against attack.

Unique Move: Dairokkan

You have a sense for danger.

Roll 2d6

+setback

Choose one

up to 6 Miss. If your very next move is Dairokkan, you may take +3 forward.

up to 9 Interrupt a friend before they roll to defend against an attack. You become exposed, and that friend gets +3 forward to roll.

up to 12 Interrupt a friend before they roll to defend against an attack. You become exposed, and that friend successfully defends against the attack... but now you are the target; roll to defend yourself.

13 or more

Interrupt a friend before they roll to defend against an attack. You become exposed, and both you and your friend avoid the attack.

Attack Move: Bushido

You fight according to the eight principles of the warrior class.

Roll 2d6

+story

Choose one

up to 6 Miss. If your very next move is Bushido, you may take +3 forward.

up to 9 Score a weak hit.

up to 12 Score a strong hit. Or, if you are using a Bushido weapon, use one of its specials.

13 or more

Score a grand hit. Or, if you are using a Bushido weapon, score a strong hit and use its special and you may take +3 forward if your very next move is Bushido.



Bonze (Bouzou)

Social Class: Priest

You begin the game with a *bo* staff.

The typical Buddhist priest, a *Bonze* is what most people think of when they think of Buddhist monks, with their shaved heads, simple robe, and ascetic lifestyle. Before Tokugawa, Buddhist monasteries had many warriors and had strong political influence; in Usagi's time, their power has been broken and the remaining bonzeries are few and far between, mostly small shrines. More than one bonze is a former samurai or criminal who has given up a life of violence and has taken on a new name.

Unique Move: Buddhism

You have studied the religious doctrines of the Buddha.

Roll 2d6

+support

Choose one

- | Roll | Choose one |
|------------|--|
| up to 6 | Invoke a weak aspect of Buddhism (enough to convince people you're a priest).
Or, take five minutes and spend 1 support to remove 1 setback from a friend. |
| up to 9 | Perform strong doctoring or medicine on a sickly person.
Or, invoke a strong aspect of Buddhism (banish spirits, etc.)
Or, take five minutes and spend 1 support to remove 1 impairment from a friend.
Or, give someone +1 back to a roll they just made.
Or, spend 1 support to give someone +3 back. |
| 10 or more | Perform grand doctoring or medicine on a sickly person.
Or, invoke a grand aspect of Buddhism (banish spirits, etc.)
Or, give someone +2 back to a roll they just made.
Or, spend 1 support point to give someone +6 back. |

Attack Move: Sohei

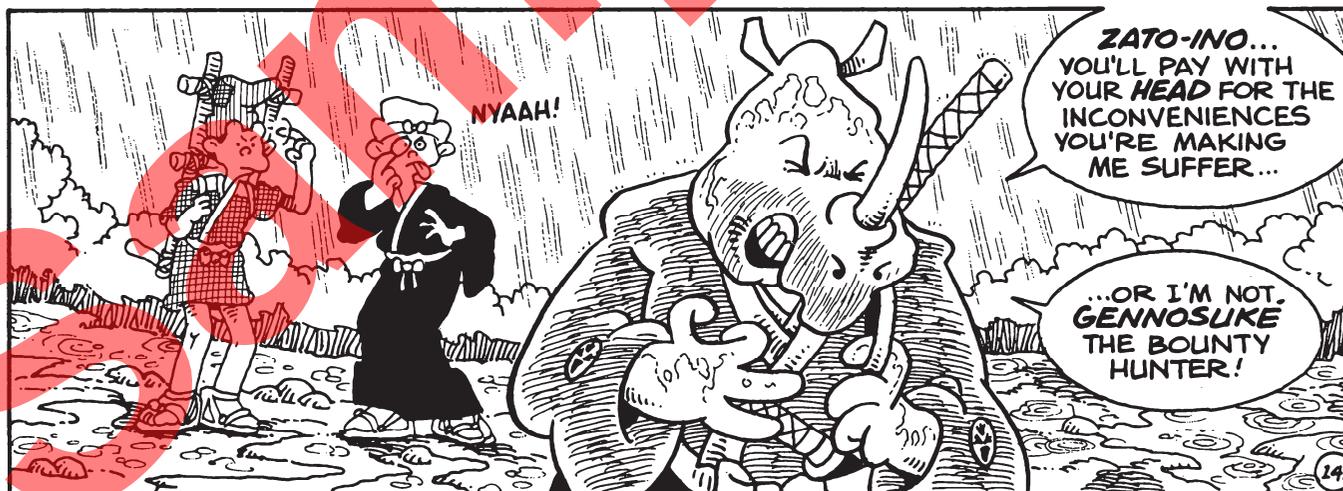
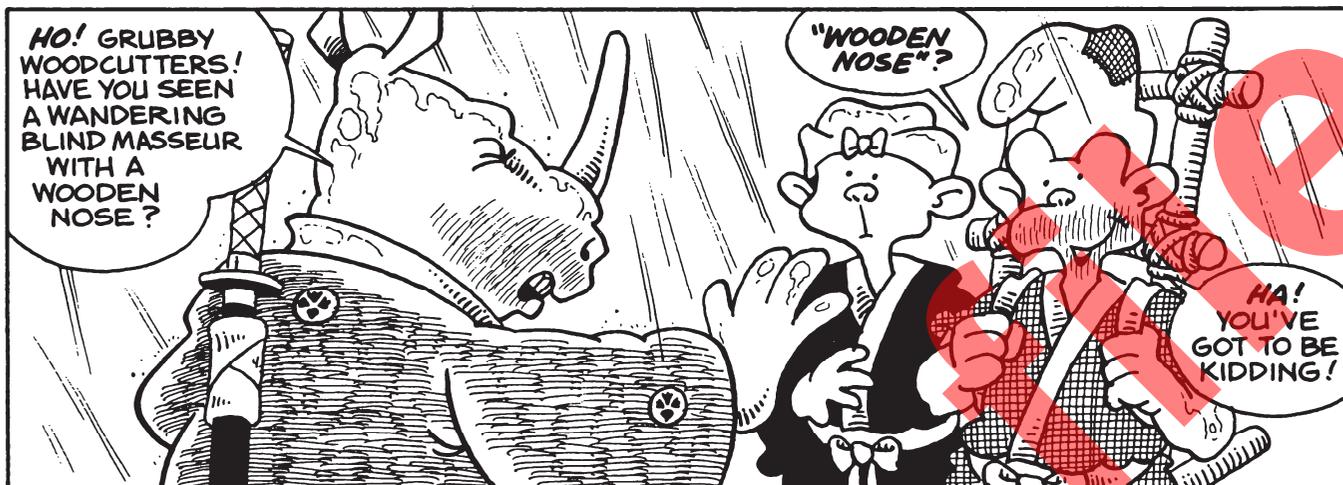
You fight according to the principles of the priestly class.

Roll 2d6

+story

Choose one

- | Roll | Choose one |
|------------|--|
| up to 6 | Miss. If your very next move is Sohei, you may take +3 forward. |
| up to 9 | Score a weak hit. |
| up to 12 | Score a strong hit..
Or, if you are using a Sohei weapon, use one of its specials. |
| 13 or more | Score a grand hit.
Or, if you are using a Sohei weapon, score a strong hit <u>and</u> use its special <u>and</u> you may take +3 forward if your very next move is Sohei. |



Bounty Hunter

(Shoukin-Kasegi)

Social Class: **Samurai**

You are a samurai. You have the rights and privileges of the *buke* class.

You begin the game with one of the following sets of weapons:

- *katana* (long sword) and *wakizashi* (short sword)
- katana and naginata (pole-arm)
- katana and daikyu (long bow)
- *kusarigama* (sickle and chain) and *tanto* (dagger)
- katana and yari (spear)
- *no-dachi* (great sword) and *tanto*

Despite the peace of the Tokugawa Shogunate, dangerous scofflaws, roustabouts, and assassins continue to exist. The bounty hunter combines a capacity for finding criminals with samurai training and privilege to perform this dangerous duty. Bounty hunter characters bring investigative skills and combat training to any party.

Unique Move: **Stalking**

You're on the hunt.

Roll 2d6

+support

Choose one

up to 6

Get a weak clue about a person of interest.
Or, follow a weak target without being seen.
Or, flee or break off from following a strong target, without being discovered.

up to 9

Get a strong clue about a person of interest.
Or, follow a strong target without being seen.
Or, flee or break off from following a grand target, without being discovered.

10 or

more

Get a grand clue about a person of interest.
Or, follow a grand target without being seen.

Attack Move: **Bushido**

You fight according to the eight principles of the warrior class.

Roll 2d6

+story

Choose one

up to 6

Miss. If your very next move is Bushido, you may take +3 forward.

up to 9

Score a weak hit.

up to 12

Score a strong hit. Or, if you are using a Bushido weapon, use one of its specials.

13 or

more

Score a grand hit. Or, if you are using a Bushido weapon, score a strong hit and use its special and you may take +3 forward if your very next move is Bushido.



AFTER YEARS OF
INGESTING SMALL
DAILY DOSES OF THE
TOXIN, CHIZU HAS
BUILT UP A
RESISTANCE TO
THE SHURIKEN'S
POISON.



BUT, WITH THE
WEIGHT OF THE
ENTIRE NEKO
NINJA CLAN
AGAINST HER,
HOW LONG CAN
CHIZU STAY
ALIVE --

-- A FUGITIVE
NINJA?



Fugitive Ninja (Nukenin)

Social Class: Ninja

You start the game with a *ninja-to* (sword) and nine *shuriken* (thrown blades).

In the rigid-caste society of the Tokugawa era, the ninja are both despised for acting outside of “normal” channels and seen as a necessary tool for espionage and surveillance. Like the Samurai, Ninjas have a code of honor — *ninpo* — that they observe.

By the Ninja’s code, the worst crime is to leave one’s clan against orders and to not return. The runaway *nukenin* knows no allies. The other ninja of the clan have a duty to bring their wayward ally home — dead or alive. However, the training that allows ninja to blend into their surroundings also lets the *nukenin* hide from their pursuers.

Unique Move: Stalking

You’re on the hunt.

Roll 2d6

+support

Choose one

up to 6

Get a weak clue about a person of interest.
Or, follow a weak target without being seen.
Or, flee or break off from following a strong target, without being discovered.

up to 9

Get a strong clue about a person of interest.
Or, follow a strong target without being seen.
Or, flee or break off from following a grand target, without being discovered.

10 or more

Get a grand clue about a person of interest.
Or, follow a grand target without being seen.

Attack Move: Ninjitsu

You strike from surprise.

Roll 2d6

+story

Choose one

up to 6

Miss. If your very next move is Ninjitsu, you may take +3 forward.

up to 9

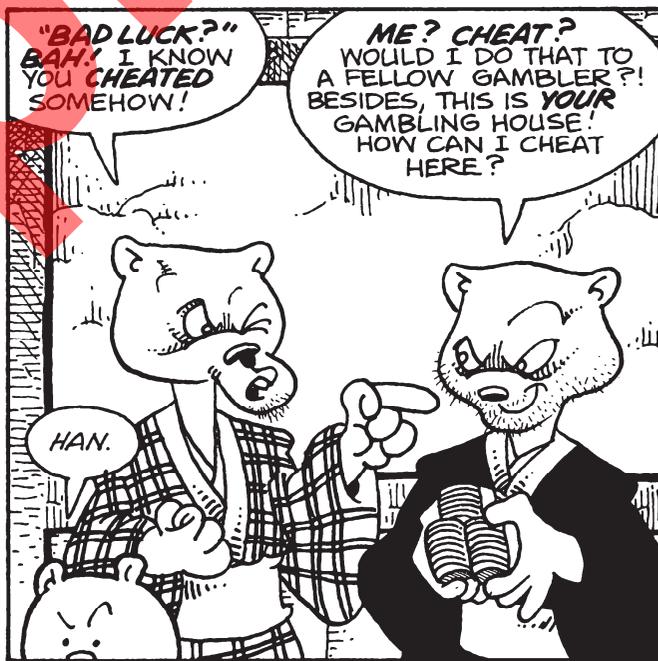
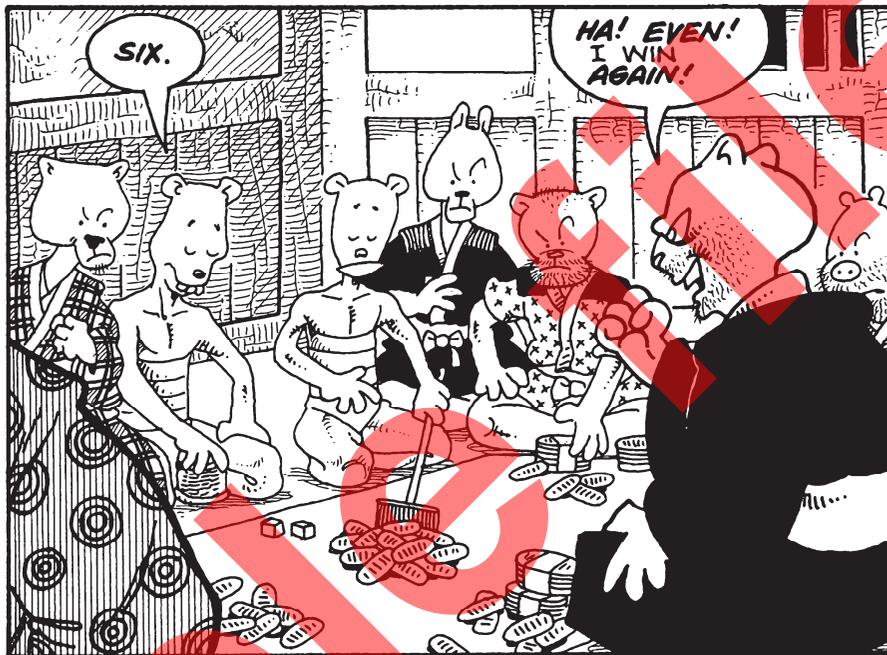
Score a weak hit.

up to 12

Score a strong hit. Or, if you are using a Ninjitsu weapon, use one of its specials.

13 or more

Score a grand hit. Or, if you are using a Ninjitsu weapon, score a strong hit and use its special and you may take +3 forward if your very next move is Ninjitsu.



Gambler (Bakuto)

Social Class: Criminal

You begin the game with one of the following weapons: *tanto* (dagger), *shakuhachi* (flute), or *kiseru* (iron pipe).

Although gambling is illegal, that doesn't stop some from doing it. When not risking their money at games of chance, Gamblers are incredible gossips, learning more than just where the next game is going to happen. Some gamblers like to think of themselves as heroes who only gamble to support themselves when not righting wrongs. A gambler character can bring conversational skills to a party, as well as a little luck.

Unique Move: Risk

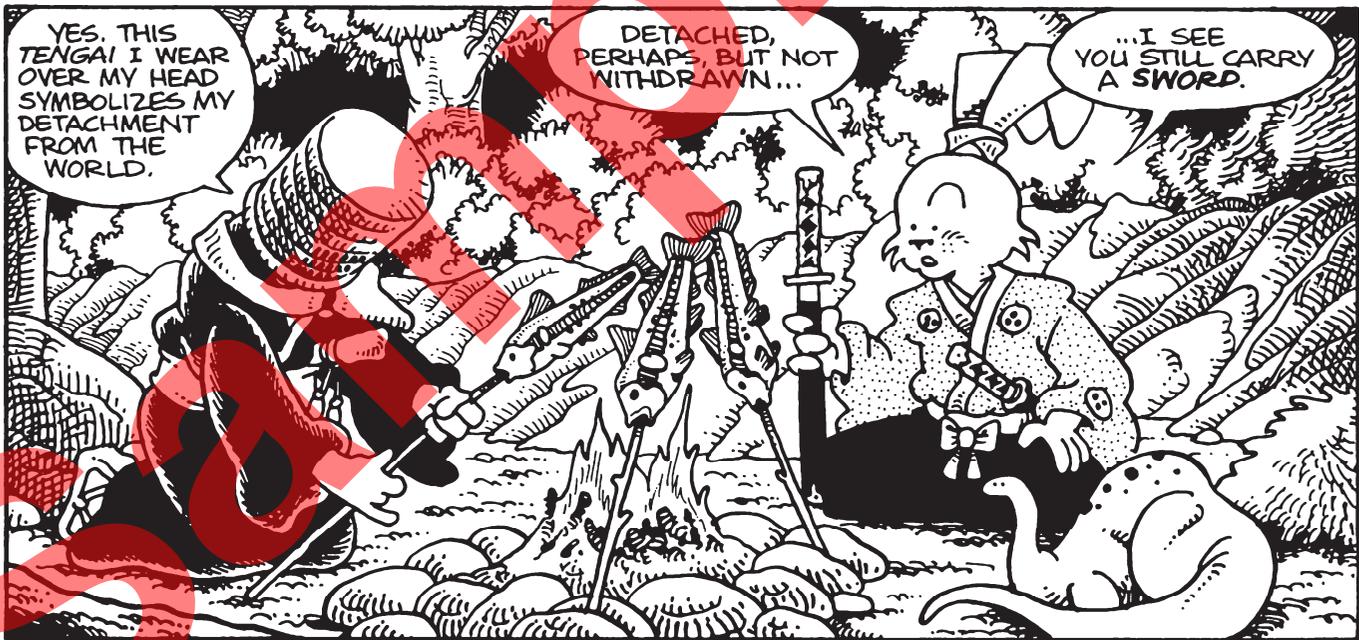
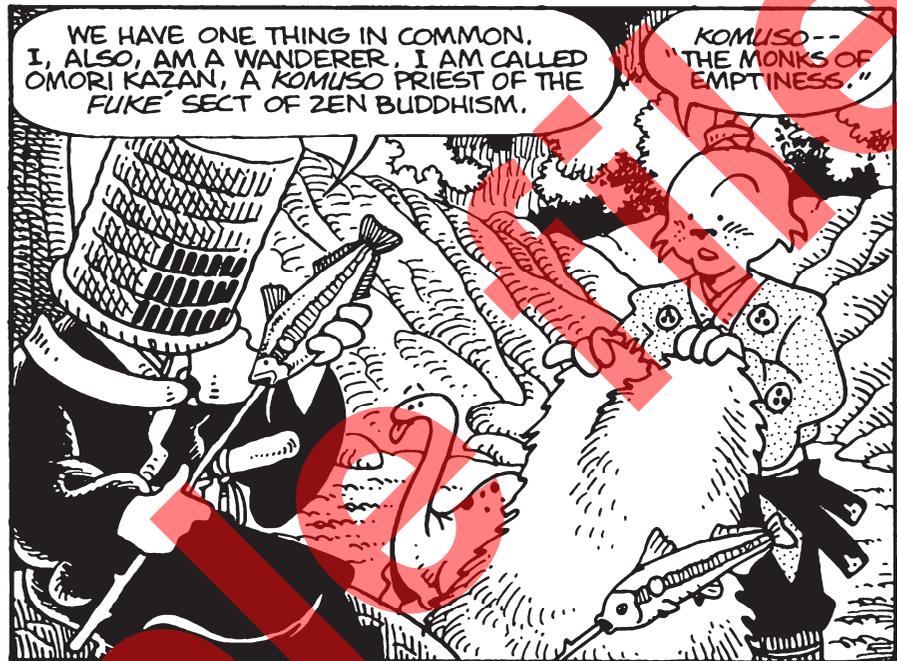
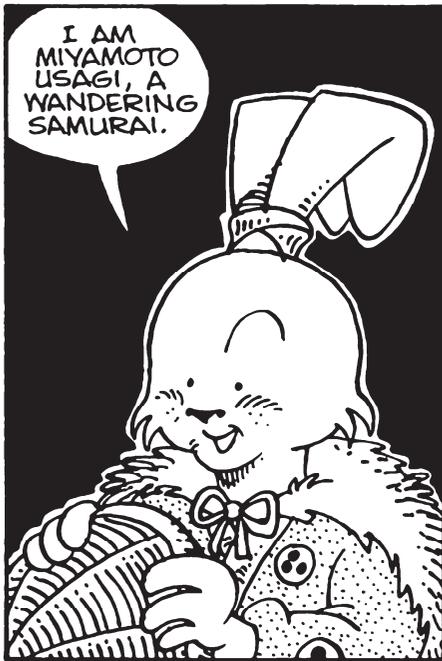
You put your trust in randomness.

Roll 2d6 +setback	Choose one
up to 6	Win a gambling game against weak opponents. Or, ante up one story point. If your very next roll is an event you keep your story point and get another story point! If your roll doesn't, then move the story point to support (as usual) and get +3 back to that roll.
up to 9	Win a gambling game against strong opponents. Or, ante up one story point (as up to 6, above), but this time you win two story points (not 1).
up to 12	Win a gambling game against grand opponents. Or, ante up one story point (as up to 6, above), but this time you win three story points (not 1 or 2).

Attack Move: Ranto

Fighting etiquette is for heroes and for dead people. You are neither.

Roll 2d6 +story	Choose one
up to 6	Miss. If your very next move is Ranto, you may take +3 forward.
up to 9	Score a weak hit.
up to 12	Score a strong hit. Or, if you are using a Ranto weapon, use one of its specials.
13 or more	Score a grand hit. Or, if you are using a Ranto weapon, score a strong hit <u>and</u> use its special <u>and</u> you may take +3 forward if your very next move is Ranto.



Mendicant (Takuhsuzou)

Social Class: Priest

You begin the game with a *bo* (staff). You may also have one of the following: *shakuhachi* (flute), *jo* (short staff), *hankyu* (bow) or *hachiwari* (sword).

Following the example of Hotei, a great monk from centuries ago, the mendicant wanders the countryside to bring cheer and prosperity. Villages too small to support a full-time priest will be happy to receive the Mendicant in return for badly-needed services such as the presiding for a wedding ceremony, the neutral judging of a land dispute, or the banishing of ghosts and the blessing of the crops. Mendicant characters should have a jovial outlook and look on the bright side of things.

Unique Move: Buddhism

You have studied the religious doctrines of the Buddha.

Roll 2d6

+support

Choose one

- | Roll | Choose one |
|------------|--|
| up to 6 | Invoke a weak aspect of Buddhism (enough to convince people you're a priest).
Or, take five minutes and spend 1 support to remove 1 setback from a friend. |
| up to 9 | Perform strong doctoring or medicine on a sickly person.
Or, invoke a strong aspect of Buddhism (banish spirits, etc.)
Or, take five minutes and spend 1 support to remove 1 impairment from a friend.
Or, give someone +1 back to a roll they just made.
Or, spend 1 support to give someone +3 back. |
| 10 or more | Perform grand doctoring or medicine on a sickly person.
Or, invoke a grand aspect of Buddhism (banish spirits, etc.)
Or, give someone +2 back to a roll they just made.
Or, spend 1 support point to give someone +6 back. |

Attack Move: Kikotsu

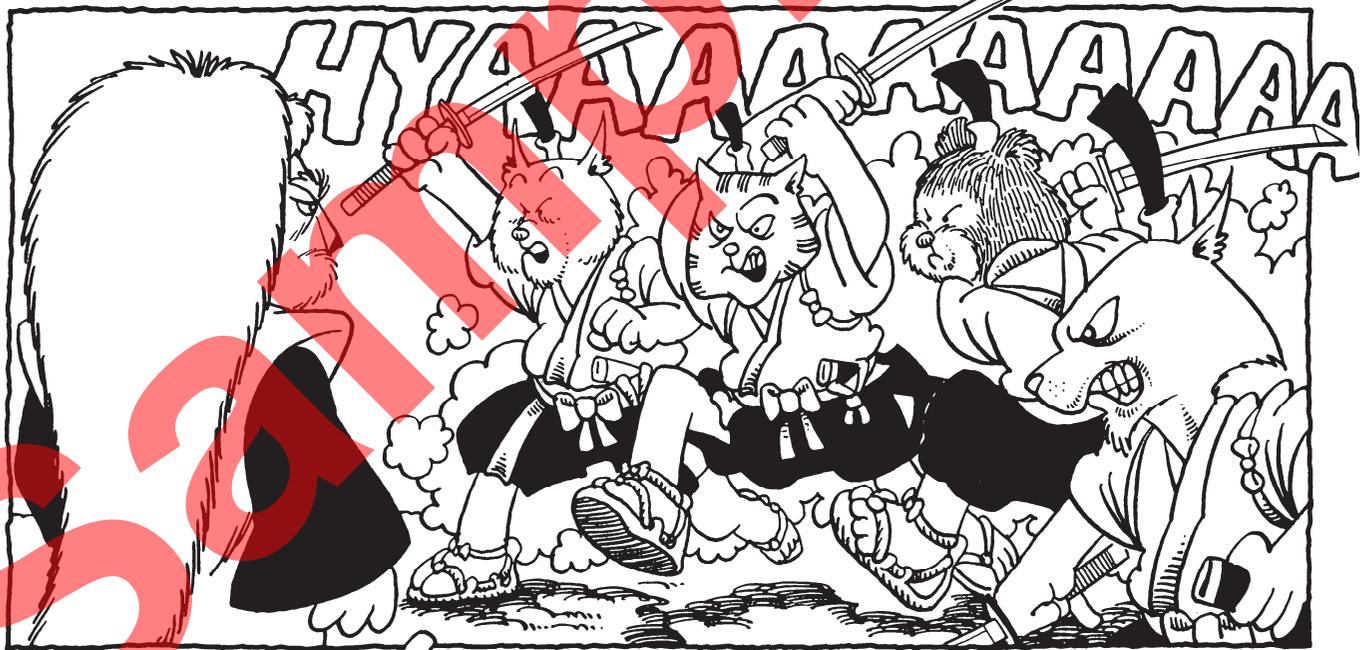
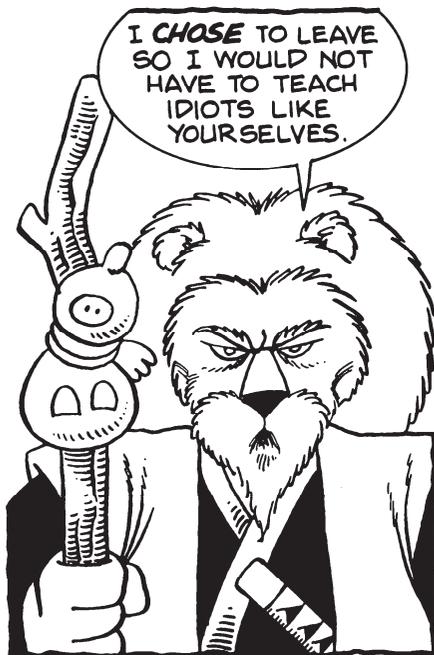
You fight according to the principles of the common militia.

Roll 2d6

+story

Choose one

- | Roll | Choose one |
|------------|--|
| up to 6 | Miss. If your very next move is Kikotsu, you may take +3 forward. |
| up to 9 | Score a weak hit. |
| up to 12 | Score a strong hit.
Or, if you are using a Kikotsu weapon, use one of its specials. |
| 13 or more | Score a grand hit.
Or, if you are using a Kikotsu weapon, score a strong hit <u>and</u> use its special <u>and</u> you may take +3 forward if your very next move is Kikotsu. |



Mountain Warrior (Yamabushi)

Social Class: Priest

You begin the game with one of the following sets of weapons:

- *katana* (long sword)
- *shakuhachi* (bamboo flute)
- *ono* (heavy axe)
- *tessen* (iron fan)
- *tetsubo* (iron club)
- katana and yari (spear)
- *bokken* (wooden sword)

Living in seclusion, a *yamabushi* (“mountain-warrior”) studies the martial arts as a way to spiritual enlightenment. Some *yamabushi* serve as advisors to generals; a few aid ninjas and other spies. Though a mere shadow of the *sohei* that came before them, *Yamabushi* still train with the *naginata* (long-bladed polearm) or the *bo* (staff). *Yamabushi* characters will be afforded respect out of religious reverence, but they are still not true samurai and best not cause much trouble when they wander into civilized lands.

Unique Move: Buddhism

You have studied the religious doctrines of the Buddha.

Roll 2d6

+support

Choose one

up to 6 Invoke a weak aspect of Buddhism (enough to convince people you’re a priest). Or, take five minutes and spend 1 support to remove 1 setback from a friend.

up to 9 Perform strong doctoring or medicine on a sickly person. Or, invoke a strong aspect of Buddhism (banish spirits, etc.) Or, take five minutes and spend 1 support to remove 1 impairment from a friend. Or, give someone +1 back to a roll they just made. Or, spend 1 support to give someone +3 back.

10 or more Perform grand doctoring or medicine on a sickly person. Or, invoke a grand aspect of Buddhism (banish spirits, etc.) Or, give someone +2 back to a roll they just made. Or, spend 1 support point to give someone +6 back.

Attack Move: Bushido

You fight according to the eight principles of the warrior class.

Roll 2d6

+story

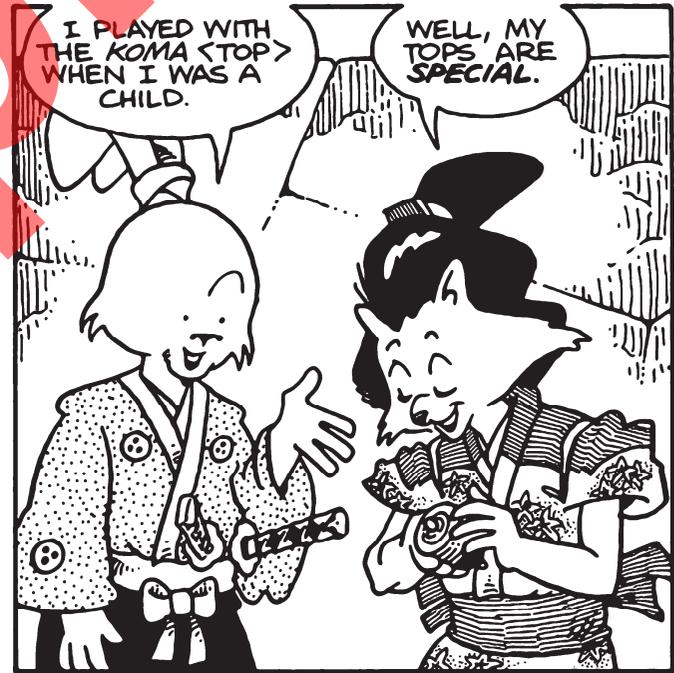
Choose one

up to 6 Miss. If your very next move is Bushido, you may take +3 forward.

up to 9 Score a weak hit.

up to 12 Score a strong hit. Or, if you are using a Bushido weapon, use one of its specials.

13 or more Score a grand hit. Or, if you are using a Bushido weapon, score a strong hit and use its special and you may take +3 forward if your very next move is Bushido.



Street Entertainer (Taidou-Geijin)

Social Class: **Commoner**

You begin the game with one of the following weapons: *tanto* (dagger), *shakuhachi* (flute), or *kodachi* (sword).

Puppet shows (*bunraku*), top-spinning (*koma asobi*), and joke-telling (*karukuchi*) are a welcome sight along the busier roads and cities of feudal Japan. By living on the street, Entertainers must be quick to put legal officials at ease, or they'll find themselves run out of town as undesirables. Entertainer characters bring strong people skills and a little improvisation to any party.

Unique Move: **Teamwork**

You work well with groups.

Roll 2d6

+support

Choose one

up to 6	Spend 1 story point to give a friend +3 forward Or, assist a friend for +1 forward
up to 9	Move 1 of your story points to support, then give a story point to a friend Or, assist a friend for +2 forward
10 or more	Assist a friend for +3 forward

Attack Move: **Ranto**

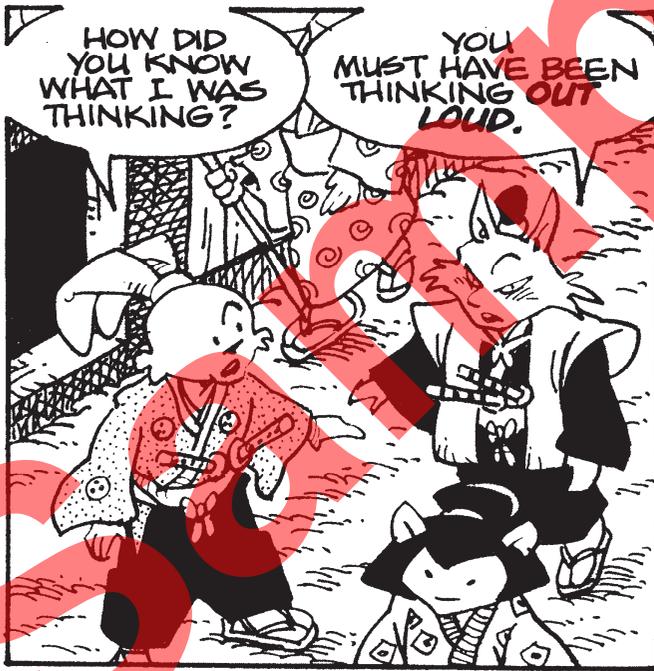
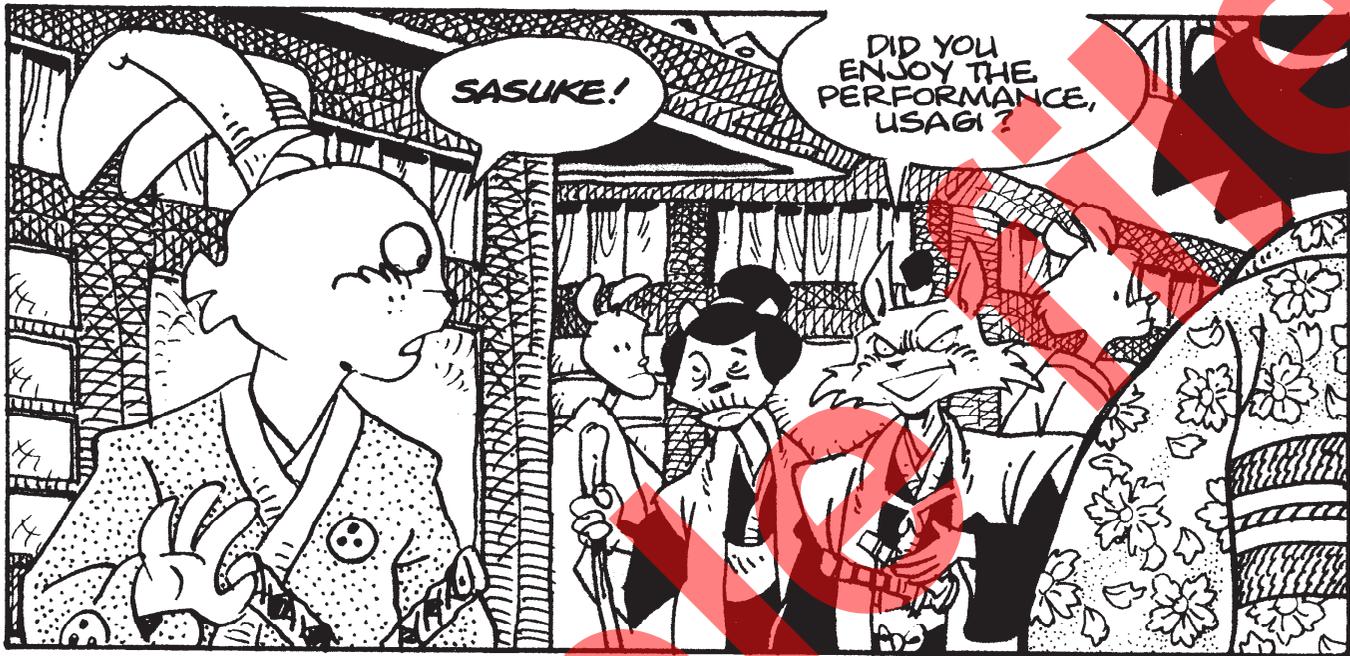
Fighting etiquette is for heroes and for dead people. You are neither.

Roll 2d6

+story

Choose one

up to 6	Miss. If your very next move is Ranto, you may take +3 forward.
up to 9	Score a weak hit.
up to 12	Score a strong hit. Or, if you are using a Ranto weapon, use one of its specials.
13 or more	Score a grand hit. Or, if you are using a Ranto weapon, score a strong hit <u>and</u> use its special <u>and</u> you may take +3 forward if your very next move is Ranto.



Sorcerer (Majutsu-shi)

Social Class: **Commoner**

You begin the game with a *bo* (staff) and a *kodachi* (sword).

You have an innate understanding of the supernatural. This ability is your curse, as you are a target of monsters, demons, and other-worldly forces, who seek to destroy you. (Some may see you as a threat, others may desire to consume your power.) You also lack standing in society, as other people cannot appreciate your struggle, and many find you to be bad luck or just plain creepy.

Unique Move: **Majutsu**

You have a limited ability to practice magic.

Roll 2d6

+support

Choose one

up to 6

Cast a spell of weak utility. This effect lasts until the next event.

up to 9

Cast a spell of strong utility. This effect lasts until the next event. Or, attack with a spell of weak force. You suffer 1 setback point.

Or, summon a weak creature to help you. You suffer 1 setback point.

up to 12

Cast a spell of grand utility. This effect lasts until the next event.

Or, attack with a spell of strong force. You suffer 1 setback point.

Or, summon a strong creature to help you. You suffer 1 setback point.

13 or more

Attack with a spell of grand force. You suffer 1 setback point.

Attack Move: **Kikotsu**

You fight according to the principles of the common militia.

Roll 2d6

+story

Choose one

up to 6

Miss. If your very next move is Kikotsu, you may take +3 forward.

up to 9

Score a weak hit.

up to 12

Score a strong hit. Or, if you are using a Kikotsu weapon, use one of its specials.

13 or more

Score a grand hit. Or, if you are using a Kikotsu weapon, score a strong hit and use its special and you may take +3 forward if your very next move is Kikotsu.



Thief (Dorobou)

Social Class: **Criminal**

You begin the game with a *tanto* (dagger) and a *kyoketsu shogi* (rope with bladed hook).

A romantic figure among the commoners, the thief robs from the rich to give to the poor ... while keeping a little something for expenses. Some thieves will wear disguises, so they can walk openly during the day, safe in their “secret identity”. For adventuring parties, Thief characters complement a band of warriors well, by bringing a subtle hand into the mix.

Unique Move: **Stalking**

You’re on the hunt.

Roll 2d6

+support

Choose one

up to 6

Get a weak clue about a person of interest.
Or, follow a weak target without being seen.
Or, flee or break off from following a strong target, without being discovered.

up to 9

Get a strong clue about a person of interest.
Or, follow a strong target without being seen.
Or, flee or break off from following a grand target, without being discovered.

10 or more

Get a grand clue about a person of interest.
Or, follow a grand target without being seen.

Attack Move: **Ranto**

Fighting etiquette is for heroes and for dead people. You are neither.

Roll 2d6

+story

Choose one

up to 6

Miss. If your very next move is Ranto, you may take +3 forward.

up to 9

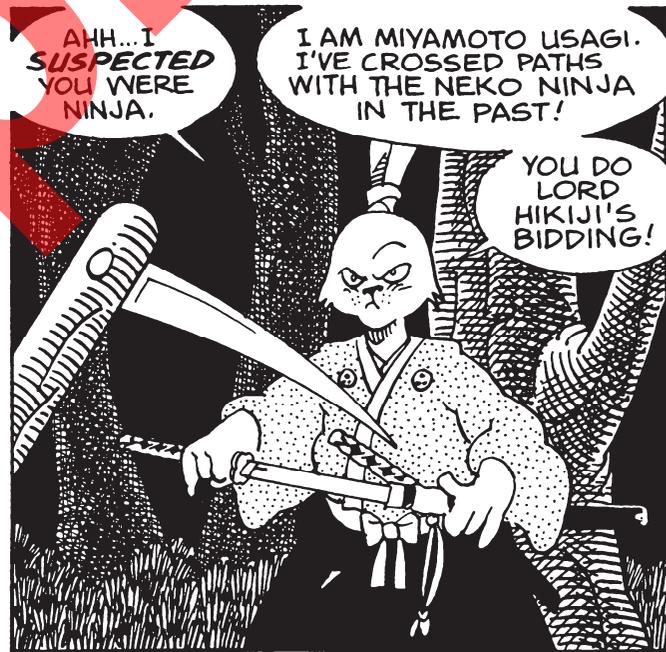
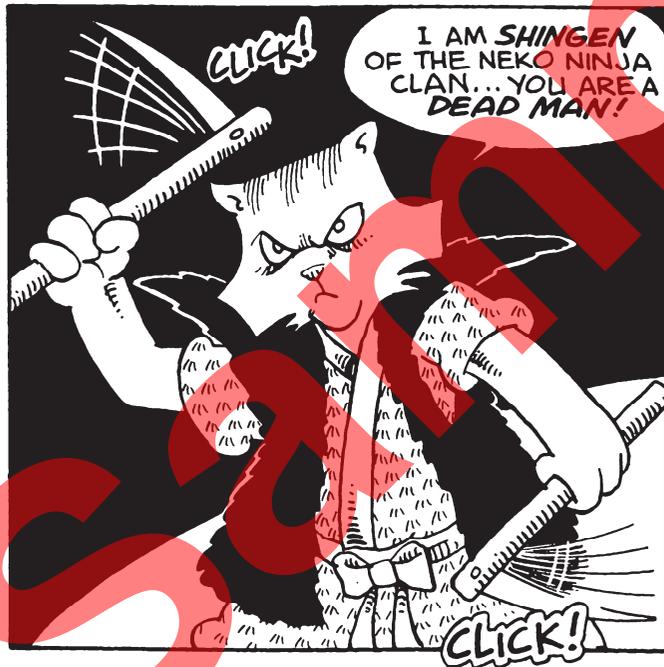
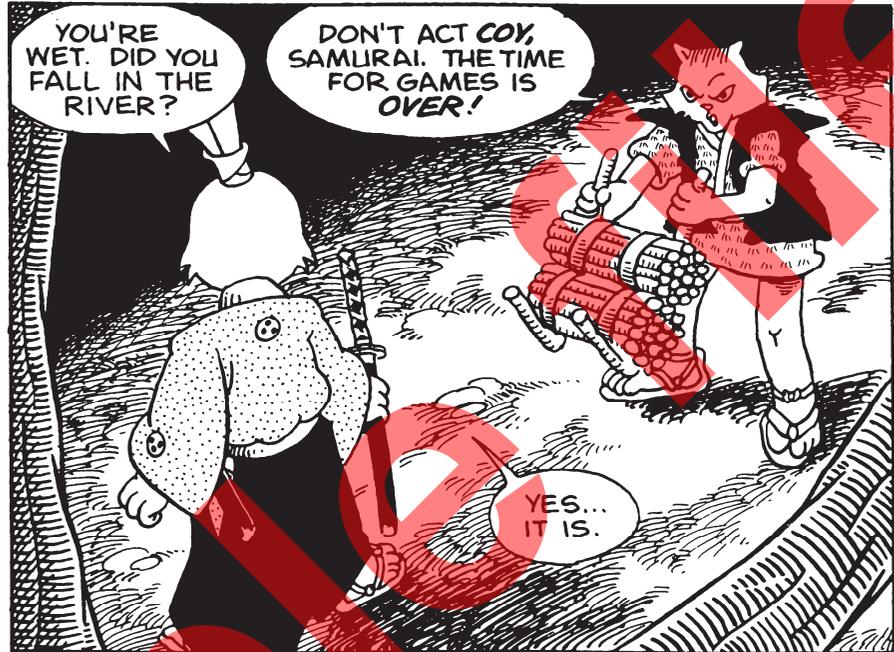
Score a weak hit.

up to 12

Score a strong hit.
Or, if you are using a Ranto weapon, use one of its specials.

13 or more

Score a grand hit.
Or, if you are using a Ranto weapon, score a strong hit and use its special and you may take +3 forward if your very next move is Ranto.



Undercover Agent (Oniwabanshu)

Social Class: **Ninja**

You start the game with nine *shuriken* (thrown blades) and one of the following: *bo* (staff), *kama* (sickle), *kunai* (knife), or *nunchaku* (wooden flail).

In the rigid-caste society of the Tokugawa era, the Ninja are both despised for acting outside of “normal” channels and seen as a necessary tool for espionage and surveillance. Like the Samurai, Ninjas have a code of honor — *ninpo* — that they are expected to observe.

The typical role of a Ninja is that of a secret agent planted within the household. Few would suspect a humble gardener of being trained in the arts of eavesdropping, much less hand-to-hand combat. *Oniwabanshu* characters are best when paired up with an important samurai or noble as a secret bodyguard.

Unique Move: **Teamwork**

You work well with groups.

Roll 2d6

+support

Choose one

up to 6

Spend 1 story point to give a friend +3 forward
Or, assist a friend for +1 forward

up to 9

Move 1 of your story points to support, then give a story point to a friend
Or, assist a friend for +2 forward

10 or more

Assist a friend for +3 forward

Attack Move: **Ninjitsu**

You strike from surprise.

Roll 2d6

+story

Choose one

up to 6

Miss. If your very next move is Ninjitsu, you may take +3 forward.

up to 9

Score a weak hit.

up to 12

Score a strong hit. Or, if you are using a Ninjitsu weapon, use one of its specials.

13 or more

Score a grand hit. Or, if you are using a Ninjitsu weapon, score a strong hit and use its special and you may take +3 forward if your very next move is Ninjitsu.

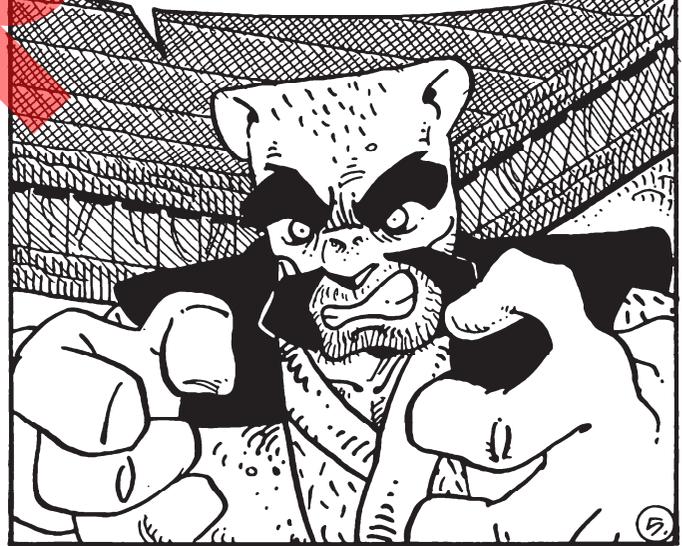
"IT SEEMS A LIFETIME AGO WHEN I JOINED LORD ARAKI IN HIS ATTEMPT TO USURP LORD MATAICHI'S LEADERSHIP OF THE GEISHU CLAN.



"IT WAS ONLY THROUGH BAD LUCK THAT WE WERE DEFEATED, AND I WENT INTO HIDING AS A MISERABLE PEASANT!"



"I HAVE MATAICHI TO BLAME FOR MY LOT... AND NOW I HAVE YOU, HIS WHELP, POWERLESS BEFORE ME!"



Veteran (Kohei)

Social Class: **Commoner**

You begin the game with a *yari* (spear) and a *hankyu* (bow).

While the era of warring states is just a memory, there are many who fought as *ashigaru*, the rank-and-file spear carriers. Even though it may have been many years since they have seen a battle, these veterans still have skills honed by the fires of combat. While law forbids commoners from taking up the long sword, there are still those who learn the ways of fighting to protect themselves from bandits and from abusive *ronin*. The best militia have their own code of honor: *kikotsu*, which was very similar to the samurai's code of *bushido* in advocating discipline, loyalty, and spiritual advancement.

Veteran adventurers will most likely be social misfits who cannot return to a peaceful life.

Unique Move: **Teamwork**

You work well with groups.

Roll 2d6

+support

Choose one

up to 6

Spend 1 story point to give a friend +3 forward
Or, assist a friend for +1 forward

up to 9

Move 1 of your story points to support, then give a story point to a friend
Or, assist a friend for +2 forward

10 or more

Assist a friend for +3 forward

Attack Move: **Kikotsu**

You fight according to the principles of the common militia.

Roll 2d6

+story

Choose one

up to 6

Miss. If your very next move is Kikotsu, you may take +3 forward.

up to 9

Score a weak hit.

up to 12

Score a strong hit.
Or, if you are using a Kikotsu weapon, use one of its specials.

13 or more

Score a grand hit.
Or, if you are using a Kikotsu weapon, score a strong hit and use its special and you may take +3 forward if your very next move is Kikotsu.



Vigilante (Otokodate)

Social Class: **Commoner**

You begin the game with one or two of the following: *bo* (staff), *keibo* (club), *nunchaku* (wooden flail), *masakari* (axe), *hachiwari* (sword) or *hankyu* (bow).

In the previous era of warring states, the nobles were powerless, the samurai were fighting each other, and marauders exploited the lawlessness to prey on the weak. A few brave men and women stood up to fight injustice, and they were called *otokodate*, vigilantes.

In early Tokugawa-era, vigilantes are rare and must keep a low profile lest they anger proper samurai. Years later, when abuses by the noble class run rampant, *otokodate* will be romanticized in stories and in *kabuki* theater as Robin Hoods who avenge the commoners. Vigilante characters bring combat strength and pragmatic skills to any party.

Unique Move: **Kiwami**

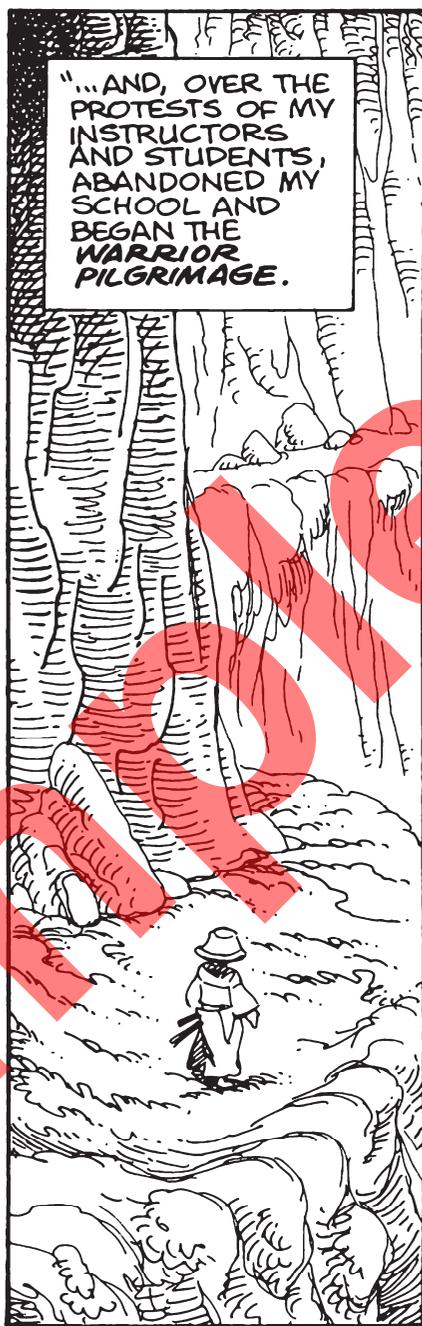
You are no stranger to hardship. After making an impair roll, roll this move.

Roll 2d6 +setback	Choose one
up to 6	Take +3 back to your last impair roll.
up to 9	Take +1 forward to a roll of your choice... or until you roll an event, in which case you add 1 back to that event's roll and this bonus is gone.
10 or more	Take +one die forward to your very next roll and remove one impairment of your choice. And if you have more than 3 setback points, reduce your setback to 3.

Attack Move: **Kikotsu**

You fight according to the principles of the common militia.

Roll 2d6 +story	Choose one
up to 6	Miss. If your very next move is Kikotsu, you may take +3 forward.
up to 9	Score a weak hit.
up to 12	Score a strong hit. Or, if you are using a Kikotsu weapon, use one of its specials.
13 or more	Score a grand hit. Or, if you are using a Kikotsu weapon, score a strong hit <u>and</u> use its special <u>and</u> you may take +3 forward if your very next move is Kikotsu.



Wanderer (Roshi)

Social Class: Samurai

You are a samurai. You have the rights and privileges of the *buke* class. You begin the game with one of the following sets of weapons:

- *katana* (long sword) and *wakizashi* (short sword)
- katana and naginata (pole-arm)
- katana and daikyu (long bow)
- *kusarigama* (sickle and chain) and *tanto* (dagger)
- katana and yari (spear)
- *no-dachi* (great sword) and *tanto*

During the Tokugawa era, samurai are not permitted to take employment with a new master without the previous one's permission, nor are they allowed to take up another trade. Some samurai, afflicted with great poverty, choose to endure the lasting shame of leaving their master to make their fortunes elsewhere. Wanderer samurai often suffer humiliation and shame at the hands of other samurai, but they are still permitted to carry the weapons of war and they may still have the strong code of *bushido*.

Unique Move: Kiwami

You are no stranger to hardship. After making an impair roll, roll this move.

Roll 2d6 +setback	Choose one
up to 6	Take +3 back to your last impair roll.
up to 9	Take +1 forward to a roll of your choice... or until you roll an event, in which case you add 1 back to that event's roll and this bonus is gone.
10 or more	Take +one die forward to your very next roll and remove one impairment of your choice. And if you have more than 3 setback points, reduce your setback to 3.

Attack Move: Bushido

You fight according to the eight principles of the warrior class.

Roll 2d6 +story	Choose one
up to 6	Miss. If your very next move is Bushido, you may take +3 forward.
up to 9	Score a weak hit.
up to 12	Score a strong hit. Or, if you are using a Bushido weapon, use one of its specials.
13 or more	Score a grand hit. Or, if you are using a Bushido weapon, score a strong hit <u>and</u> use its special <u>and</u> you may take +3 forward if your very next move is Bushido.