

THE WAY OF THE WARRIOR, THE WAY OF

BUSHIDO

ROLE PLAYING ADVENTURE IN SAMURAI JAPAN

BY PAUL HUME AND BOB CHARRETTE



BUSHIDO

BOOK I THE HEROES OF NIPPON

Designers: Paul Hume
Bob Charrette



Fantasy Games Unlimited, Inc.

BUSHIDO

BOOK I

THE HEROES OF NIPPON

RULES OF PLAY and PLAYERS GUIDEBOOK

Designers: Bob Charrette
Paul Hume

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P.O. Box 182; Roslyn, N.Y. 11576

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1020.0 REQUIRED MATERIALS

To play **BUSHIDO**, you will need:

- paper and pencils
- a six-sided die (extras are helpful)
- a twenty-sided die (extras are helpful)
(these are available at hobby/game stores or directly from *Fantasy Games Unlimited*).
- character representations (cardboard chits will do, but miniature figures are most desirable)
- A measuring tape or flexible ruler (the graded section on the chart sheets will serve, but a separate one is more useful)

1030.0 THE DICE

Many different ranges of numbers are used for determining probabilities in this Game. The die rolls used are always expressed as "xDy." The "x" stands for the number of dice thrown. The "y" stands for the type of die used (i.e., the number of sides on each die). "3D6" means that you should roll three 6-sided dice, and total their scores to get your result. "xDy+z" means that the number "z" should be added to the result of "xDy" to get the final total.

The rules sometimes call for odd "types" of dice, such as D3, D10, D100, or D1000. All of these can be generated with 6-sided and 20-sided dice as follows:

D3: Roll a D6. Divide the number rolled in half, rounding fractions up. This gives a result from 1 to 3.

D6: Roll a D6, an everyday cubical die.

D10: Roll a D20. Read a "0" result as "10."

D20: Roll a D20. To get a result from 1-20, you will need to distinguish between the lower range (1-10) and the upper (11-20). One way is to color one set of faces of the die (0-9) differently from the other so that, for instance, a "red 3" would be read as a "3" and a "black 3" would be read as a "13." Another way is to roll a "control die" (D6) with the D20. A result of 1-3 on the control die puts the D20 roll in the lower range; a result of 4-6 puts it in the upper range.

D100: Roll two D20, getting two numbers from 0-9. Multiply the roll of one D20 by 10, and add it to the roll of the second D20 to get your result. Read a result of "00" as "100." D20s of different colors are very helpful for this. The D100 is a very important type of roll. With D100 ("percentage") rolls, you can easily determine probabilities that may not be specified in the rules. If you believe that there is a 75% chance of something happening, roll D100. A result of "75" or less means that the thing happens. A higher result means that it should not.

D1000: Roll three D20, getting three numbers from 0-9. Multiply the first by 100 and the second by 10, and add them to the third to get your result. Read a result of "000" as "1000."

1040.0 CHARACTER STRUCTURE

In a sense, any character in a role playing game is just a collection of numeric values which determine the probability of some game-action succeeding or measure the effectiveness of various options (fighting, moving, using Skills, etc.).

However, the raw numbers should be treated as guidelines to the Player in how he portrays his character(s). High figures in a given area define the fields in which the character acts with confidence. In lower scores, his weakness or blind spots are revealed.

There are five major areas in which a Player-Character in **BUSHIDO** must keep track of his scores carefully. They are:

ATTRIBUTES:

Direct measurements of physical and mental characteristics such as strength, intelligence, reaction time, etc.

SAVING THROWS:

Scores used in die rolls to allow extraordinary or heroic use of an Attribute, or the use of the Attribute to directly affect the world around the character in a significant way.

ABILITIES:

Scores derived from the Attributes to govern such activities as movement, carrying capacity, healing, learning, etc.

CAPABILITIES:

Certain activities (climbing difficult surfaces, swimming, etc.) which any character can do, but which are not automatically successful.

SKILLS:

Learned Skills, trained responses in combat, knowledge, creative arts, or practical crafts.

1041.0 ATTRIBUTES

These qualities measure the character's physical and mental potential. There are six Attributes in all: 4 Physical Attributes and 2 Mental ones.

The Physical Attributes are:

STRENGTH (STR)

Strength measures the raw physical power of the character, his ability to lift and carry weight, the force of his blows in combat, etc.

DEFTNESS (DFT)

Deftness measures manual dexterity and reaction time, the relative speed with which the character can react to events. It is central in the initial expertise with most weapon systems.

SPEED (SPD)

Speed measures the agility and raw swiftness of a character's actions. The number of things he can do in a limited time falls under this Attribute, as does his physical movement rate.

HEALTH (HLH)

Health governs resistance to wounds, sickness, fatigue, etc. It measures the toughness of the character's constitution and the speed at which he recovers from wounds and illness.

The Mental Attributes are:

WIT (WT)

Wit measures the character's ability to learn and perceive, his overall problem solving ability, etc. The Wit score does not really measure the character's overall intelligence, since that is also a function of the controlling Player's or Gamesmaster's own intellect. Rather, it measures the character's ability to handle data in the campaign environment. Therefore, a low Wit score does not condemn a character to being played like a moron.

WILL (WL)

Will measures the strength of the character's personality, his determination, and his ability to bend others to that determination. It also governs the resistance of the mind to damage, derangement, or control. It is of great importance to the practitioner of the magical or mystical Arts, providing the basis for his power in this area.

1041.1 ATTRIBUTE SCORES

The normal range of an Attribute score is from 1-40 points. A score below 1 represents a pathologically weak condition in that area, caused by illness, age, magic, or some other abnormal situation. A score of exactly 1 generally indicates a significant lack of capability in the Attribute. A character with such a score usually suffers significant penalties.

Naturally, the higher the score the better off the character is in that area. A score of 40 represents the human maximum and, without major outside enhancement (magical aid, drugs, etc.), a human character may *never* exceed this figure.

In determining a Player-Character's initial scores in the Attributes, the Player receives 60 points which he may distribute as he wishes among the six Attributes. The only restriction on this distribution is that, once all points have been given out and the appropriate modifiers applied, no Attribute may have a score of less than 1 or more than 40.

The most important changes to starting Attribute scores allocated from these 60 points will be based on the Character's Profession. Some of these modifications are positive, representing those areas which are developed by early training in the primary arts of that Profession. Others are negative, Attributes which atrophy for want of exercise during the same formative period.

The modifiers for each Profession are listed in the Professional Summary Chart in section 1080.3.

If a Character's Profession receives a negative modifier in an Attribute, the player must allocate at least enough points to it to leave the required minimum score of 1 in the Attribute after the modifier is subtracted. Thus, a Bushi must receive an allocation of at least 6 points in the Wit Attribute, since his Professional modifier is -5.

On the other hand, if the Professional modifier is positive, the player may allocate a negative score from the initial 60 points, as long as the final total will be 1 or higher after the modifier is applied.

A Player is designing a Budoka. Deciding to sacrifice some of the high initial Deftness for other Attributes, he gives the character a -2 in this area. After applying the Professional modifier of 10 the character will have a score of 8. The Player now has 62 points left to distribute among the remaining 5 Attributes.

It is advisable to hold off on finalizing Attribute allocations until all subsequent values in Abilities, Capabilities, and Skills have been worked out, to insure that the final results are what you want. Once the Player-Character begins play, of course, all decisions are final.

1041.2 PERMANENT VS. CURRENT ATTRIBUTES

Throughout the following rules we will often refer to "Permanent" or "Current" Attribute scores.

Permanent Attributes are the scores normally held by the Character, the results of initial point allocation, plus modifiers, plus any subsequent improvement in the Attribute he has earned. In other words, the permanent score is what the Character has when at full value in the Attribute at that point in his game "life."

Current Attributes will generally equal the permanent Attributes. They represent the effective value of the Attributes based on current conditions affecting the Character. Examples of things that can change Attributes temporarily are:

- Poisons or Diseases. These lower certain Attributes
- Encumbrance. Heavy loads can lower Deftness and Speed.
- Magic. Spells can raise or lower Attributes.

Because so many of the other Character scores are derived from the current Attribute scores, as opposed to permanent scores, it is vital that a clear record of both be kept during play.

1041.3 THE CLASSIC MAN

With 60 points to divide among 6 Attributes, the human average is therefore 10 in each Attribute. This is reflected in most of the values derived from the Attributes, whereby superior capabilities are only achieved if the basic score involved derives from an Attribute greater than 10.

In **BUSHIDO**, we will speak of "Average Men." There are two ways to regard this term. The usual meaning refers to a character with a score of 10 in each Attribute.

A different meaning is applied to the average member of a Profession. A "Classic Man," or more precisely, a Classic Bushi, Budoka, etc. The Attribute scores for a "Classic Man" are derived by adding 10 to the Attribute modifiers for that Profession.

1041.4 IMPROVING ATTRIBUTES

There are two methods of increasing Attribute scores up to the maximum value of 40, without recourse to such atypical means as magic, drugs, the intervention of spirits, etc.: these are Skill Study and Exercise.

SKILL STUDY

The study of Skills will serve to exercise the Attributes and contribute to their increase as Skill advances. Increasing the score in a Bugei (martial technique) may be applied to improving any Physical Attribute. Advancing in an Art can improve Mental Attributes.

Every time a new point in the character's Base Chance of Success is gained by study, the character will increase one of the permissible Attributes. If the gain was in a Bugei, a Physical Attribute may be increased by .1 point. For gains in an Art, a Mental Attribute may be increased by .05 points. Additionally, upon achieving a score of 99 in a Skill ("Mastering the Skill") a similar increase is received in one of the appropriate Attributes. Of course, a fractional value in an Attribute will not affect the use of the Attribute. A character with Strength of 21 has the same Strength-derived benefits as someone with 21.9. Only when a full point is gained in an Attribute will changes occur in the character's qualities.

EXERCISE

A character may increase an Attribute directly, by spending 1 full month (3 consecutive weeks) exercising it. The Gamesmaster may require that such exercise take place in proper surroundings: an Academy or Dojo for the Physical Attributes, and a Temple, Shrine, Monastery or Academy teaching the Arts for Mental Attributes. In this case, provision should also be made for member of Professions lacking easy access to such institutions, such as the Yakuza and Ninja. Assume gang or clan installations will provide proper facilities for exercise.

The increase of one's Attribute scores, whether by these means or by the intervention of supernatural forces, is the only way to permanently increase the characteristics derived from the Attributes (Abilities, Saving Throws, and Capabilities, as described below).

1042.0 SAVING THROWS

Saving Throws are directly derived from current Attributes, and are used to determine the success of an attempt to use that Attribute in some extranormal fashion to influence the campaign: performing

some feat of strength, or a notable act of dexterity or agility. Likewise, Saving Throws are used to avoid dangers by the exercise of an Attribute, resisting the effects of magical attacks, falls, poisons, disease, or traps. They are called for frequently throughout the rulebooks.

The raw Saving Throw is equal to the current Attribute score/3. To this, all Characters add their Level to derive the Base Saving Throw.

The Base Saving Throw scores so derived are used by rolling 1D20. If the die roll is less than or equal to the specified Saving Throw, then the action attempted by using that Saving Throw has succeeded. If not, it has failed.

A successful Saving Throw can be a "Critical Success," as a failed die roll can be a "Critical Failure." The former term designates a success beyond the normal range of probability and the latter indicates that not only has the Saving Throw attempt failed but in addition the Character has made some error that worsens his condition.

A Saving Throw will be called for in numerous situations defined in the rules to follow. In most cases, these references will also give any modifiers which apply to the base value. Such factors that alter the base score in the Saving Throw are called Situation modifiers.

The term "Saving Throw" will often be abbreviated as "ST" hereafter. It will be preceded by the Attribute to be used in making the Saving Throw, for example, a "Strength ST."

When applying modifiers to Saving Throws, make all indicated changes to the Base Saving Throw, unless the rules specifically require a change to the Raw Saving Throw. In this latter case, the modified raw score would still be increased by the Character's Level to derive the Base Saving Throw.

1043.0 ABILITIES

An Ability is a score derived directly from one or more Attributes. Unlike Saving Throws, which all use the same formula, there are many different Abilities which are derived from their source Attributes in various ways.

Abilities define constantly operating, automatically successful actions and potentials. It requires no special Saving Throw or other die roll to walk normally at the rate controlled by the Base Movement Allowance, or BMA. Abilities determine the normal range of Character performance in major areas of the game.

1043.1 STRENGTH ABILITIES

The abilities derived from Strength are:

1043.1a Encumbrance Capacity (ENC CAP)

This ability measures the amount of weight a character can carry, both on a long term basis (armor, weaponry, equipment) and in the short term (power lifting massive items, boulders, etc.).

The various levels of Encumbrance are measured in multiples of the Character's current Strength scores, expressed in pounds.

The levels of Encumbrance are: Unencumbered, Partially Encumbered, Fully Encumbered, and Over Encumbered. These conditions generally refer to a load the character is carrying for an extended period.

The other terms, Lifting and Shifting, refer to the manipulation of very heavy loads for short periods, usually concentrating on the strength of the arms. The rules permitting Lifting and Shifting weights are optional, to be included in the campaign at the discretion of the Gamesmaster.

UNENCUMBERED

A character carrying up to 2 x Strength in pounds is Unencumbered. His load has no effect on his actions.

PARTIALLY ENCUMBERED

A character carrying up to 4 x Strength in pounds is Partially Encumbered. He suffers a reduction of 25% in his current Deftness and Speed Attributes, also lowering Abilities based on those scores. He also suffers a -1 to all BCS, Capability and Physical Attribute Saving Throw rolls.

FULLY ENCUMBERED

A character carrying up to 6 x Strength in pounds is Fully Encumbered. He suffers -50% to his current Deftness and Speed. This will lower their related Abilities. He also suffers a -2 to all die rolls for BCS, Capability, and Physical Attribute Saving Throws.

Note that certain other activities will be specified in the rules as being impossible or at least much more difficult under certain Encumbrance conditions.

OVER ENCUMBERED

The Gamesmaster may choose to allow Characters to carry more weight than their maximum Encumbrance Capacity. This puts them in an Over Encumbered condition.

A character can carry up to 8 x Strength in pounds, which render him Over Encumbered. He suffers no further penalty to his current Deftness and Speed, but in all other areas: use of Skills, Magic, any activity other than staggering along under his crushing burden, he is helpless.

For every 10 minutes characters remain Over Encumbered, they will take 1D10 of Subdual damage, keeling over from exhaustion when this reduces their Hit Points below 1.

OPTIONAL RULE: LIFTING AND SHIFTING WEIGHTS

A character can lift to full extension (arms length over his head) a weight up to 10 x Strength in pounds. He may move only one yard per Detailed Turn while so engaged, and may do so only if he can make a Strength Saving Throw. If he should roll a Critical Success on this throw, he may move up to 1 yard per Level. A Critical Failure will inflict a Disable Effect to one of his limbs, either an arm or a leg (see section 1120.4e, on Critical Damage). The chance of a given limb being affected is 50-50 for arm or leg and 50-50 for left or right. He will also drop the item at once. For each Detailed Turn the character engages in such lifting, he will take Subdual Damage equal to 1D6 per 100 pounds or fraction thereof, and will pass out from the strain if this reduces his Hit Points below 1.

A character can shift a load, lifting it high enough to move a few feet, weighing up to 12 x Strength in pounds. He may shift such a load 1 yard per Detailed Turn. Shifting a weight of this magnitude does 1D3 of Subdual Damage per 100 pounds of weight, or fraction thereof for each Detailed Turn in which the Character is performing this action.

Lifting heavier weights requires a Strength Saving Throw and is subject to such penalties as the Gamesmaster deems proper. Shifting more weight constitutes a Task, as described in section 1130.0, and those rules should be used.

The Gamesmaster may also take into account the effects of the object's size and shape on lifting. Objects that do not provide a good grip may be more difficult to life, having an "effective weight" greater than their actual poundage. Alternatively they may require certain actions before lifting, such as the affixing of ropes or handles.

More than one Character can team up to lift heavy items if sufficient handholds exist. Each Character suffers a 10% penalty to his lifting capacity in this situation. They may lift the sum of their modified totals in this manner. The same applies to shifting an item.

1043.1b Damage Bonus (DAM)

High Strength increases the effects of one's blows with weapons, doing more damage than normal. Likewise low Strength reduces the effectiveness of successful hits.

For every 5 Full points of current Strength over 15, the Character adds +1 to the damage of his hits in combat. Thus, a character with Strength 20-24, using a weapon doing 1D6 damage on a hit, will inflict 1D6+1 points of damage when he hits a foe with this weapon.

The Damage Bonus is of the same type of damage as that done normally by the weapon: Subdual or Lethal.

For Strength below 10, penalties may be suffered to damage. For every 3 full points under 10, a-1 is suffered to weapon damage. Thus, for Strength 5-7, -1 to damage; Strength 2-4, -2 to Damage.

A character with a Strength of exactly 1 is Too Weak to do effective damage in a fight. Such individuals can only hope to use weapons at all by resorting to poison, which will take effect on a hit even if no damage is done, or by cutting the throats of incapacitated opponents.

If Strength is increased over 40 by some means, the Damage Bonus will increase to fit the new total.

1043.1c Base Unarmed Combat Damage

The damage done using the various forms of Unarmed Combat in the game is an Ability derived from current Strength. All Unarmed Combat Damage is Subdual damage.

For current Strength 2-10: 1D3 damage is done. Damage penalties for low strength not levied.

For current Strength 11-30: 1D6 damage is done.

For current Strength over 30: 1D10 damage is done.

1043.1d Weapon Use

A Character's Strength governs what handweapons he can use without difficulty in combat. A powerful man can swing a long No-dachi (Great Sword) with less strain than a weaker warrior. A puny character has difficulty with such heavy arms.

All the items listed on the Weapons Table, section 1104.2a, have an assigned "Minimum Strength Required" rating. Characters must have at least this score in Strength if they are to use the weapon without penalty.

If the weapon's Minimum Strength Requirements exceeds the Character's current Strength, the character must:

- Reduce the weapon's Damage Die by 1 step, as explained in section 1117.4.
- Suffer a penalty to his Base Chance of Success (BCS) with the weapon equal to the difference between his Strength and the Minimum Strength Required.

The Minimum Strength required to use a weapon can vary, depending on how it is used. All weapons are rated for use 1-Handed, 1½-Handed, or 2-Handed.

1-Handed weapons are designed for use using only one hand. The Minimum Strength Required is not affected by using them in this manner. Using a "1-H" weapon two handed has no effect on its handling or damage.

1½-Handed weapons are primarily used with both hands, but may be used one handed at minimal penalties by Characters with sufficient Strength. A -1 is imposed to the BCS for using a 1½-Handed weapon in only one hand. In addition, the Minimum Strength Required is increased by 25% and further penalties occur only if this raises it beyond the wielder's Strength, as described above.

2-Handed weapons normally require the use of both hands. They may be used 1-handed, but this will automatically reduce their Damage Die one step and impose a -2 to the wielder's BCS. The Minimum Strength Required is also increased by 50% and if this exceeds the Character's Strength, normal penalties are then applied cumulatively, thereby reducing the Damage Die two steps and further reducing the Adjusted BCS.

1043.2 DEFTNESS ABILITIES

The Abilities derived from Deftness are:

1043.2a Base Action Phase (BAP)

The Base Action Phase is used in Detailed Action scale. The BAP governs Character actions in a Detailed Turn. In BUSHIDO the Detailed Turn is used when resolving fast moving, detailed situations including, but not limited to, combat.

Each Detailed Turn is broken down into an indefinite number of discrete Action Phases, numbered in descending order from the highest Base Action Phase involved in the situation down to Action Phase 1.

A Character must wait until the Action Phase equalling his Base Action Phase comes by in a Detailed Turn before he can actively do anything that turn: move, cast a spell, shoot a missile, attack, speak, etc. The Base Action Phases of all Characters involved in the situation determine the order in which the Characters will act in the Detailed Turn.

The Base Action Phase = current Deftness/2, round down.

Note that no action occurs in any Action Phase with a number lower than 2. Thus, a character with a current Deftness of 3 or less is essentially limited to movement only, when using Detailed Action timescale. His reflexes are just too slow. Such Characters perform their movement on Action Phase 2, moving after all other actions in the Detailed Turn have been resolved. Any other actions allowed to such Characters are purely at the discretion of the Gamesmaster.

Characters with high Speed scores may be allowed to perform multiple actions in a single Detailed Turn. See "Maximum Number of Actions," below. In this case, the Action Phases on which they may perform these Actions are derived from the Base Action Phase.

- 0 Actions allowed: Perform on the BAP of every other Detailed Turn.
- 1 Action allowed: Perform on the BAP.
- 2 Actions allowed: Perform first on BAP. Perform second on BAP/2, round down.
- 3 Actions allowed: Perform first on BAP. Perform second on 2BAP/3, round down. Perform third on BAP/3, round down.

While 4 actions are not normally possible, extraordinary means can be used to gain this, or even higher rates of speed. In such a case, actions may be performed beginning with the first one on the BAP and subsequent actions evenly spaced throughout the Detailed Turn. But no actions be performed on Action Phase 1.

1043.3 SPEED ABILITIES

Abilities derived from Speed are:

1043.3a Maximum Number of Actions (MNA)

As mentioned under Deftness Abilities, it is possible to have more

than one action allowed in a Detailed Turn. The number of actions allowed in any given Detailed Turn is called the Maximum Number of Actions. It is derived from the current Speed score.

The MNA is equal to current Speed/10, with the following provisos:

- A normal MNA greater than 3 is treated as equal to 3.
- An MNA=0 does not preclude all effective action. But the Character may only act on his BAP on every other Detailed Turn. He is assumed to take two Detailed Turns to complete an action.

1043.3b Base Movement Allowance (BMA)

The Base Movement Allowance is the basic measure of how far a Character can travel in a Detailed Turn. The type of movement selected by the Character will modify this figure (Walk, Run, Charge, etc.).

The base score is equal to current Speed/3.

As various scales of play are used in BUSHIDO, this figure will convert into "real" distance at a value based on the scale in use. In Detailed Action, this is in yards.

The Speed score also may be used to measure movement on larger scales. See section 1110.0.

1043.4 HEALTH ABILITIES

Abilities derived from Health are:

1043.4a Hit Points (HPT)

Hit Points represent the Character's resistance to wounds and fatigue. Whenever a Character suffers Damage, due to a weapon hit, a fall, triggering a trap, fatigue from overexertion, etc., the resulting amount of Damage is subtracted from the Hit Points.

When the total Damage suffered exceeds the total Hit Points, the character is incapacitated. If the total of Lethal Damage suffered exceeds the sum of the Character's Hit Points and Level, the Character is dead.

A Player-Character's Hit Points are derived from two sources. The base figure is equal to his permanent Health Attribute. Moreover, when a Character achieves a given Level in his Profession he will roll a die, and add the die roll to his Hit Points. The type of die used varies according to the Character's Profession. This information is dealt with in the Professional Summary Chart in section 1080.3. This process begins with 1st Level, so all beginning Player-Characters will have Hit Points=Health + Profession's Hit Point Die Roll.

Note that the Character Record Sheet has separate spaces for keeping track of current levels of Lethal and Subdual Damage suffered. Careful note should be taken of these figures during play, as well as of the sum of the two. These totals play an important role in the Character's life (and death).

1043.4b Healing Rate (HR)

Healing Rate governs the speed with which a Character regains lost Hit Points. It is equal to his permanent Health/5. A Character has a minimum base Healing Rate of 1, although modifiers due to circumstances can reduce it lower, forbidding healing until conditions improve.

The effects of medical treatment, rest, healthful or unhealthy surroundings and other conditions are dealt with in the rules on Healing, section 1095.0. The adjusted Healing Rate is the amount of damage recovered over a given period of time.

1043.5 WIT ABILITIES

Abilities derived from Wit include:

1043.5a Freely Improvable Skills (FIS)

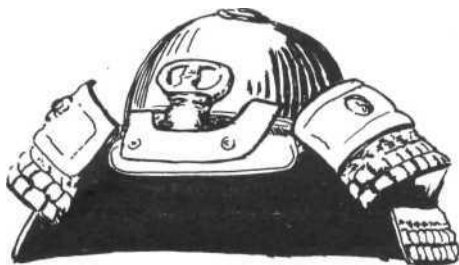
A Character advances in BUSHIDO by several means. One of the most important is training to improve existing Skills and to gain new ones. The controlling factor on how many such Skills may be studied without difficulty is the Freely Improvable Skill score.

The FIS is equal to the permanent Wit score. A Character may designate a number of Skills up to this amount as Freely Improvable. He must so designate all skills in which he actively trains as long as he still has available points to allocate in his Freely Improvable Skills. One cannot voluntarily train in a Skill at the penalty for not being in a Freely Improvable Skill.

Should a character exceed his Freely Improvable Skills, all study in other Skills is at a penalty. Should he subsequently increase his FIS, he must designate the next Skill he studies in as Freely Improvable, continuing in this manner until he has allocated all of his new points.

The character's list of Skills, on the Character Record Sheet, should have marked Freely Improvable Skills by underlining the Skill, or otherwise making its status clear.

Details on study are given on section 1052.0.



1043.5b Perception of Hidden Things

A Hidden Thing is some person, item, or fact which is concealed from direct observation. This may be deliberate, as in the case of a character waiting in ambush or a secret trap door, or the concealment may be quite natural, as in the case of a single gem in a mass of pebbles, or a scrap of writing lost in a pile of rubble. The Hidden Thing is not restricted to those items that are perceptible by sight. Any sense can perceive the secret: smell can reveal the presence of poison in one's tea, touch can find the catch that opens the secret door, hearing can alert the character of enemies on the other side of a closed door. The Gamesmaster may allow characters to find all sorts of clues by treating the information as a Hidden Thing. On the other hand, the Gamesmaster can designate anything as a Hidden Thing when the campaign action requires it.

To detect a Hidden Thing, the characters roll a Wit Saving Throw. If they make it successfully, the Hidden Thing has been spotted.

When one or more characters are casually passing a Hidden Thing's location, the Gamesmaster can make a single, secret die roll to determine if they have noticed it. The Gamesmaster rolls 1D20. If the die roll is less than or equal to the Wit Saving Throws of any characters in the group then those characters have noticed the Hidden Thing, or at least noticed that there is a Hidden Thing there. The Gamesmaster may require more deliberate study if the characters want to find out exactly what it is they have spotted.

Three characters are moving through the halls of the haunted castle, seeking death or glory. They are not, however, aware that they should be looking for the secret trap door in their path. The Gamesmaster rolls 1D20, scoring 10. Any characters with a Wit Saving Throw of 10 or more will see the trap door before they step on it. Those with a lower Wit ST will not notice it. If the clever Shugenja in the back of the group spots the trap door while his two Bushi guards do not, the Gamesmaster will need to see if he can warn them to halt before they step on the trap door and (CREAK—Aiiieeee! Splash!), er. trigger it (Oh well).

The Gamesmaster may assign an inherent modifier to the Hidden Thing, so that all characters are at plusses or minusses to detect it. Characters using some Skill to conceal themselves will generate such a modifier based on their proficiency in the Skill. See section 1053.1, on the Skill of Shinobi-jutsu (Stealth) for an example of this.

Detailed searching of an area permits all those searching to make a Saving Throw to discover Hidden Things, if any. Such searches will require 1D10 minutes per 100 square feet searched per man. The Gamesmaster may modify this die roll to adjust for the clutter of the space or complexity of the search.

1043.6 WILL ABILITIES

Abilities derived from Will include:

1043.6a Power

Characters able to use magical or mystical techniques must keep track of their Power source, which provides the energy by which they perform their wonders. All occult activities have a Power Cost given in the rules governing them. When a character uses his occult powers, he deducts the Power Cost from his current Power. The score is usually restored to full value every morning, at sunrise.

Section 1073.4 gives the rules on Magic, used by the Shugenja, while section 1074.4 governs Mysticism, the religious powers of the Gakusho.

Magical activity when one's Power is gone can have dangerous consequences.

The Power score, like Hit Points, is derived from two sources. The base score is equal to the permanent Will score. As the character improves his Level, he will gain more power, rolling 1D10 plus the newly acquired Level and adding this result to his current Power score. This procedure begins when the character is at 1st Level. Therefore, beginning Player-Characters in the magic-using Professions have an initial Power score equal to their Will+1 D10+1. Upon achieving 2nd Level, the character adds 1D10+2 to the Ability, and so on throughout his career.

1043.7 COMBINATION ABILITIES

Certain Abilities derive from a combination of Attributes. There are two of these: Learning Rate, derived from Wit and Will, and Zanshin, a derivative of Deftness, Speed, and Will, further modified by the Character's Level.

1043.7a Learning Rate (LR)

This Ability governs the character's advancement in all study and training situations. In each "study turn" (usually 1 week), the character will increase his score in the studied Skill by the Learning Rate, subject to various modifiers as to his own condition and the quality of instruction available.

Learning Rate is determined by taking the average of the permanent Wit and Will scores, that is, (Wit + Will). This figure is compared to the same score as it exists for the Classic Man of the character's Profession.

This can mean that the same Attributes will determine different Learning Rates for different Professions. If the average of the two Attributes is less than the Classic Man's in the character's Profession, his Learning Rate = 1. If the average is equal to the Classic Man's score, or exceeds it by less than 10 points, the Learning Rate = 2. If the average exceeds the Classic Man's by 10 points or more, the Learning Rate = 3.

The Learning Rates by Profession are therefore as follows:

Profession	LR=1	LR=2	LR=3
Bushi	1-7	8-17	18 or more
Budoka	1-9	10-19	20 or more
Shugenja	1-19	20-29	30 or more
Gakusho	1-19	20-29	30 or more
Ninja	1-9	10-19	20 or more
Yakuza	1-14	15-24	25 or more

It must be emphasized that the 1-3 range is only the base score. The learning process is subject to numerous modifiers, as detailed under Study. See section 1052.0 for further details.

1043.7b Zanshin

Zanshin is a difficult concept at first glance, and will not make immediate sense until the Detailed Action rules are read (section 1114.0). It governs the kinds of action permitted to characters on their available Action Phases during the Detailed Turn.

The term "Zanshin" in Japanese refers to a state of overwhelming mental dominance in combat, the ability to control oneself, one's opponent, and the situation in general by unbroken concentration and control of reaction. In **BUSHIDO**, it determines how effectively the character acts in multiple Action Phases, should he possess any.

Zanshin is derived by totalling the character's permanent Will, Speed, and Deftness, and cross referencing the total with his Level on the table below.

Will+Speed +Deftness=	LEVEL:					
	1	2	3	4	5	6
3-29	1	1	1	2	2	2
30-59	1	1	2	2	2	3
60-89	1	2	2	2	3	3
90 and up	2	2	2	3	3	3

You will see from this that all characters have a Zanshin of at least 1 and it is to be noted that the Base Action Phase always receives the effects of this first point of Zanshin. Additional points of Zanshin apply to additional Actions of the MNA in turn. A character with MNA=2 and Zanshin=1 may choose a so-called "Primary Action" or "Basic Action" only on his Base Action Phase. His other available Action Phase allows the choice of only "Secondary Actions," and even these are at a penalty. When he raises his Zanshin to 2, both Action Phases will become Primary. Should he then gain a third Action, by increasing his MNA to 3, it would be a Secondary Action until he likewise increases his Zanshin to 3. Zanshin in excess of the character's Maximum Number of Actions has no effect on play.

1044.0 CAPABILITIES

Capabilities, like Abilities, are derived from Attributes. This is usually done by adding or averaging the scores or the Saving Throws for two or more Attributes. The result is modified to produce a Base Chance of Success, which is then used exactly as with Skills (see section 1051.0).

The Attributes or their derivatives used to calculate the Capability scores are always drawn from the permanent score. Alterations in the current score do not affect Capabilities.

When attempting to use a Capability, 1D20 is rolled. If the die roll is less than or equal to the adjusted Capability, the attempt succeeds. Otherwise, it has failed.

1044.1 BRAWLING

The Brawling Capability is a score from 1-19, equal to the average of the Saving Throws in Strength, Dexterity, and Will. The Saving Throws for the **Permanent** scores are used in this regard. A subsequent loss in the current score does not affect the Capability. No Profession receives a Bonus in the use of Brawling.

This averaged figure is used as a Base Chance of Success in combat.

Brawling Capability may be used to make an unarmed attack, a punch or kick, similar to the case of Atemi-waza Skill. It may also be used to attack with a real or improvised weapon. In any case, using Brawling to attack an opponent who is himself using a formal Bugei leaves the Brawler vulnerable to a devastating counterattack. If the Brawling attack misses its victim, the victim may be allowed to make an immediate counter-attack on the Brawler, using his Base BCS and all applicable modifiers for the combat situation (Armor, position, etc.). The chance of being allowed such a counterstrike is the absolute value of the missed Brawling BCS, rolled on 1D20.

Using the Capability with a weapon, all rules normally in force for weapon use and combat situations apply. In addition, the Damage Die for the weapon is reduced one step, and the Brawling character suffers a penalty of 50% to the Capability BCS.

1044.2 CLIMBING

This Capability is used to ascend or descend any surface adjudged by the Gamesmaster as too steep to walk up. It also permits faster movement when using ladders or ropes.

The Climbing Capability is equal to permanent Dexterity/2. Ninja receive a Bonus equal to their Level for the Climbing Capability.

Situations requiring a Climbing roll are divided into two classes: steep and easy climbs. Steep climbs require a Climbing roll. The roll is optional with Easy climbs.

1044.2a Steep Climbs

Steep Climbs concern movement on sheer, or nearly sheer, surfaces: high walls, cliffs, etc., providing few hand and foot holds. A successful Climbing die roll allows the character to safely climb until he has moved a total distance equal to his current Strength Attribute in feet, at which point a new Climbing roll is required if he is still trying to climb. He may move at a rate in feet per Detailed Turn equal to the Effect Number of his Climbing Roll.

The player may reroll before it is required if seeking to improve his character's rate. If the player exercises this option, the character is treated as if the roll were required, facing the normal risks of failure.

A Critical Success doubles the distance the character may climb safely.

A failure on the die roll may indicate a fall. This is checked on 1D20. Note the Effect Number of the failure. If the die roll is less than or equal to the absolute value of this figure, the character may fall. He must make a Dexterity ST to avoid this. If the Saving Throw also fails, he does fall. A Critical Failure always requires the Saving Throw to avoid falling.

1044.2b Easy Climbs

Easy Climbs concern movement on sloped but not vertical surfaces, overgrown walls or other surfaces rich in handholds, trees with limbs, etc. Ladders or knotted ropes are also "easy climbs." The Climbing die roll is optional. Without it, the character climbs at a rate of 2 yards per Detailed Turn.

Climbing may be used to enhance the rate, at the risk of falling. The rate is increased by a successful roll to the extent of the Effect Number/3, for that Detailed Turn. A Critical Success allows this rate for additional Detailed Turns equal to his Level.

A simple miss leaves the rate unchanged. A Critical Failure will cause the character to remain motionless, with one chance in 20 of checking for a fall as for normal failure in a Steep Climb.

1044.3 LEAPING

In game terms, Leaping is defined as a jump that is more than 1 yard in length or more than a foot off the ground. Such moves require a die roll on the Leaping Capability.

Leaping Capability is equal to permanent Speed/2. Ninja add their Level to the Leaping Capability as a Bonus.

1044.3a Broad Jumps

Broad Jumps: The character achieves a height of a foot or so, waist high at most. His main motion is parallel to the ground. The distance travelled in yards is: $(\text{Strength}/10) + (\text{Effect Number of Leaping roll}/3)$.

Even if the roll fails, it will be seen that distance can be travelled. If a running start is taken (preceding Leap with a Charge Option) add the Base Movement Allowance to Strength for purposes of calculating the base distance jumped.

If the Leaping roll fails, you still use the Effect Number, generating a negative modifier in this case. The jump carries the character for this reduced difference. If the distance is reduced below 1, the leap is aborted and the character must make a Speed Saving Throw or trip and fall.

1044.3b High Jumps

High Jump: The jump is essentially in place, height being measured in an effective "addition" to the character's height, covering about 1 yard laterally.

Height achieved in feet = $(\text{Strength}/10) + (\text{Effect Number}/2)$. Again some height can be achieved even if the Leaping roll fails. If the effective height is reduced below 1, the leap is aborted and a Speed ST is required vs. falling down.

A running start (preceding the Leap with a Charge move) adds the Base Movement Allowance to the Strength score for purposes of calculating the base distance travelled.

The Detailed Movement rules will clarify many of these terms and concepts. Skill in Karumijutsu will enhance all aspects of Leaping.

1044.4 MAGIC

Successfully casting a spell, in the broad sense of causing a magical or mystical effect to happen, requires a successful roll on Magic Capability. The rules governing Magic (section 1073.4) will need to be consulted for the details of this aspect of the game.

The Magic Capability is derived from the permanent Wit and Will scores, which are added together to form a score from 2-80. This is divided by 5, to derive a BCS. Shugenja and Gakusho add their level to this figure.

1044.5 SWIMMING

Any character may swim in water above his waist, and must swim in water over his head. He may do so without checking his Swimming capability if he is in calm water, Unencumbered, without any disabled limbs, and if his current wounds are at worst Light, ie. he has at least 75% of his full Hit Points left.

The Swimming Capability is equal to the average of the Saving Throws in Strength, Dexterity, and Health. Again, Saving Throws based on the permanent Attribute scores are used. Members of the Ninja Profession add their Level to this figure as a Bonus. Other characters do not.

A character who attempts to swim under conditions other than the above must roll 1 D20 to try and use the Capability. Success will keep him afloat and allow him to try and swim normally for 1 Detailed Turn for each Level the character has achieved. Failure means he is sinking, his head is now below the surface. Each Detailed Turn thereafter, on his Base Action Phase, he may seek to get back to surface, rolling on the Swimming Capability as before. On Action Phase 1 of any Detailed Turn in which his head is below water, he must make a Health Saving Throw or start to Drown.

1044.5a Drowning

Characters whose heads are below water at the end of a Detailed Turn may suffer damage, drawing if they do not reach air in time. If the character expected to be immersed and took a breath before going under, he will be able to hold his breath for a number of Detailed Turns equal to his Level plus the roll of 1D6. At the end of this time or at the end of the first Detailed Turn if he was immersed without being able to take a breath, he must make a Health Saving Throw or suffer 1D6 of Subdual Damage.

The procedure continues in this manner at the end of every subsequent Detailed Turn he is underwater until he reaches air or loses consciousness. For each Detailed Turn after the first in which the character is submerged, add -1 to the Saving Throw and +1 to the damage die. Thus, at the end of the second turn of immersion, the character is at -1 to his Health ST and will take 1D6+1 in Subdual Damage. After the third Detailed Turn, he is at -2 on the Saving Throw and will suffer 1D6+2 if it fails, and so on. An unconscious character in water will drown in 1D3 plus his Level Detailed Turns. If pulled out, the Subdual damage may be healed normally.

1044.5b Movement Rates in the Water

A character who can swim normally, either because conditions allow it or because he has made a Swimming roll to overcome adverse conditions, may seek to increase his swimming speed above the basic 1 yard/Detailed Turn rate. A successful die roll adds its Effect Number/3, to the yards he may swim in that Detailed Turn. A Critical Success adds an additional 1D6 yards. A Critical Failure means **no** movement occurs. The character is treading water. Simple failure leaves him plugging along at the statutory rate.

When in the water (over the waist) Swimming Capability modifies the character's success at involved or violent actions, such as combat, magical spell casting, applying Skills, making Saving

Throws using Physical Attributes, etc. In this instance the BCS, ST, or other die roll being attempted is averaged with the Swimming Capability. This calculation yields a new value. This is the score which is used for the die roll, unless the new value exceeds the character's base value in the Skill, Saving Throw, etc., being averaged with the Swimming Capability. In this case, the normal value, before averaging, is used. Being a strong swimmer does not make a character a better fighting in the water than he is on dry land, for example.

1050.0 SKILLS

Besides the inherent qualities of characters measured by the Attributes, Saving Throws, Abilities, etc., BUSHIDO also measures characters' advancement in learned abilities, or "Skills."

All Skills have a score of 0-99 points, which may be increased by training. This represents the character's overall mastery of the subject matter involved in that Skill. There are two classes of Skill in the game:

Bugei — (Pronounced "Boo-guy") The martial arts, Skills in both personal combat and such soldierly virtues as riding, swimming, hiking, etc.

Fine & Practical Arts — We designate here those Skills which include the performing Arts, graphic Arts, scholarly studies, and social Arts such as the Tea Ceremony, as "Fine Arts." "Practical Arts" are defined as non-martial, non-aesthetic Skills which still have value in the campaign. Such areas as woodcraft, gambling, massage, etc., fall into this category.

Study in languages, either written or spoken forms, also falls into the class of Arts. For game purposes, languages and literacy may be considered Fine Arts, although no formal styles or schools of thought exist in this area.

Skills used in the magical or mystical activities of Shugenja and Gakusho also are considered Fine Arts. These include the "Five Schools of Magic" and the "Five Yogas."

Ninja Skills are a specialized class of Skills. Only some of these are available for study by characters outside of the Ninja Profession. This Profession developed a number of unique Skills for stealth, disguise, the use of secret drugs and special weapons. Some of these partake of the nature of Bugei, others of the Practical Arts.

1051.0 BASE CHANCE OF SUCCESS

Whenever a Skill is used in the game, it is necessary to calculate the user's "Base Chance of Success," or "BCS." This will usually work out to a value of 1-20, though higher or lower figures can occur. Once the BCS has been determined, 1D20 is rolled, usually by the player whose character is trying to use the Skill. If the die roll is less than or equal to the "Adjusted BCS" (see below) then the Skill has been successfully used.

There are several steps to follow in calculating the final, or "Adjusted" BCS, against which the die roll is matched.
Raw BCS — the "Raw BCS is derived directly from the character's Skill score of 0-99 points as follows:

Divide the Skill score by 5, rounding fractions down. Fractional values in calculating the Base Chance of Success are **Always** rounded down! This yields a figure from 0-19, which represents the "Raw BCS."

Base BCS — The "Base BCS" may be the same or greater than the Raw BCS. Some Skills are designated "Bonus Skills" for certain Professions. "Kenjutsu," or swordmanship, for example, is a Bonus Skill for Bushi (Warriors). It is not a Bonus Skill for, among others, Shugenja (Magicians). A character with a Bonus in the Skill he is using adds his Level to the Raw BCS to derive the Base BCS. For other characters, the Raw BCS is the Base BCS.

NOTE: Character in a Profession receiving a Bonus in a Skill always have a Base BCS of at least their Level in that Skill. This applies even if the character has no score in the Skill, and hence a Raw BCS=0.

Adjusted BCS — Once the Base BCS is calculated, further modifiers may apply. They will usually be based on the particular situation in which the Skill is being applied. In combat, for example, the position of the opponents, the quality of weapons, the armor worn, etc., all modify the Base BCS to determine an Adjusted BCS.

When all the bonuses or penalties relevant to the case have been applied, then the 1D20 is rolled, and the final success or failure of the Skill use determined.

If the Adjusted BCS is in the range 2-19, a natural die roll of 1 always succeeds, and may indicate a "Critical Success," ie. a better than usual result. Likewise a natural die roll of 20 always fails, and

may indicate a "Critical Failure," ie. not only failure, but some disastrous mistake.

1051.1 ADJUSTED BCS LESS THAN OR EQUAL TO 1

If the Adjusted BCS comes out exactly equal to 1, then a natural die roll of 1 does **not** always indicate a "Critical Success," since a roll of 1 was required to succeed in the first place. A die roll=1 in these circumstances requires another die roll against the Raw BCS in the Skill. If this die roll succeeds, a Critical Success was achieved. If it fails, only a normal success resulted.

If the Adjusted BCS is less than 1, a die roll of 1 is required for even a chance of success. If this die roll occurs, a second roll is required, as above, but a success in rolling against the Raw BCS only confers normal success. A miss on this second roll indicates that the Skill attempt has failed completely. It requires a second natural roll of 1 on this die roll to achieve a Critical Success. A natural roll of 20 in this circumstance indicates only a normal failure, not a Critical Failure.

1051.2 ADJUSTED BCS GREATER THAN 19

If the Adjusted BCS exceeds 19, a roll of 20 still fails to succeed. In this case, no "Critical Failure" results are inflicted on the character. The extent of the Adjusted BCS above 19 may influence the extent of the success, since the margin by which a BCS roll succeeds can have a great effect on play (see Effect Numbers, below).

1051.3 CRITICAL SUCCESSES AND FAILURES

As stated above, very low die rolls can indicate Critical Success, ie. not only has the BCS roll succeeded, but the result is even better than normal.

In combat, for example, a blow of crippling damage has been inflicted on the opponent when a Critical Success is thrown.

Under normal circumstances, ie. when the Adjusted BCS is greater than 1, a BCS die roll of less than or equal to 10% of the Adjusted BCS indicates a Critical Success, or a die roll of 1 in any case. Thus, a character with a score of 2-14 scores a Critical Success on a die of 1. If the Adjusted BCS is 15 to 24, a die roll of 1 or 2 is a Critical Success, as 15/10, rounded nearest, is 2, as with all numbers in the range to 24. An Adjusted BCS of 25 to 34 receives a Critical Success on a 1, 2, or 3, and so on.

Critical Failures can only occur (unless cursed or otherwise at some extraordinary disadvantage) on a natural roll of 20. The only effect of Adjusted BCS on this figure is that an Adjusted BCS greater than or equal to 20 negates the criticality of the miss. That is, a character with an Adjusted BCS of 19 or less who rolls a 20 has probably done something dumb. A character with an Adjusted BCS of 20 or more who rolls a 20 has simply not succeeded in his attempt.

1051.4 EFFECT NUMBERS

Basically, an Effect Number is derived by subtracting the BCS die roll from the Adjusted BCS. If the roll was successful, the result must be 0 or more, since the die roll had to be less than or equal to the Adjusted BCS. The Effect Number for a missed roll is going to be negative.

Effect Numbers can be used to get a rule of thumb measure of the degree to which a BCS roll succeeded, or the quality of that success. A "Haiku" poem, one improvised on the spot by the poet, which has an Effect Number of 9 or 10 is obviously superior to one with only a 1 or 2. The relative merits of competing products can be determined in this way, comparing Effect Numbers to see whose was better. The many contests and games popular in Nippon can be inserted into the BUSHIDO campaign by using this rule.

The Effect Number is also used to measure progress in some long term project. A roll is made for each period of time spent on the project (a "Task") and the Effect Numbers for each roll are tallied. When the total is equal to the number of points assigned the project in question, it is complete. This is the basis of the Task System described in section 1120.0.

Since Effect Numbers for failed die rolls are negative, they can indicate the extent to which that failure affects one's progress. In very difficult projects or Tasks, they are added to the tally of points as are positive Effect Numbers, but being negative numbers, these will reduce the overall total.

1051.5 AVERAGING SKILLS

In using the more esoteric combat arts, or producing superior works of fine art, characters may be required to "average" two or more Skills. This is done by adding the Raw BCS scores in the Skills involved, dividing the total by the number of Skills used, and using the result as the Raw BCS for the circumstance requiring the averaged die roll.

Since Raw BCS scores are used, we require characters using averaging Skills to have a score in all Skills used. The minimum score

necessary is a Raw BCS of 1. Certain Skills will be specifically exempted from this rule in their descriptions.

For Bonuses, the general rule is that if any of the Skills averaged are Bonus Skills, then the character receives a Professional Bonus to the Raw BCS. Exceptions are noted as they occur.

Yadomejutsu., a Bugei (Martial Skill), is a technique for parrying arrows or other small missiles with hand weapons. It is averaged with the Skill in whatever weapon the character is using to parry with. The averaged Raw BCS may not exceed the BCS in Yadomejutsu. A Bonus is received if the weapon used is a Bonus Skill for the Character.

1052.0 Study and Training

Characters increase their scores in a Skill by deliberate study. This is measured in "Study Turns" of 1 week and is usually performed in "Downtime," the time between actual adventures.

For each Study Turn spent in training, a character increases his score in the chosen Skill by an adjusted figure derived from his Learning Rate Ability. For each Turn of study, calculate this adjusted Learning Rate as follows:

$(\text{Learning Rate} + \text{Learning Bonuses}) / (2 \times \text{Learning Hindrances})$.

A Learning Bonus is some **enhancement**, added to the base Learning Rate. A Hindrance is some condition which reduces overall learning ability. Each Hindrance halves the effective value of the study period.

1052.1 LEARNING BONUSES

Each Bonus adds 1 to the Learning Rate unless otherwise specified.

Studying with Teacher of Level Superior to student's own.

This reflects the inherent superiority of the higher Level characters and is not influenced by the respective Profession of Teacher and student. For example, a 4th Level character studying under a 5th Level character.

Studying with Teacher of 6th Level (Master).

Studying under any character who is 6th Level gains the student a bonus, no matter how high the student's own Level is.

Studying with Teacher who has mastered Skill (score of 99 in Skill).

While any character with a score in the Skill that is higher than the student's may teach him the Skill, a character who has mastered the Skill may be assumed to offer a better level of teaching ability.

Studying at an Academy, Monastery, School, etc., specializing in Skill.

Centers of learning that have a special place in their curriculum for a given Skill usually developed highly effective teaching methods. When the Gamesmaster designs such a place that will be a permanent fixture in the campaign, he should note what Skills it is noted for teaching, in which it will receive this bonus.

Studying Bonus Skill for student's Profession

Skills harmonious with the student's background, ie. his Profession, will be more easily mastered.

Studying with Aid of a Torimono (Teaching Scroll).

Torimono, besides being notable art/literature works, could be written by the great Masters of the past, distilling their knowledge into valuable pointers for the student. Possession of a Torimono scroll on the subject of the Skill understudy (assuming the student is Fully Literate in the script it is written in) will give a bonus if studying with a Teacher. If a Teacher is **not** available, the Torimono will act in his place, thus cancelling the Hindrance for solo study but not granting a normal bonus.

Private Instruction

Contracting a Teacher to spend all his time with a single pupil will increase the student's Learning Rate by a significant Bonus. The pupil receives a Learning Bonus equal to $(\text{Teacher's score} - \text{Student's score}) / 10$. The Gamesmaster may choose to allow small groups Player-Characters to receive this bonus together, if studying the same Skill under the same Teacher. This will depend on how generous he wishes to be with such training.

1052.2 HINDRANCES

Studying without a Teacher.

The tradition of acquiring specialized Skills in Nippon requires a master, a Teacher as defined below. Characters lacking a Teacher, or substitute such as a Torimono scroll, will incur a Hindrance.

Student has score over 60 points in Skill studied.

Once a given level of mastery has been reached, a student in any field will find it more difficult to achieve the final development of his

Skill. Having mastered the "basics", arbitrarily set at 60% of the subject matter, a Hindrance is levied against further study.

Not studying a Freely Improvable Skill.

Once the number of Skills studied exceeds the character's Freely Improvable Skills Ability, study in other Skills is at a Hindrance. For example, a character with Freely Improvable Skills equal 12 has studied 12 Skills during his career so far. If he starts to study another Skill, progress in it is at a Hindrance. Should he acquire more points in this Ability, he may designate this new Skill as Freely Improvable. This removes that Hindrance from further study in that Skill.

Not studying full time (eg. teaching others, holding a job, court duties, etc.).

Characters engaged in minor activities may still study, but at a Hindrance. Such activities include holding a job, even that of teaching others. Being engaged in an adventure, going on a military campaign (ie. in an army marching into battle), doing research, **etc.**, should preclude study. The Gamesmaster may wish to have Player-Characters who teach be unable to study, if he wishes to limit cross-training among Player-Characters.

Wounded, ill, convalescent, etc., if allowed to study in the first place.

Characters recovering from wounds, diseases, or other damage will be hard put to keep up the gruelling pace of the dedicated student in Nippon. The Gamesmaster may wish to forbid study in his campaign by those not in perfect health. He may waive this requirement if they train in areas which are not hampered by their wounds, such as the Arts. Alternatively he may permit study in any field, but at a minimum of 1 Hindrance.

1052.3 TEACHERS

A Teacher, in the meaning used here, is an individual who can instruct a student in some aspect of a Skill he does not yet know. As such, any character can teach a Skill in which he has a higher score than the student (comparing scores at the beginning of the Study Turn, if they are getting close to each other).

For some Skills, most notably the "Okuden", or "Secret Techniques" of the martial Skills, a Teacher must be formally trained as such. This will be examined more closely in the rules governing Okuden (section 1053.2), and what is required to be able to teach the advanced Skills correctly.

A Teacher can train a number of students in one Study Turn equal to his Learning Rate times his Level. He may teach up to this number of students in any combinations of Skills, ie. he is not restricted to teaching them all the same Skill, but the total number of students under his tutelage may not exceed Learning Rate x Level.

In determining the quality of Teachers available in a city, temple, or other location where characters would logically seek instruction, the Gamesmaster may "stock" the location with specially designed NPC teachers, or use a random selection method to determine what is available to Player-Characters during that particular stretch of downtime. The stocking method is recommended for major cities or academies that will be permanent fixtures of the campaign. This is especially recommended when characters are seeking a personal Master, some great teacher whom they wish to attach themselves to on a long term basis.

If random selection is needed, the following table may be used, based on the Class of the City in which a Teacher is being sought, or the "Level of Place" where the Teacher is found (see Book 2).

Roll 1D100, and consult the appropriate column of the Table. Cross reference the die roll with the Level of the Teacher. A second 1 D100 roll is needed to determine If the Teacher is a Master of the Skill, ie. if he has a score of 99 in that Skill.

Teacher Level	Level of Place					
	A	B	C	D	E	F
6th Level	01-20	01-20	01-15	01-10	01-05	01-05
Superior Level	21-65	21-55	16-45	11-35	06-25	06-20
Teacher	66-95	56-90	46-90	36-85	26-80	21-80
No Teacher	96-00	91-00	91-00	86-00	81-00	81-00
Master of Skill	90%	80%	70%	60%	50%	40%

The "Level of Place" is geared to the system for classifying the size of a city, temple, etc. The bigger such a location is, the more diverse its resources and the better the odds of finding superior training.

The first set of columns determine the relative Level of the Teacher, vis-a-vis the highest Level among the Player-Characters seeking instruction in the Skill. The percentages below the line, for "Master of Skill," give the chance that the Teacher will automatically have a 99 in the desired Skill.

If a Teacher is found, then even if the "Master of Skill" roll does not indicate this score, the Teacher may be such a Master. Since he must

have a score higher than his students' in order to teach them, add 1D6 x 10 (10-60 points) to the current score of the prospective student highest score in the Skill among a group, if more than one Player-Character seeks instruction. If this generates a score of 99 (treat higher totals as 99), then the newfound Teacher is still a Master of the Skill.

Modifiers to the die rolls include:

Type of Training Desired	Level of Teacher Roll	Master of Skill Roll
Okuden study	plus 25	minus 25
Magical School	plus 10	minus 10
Yoga	plus 5	minus 5

The Gamesmaster may also wish to modify an advanced character's overall chance of finding a teacher. Add (Character's score-60)/5, to the die roll for finding a Teacher. A result of "Teacher of Superior Level" may also be modified for high-level characters. If above 1st Level, roll 1D6. The die roll must be greater than the character's Level or the Teacher is assumed to be of lower Level. These considerations do not alter the odds of finding a Master of the Skill.

1052.4 COSTS OF STUDY

While time and place will greatly modify basic costs for training, a set of "standard" values is given here for general use.

Type of Training	Cost per Week
With Teacher	1 SP + 1 SP per Learning Bonus received due to Teacher.
In Academy	+2SP.
Private Instruction	Add 1 SP times Teacher's maximum number of students at one time.
Studying Okuden	Double costs.
Non-Ninja studying	
Ninja Skill	Pay costs in Gold, not Silver.

1052.5 INITIAL SKILLS

In the following descriptions of the individual Skills, an Initial Skill Score is given. When preparing a new character, he will receive a number of Skills, called Initial Skills. These differ for each Profession. When a Player selects an Initial Skill for his character, the Initial score shown for that Skill is worked out. This represents the training received during his "youth" by the character, prior to his entry into the campaign.

No Attribute improvements derive from the Initial score received in a Skill.

Please note that Initial Skill Scores are received **only** at the beginning of a new Player-Character's game "life." Selecting a new Skill for study after beginning play does not give the Player-Character an Initial Skill Score in the new Skill. He starts his training with 0 points in the Skill score.



1053.0 BUGEI

"Bugei" are formal Skills in the arts of combat and the techniques used in warfare (eg. forced marches, horsemanship). Some are common to warriors of all periods and cultures while others are uniquely Nipponese. The study and eventual mastery of the Bugei is the principal occupation of the fighting Professions: Bushi, Budoka, and Ninja.

All Bugei exist in two forms: Omote and Okuden.

The "Omote," or "Outer Teachings", measure Skill in the normal use of a weapon form or martial technique. The Omote of Kenjutsu, for example, is the Skill of properly using the sword in combat. No supernormal capabilities derive from using this Skill. An Omote may be studied under any available Teacher, that is, a character having a score higher than the student's own.

The "Okuden", or "Secret Teachings", are Skill scores in special methods of applying Bugei. In a weapon form, these can be ways of enhancing the damage done by one's blows. Seemingly superhuman feats can be learned by proper study of the Okuden. These arts are developed by the "Ryu", or "Schools", specializing in various Bugei. They are jealously guarded from outsiders, being handed down from Master to Disciple over the generations.

The Teacher of an Okuden must have been trained as a Teacher by the Ryu whose technique he is teaching. Just having a score in these Skills is not sufficient. He must be qualified as an instructor by the Ryu. Such qualification is not lightly gained. See section 1053.2 for more details on Okuden.

1053.1 DESCRIPTIONS OF BUGEI

Atemi-Waza

An unarmed combat system using hand and foot blows to perform Strike attacks. Modern Karate is descended from this Bugei. The hands and feet are conditioned to great toughness and strike as do weapons. The character has the option of Striking with a hand and then performing a Second Strike with the other hand. Alternatively, he may perform a Strike with his foot. A Disabled leg will prevent the character from making any attack with his feet. Hands have Short Range while feet have Medium Range.

The attacks do the base Unarmed Combat Damage, explained in section 1043.1c. Atemi-waza attacks receive the normal Damage Bonuses due to Strength. A Budoka may add his Level to the damage done. Damage is normally Subdual type, but those Professions for whom this is a Bonus Skills may elect, before the attack is resolved, to strike for Lethal damage instead. Such damage is one half the amount of damage normally done. If the Atemi-waza attack is delivered while performing a Heroic Leap, the base damage die used by the attacker will be reduced by one step.

If Atemi-waza is used as a counterattack to a Grapple, the user's BCS receives no modifiers due to "facing."

BONUS: Budoka, Ninja.

INITIAL SKILL SCORE: Strength+Deftness+Will.

Bajutsu

The technique of horsemanship. This permits the character to control a mount when under difficult conditions, or if the animal is trying to bolt, throw him, etc. All BCSs for mounted combat are averaged with the BCS in Bajutsu, although this figure may **never** exceed the unaveraged value of the combat BCS in use.

BONUS: Bushi

INITIAL SKILL SCORE: 2xWill

Bojutsu

The use of the staff in combat. This is much used by monks and pilgrims, who may be bound by their vows to shun more lethal weapons, and who are also seldom without their pilgrims' staves. A staff of down to 4' may be used. Both hands are required.

For characters of sufficient Strength, Bojutsu also governs the use of the fearsome Tetsubo.

BONUS: Gakusho, Yakuza

INITIAL SKILL SCORE: Strength+Deftness+Will

Chikujo-Jutsu

Fortification and siege strategy. Used by the commanders of armies in such situations.

BONUS: Bushi

INITIAL SKILL SCORE: Wit+Will

Hayagakejutsu

A technique for increasing one's movement factor in strategic movement; forced march technique. A character may increase his current Speed by the Effect Number of a successful BCS roll in this Skill, for purposes of calculating his daily movement in Strategic Timescale.

BONUS: Ninja.

INITIAL SKILL SCORE: Health+Will

Hojojutsu

A technique for binding a foe so that he cannot escape. Also used defensively by the victim to impede the binding process and possibly to escape.

The Attacker must have rendered the Target helpless before attempted to tie him using Hojojutsu. Common means of doing this include completed Grappling attacks or completed Entangling Attacks. These are both explained in the Combat rules (section 1117.1). When a die roll is called for, it is made on the Base Action Phase of the Attacker, since the Target is in a passive role unless he happens to escape the Attacker, in which case the fight will probably start all over again.

If the Target is unconscious, the Attacker can tie him up simply by making a successful Hojojutsu BCS, rolling on each Detailed Turn until he succeeds. A conscious Target is presumed to be struggling and the following rules come into play.

The Attacker rolls his Hojojutsu BCS and notes the Effect Number. The Target does the same if he knows the Bugei. He may, instead, choose to roll his Deftness ST, but his RAW Saving Throw is subject to a 50% penalty. He will still add his full Level to this figure to determine the Base Saving Throw. The Attacker's Effect Number **minus** the Target's Effect Number generates an adjusted Effect Number.

If this adjusted Effect Number is positive then the Attacker has the advantage. He rolls 1D10 and if the die roll is less than or equal to the

adjusted Effect Number than the Target is bound fast. If the adjusted Effect Number is negative, then the Target has the advantage. He likewise rolls 1D10 and if his roll succeeds then he has broken free and is no longer subdued. If the 1D10 roll for the character having the advantage fails, or the adjusted Effect Number is equal to 0, then the situation is stalemated and continues into the next Detailed Turn.

The Target may opt to do nothing, hoping that the Attacker's Effect Number will be negative, giving the Target a chance to escape. But if he exercises this option and the Attacker's Hojojutsu roll succeeds, then the Target will automatically be tied up. The Attacker need not check to see if he has succeeded in doing so.

Once tied, a Target is allowed a Deftness ST once per hour to try and slip free, unless he is under constant guard. A Ninja having the Escape Skill (Nawanuke-jutsu) may work surreptitiously to get free even if he is being watched. His actions are a Hidden Thing as far as his watcher are concerned. See the rules governing Ninja Skills for details.

BONUS: Bushi.

INITIAL SKILL SCORE: Speed+Deftness

Iaijutsu

A technique for fast-drawing the sword and cutting at the foe in one movement. It permits the character to draw the weapon and make a Strike attack in the same Action Phase. It may be used when Engaged at no penalty. Both hands must be free to use this Bugei or a 50% penalty is applied to the Base BCS.

A normal miss with this Bugei means the sword is out but the blow missed. A Critical Failure means the weapon may have been dropped: roll a Deftness ST. If this fails, the sword has indeed been dropped.

BONUS: Bushi, Ninja

INITIAL SKILL SCORE: Deftness+Speed+Will

Jittejutsu

This combat form governs the use of the Jitte, a short iron truncheon used to club an opponent or make a Disarming attack.

The Jitte's fairly low offensive power made this Bugei a weapon favored more for defense than attack. But when used as part of a two weapon form with a more deadly weapon in the other hand, it was a fearsome thing.

BONUS: Bushi, NPC "Police"

INITIAL SKILL SCORE: Deftness+Speed+Will

Jojutsu

The use of the Jo, a short (2-4') wooden staff in highly trained baton combat. It is usual for a Jojutsu user to study "Ni-Jo" (Two-Jo, a Two-weapon Skill) as his expertise in the single weapon form increased.

BONUS: Budoka, Yakuza

INITIAL SCORE: Deftness+Will

Jujutsu

An unarmed combat system allowing the user to make Grapple, Throw, and Trip attacks. All forms are considered Short Range weapons. This Bugei is the forebearer of modern Judo.

Any attack using Jujutsu made against a target who also has knowledge of Jujutsu is subject to a reduction of its effects. The Target may also roll his Jujutsu BCS and if he succeeds his Effect Number is subtracted from his Attacker's Effect Number. Similarly, a failed BCS means his Attacker's Effect Number will be enhanced by the Target's. This roll is at the option of the Target.

When counterattacking against a Grapple attack, the only usable attack form of Jujutsu is the Throw. If successful, the Attacker's grip will be broken when he is Thrown. Use of the Bugei in this case receives no modifiers due to "facing" or either combatant's position (kneeling, prone, etc.).

If a Jujutsu user elects the Takedown option of the Throw attack and is successful, he is allowed to immediately perform a Grapple attack. This does not require waiting until the next Available Action Phase. It may be considered as part of the single Attack Option.

Once an Attacker using Jujutsu has succeeded in rendering his opponent helpless, he may, on the following Available Action Phases:

- Maintain the situation. This holds the Target helpless until the Attacker releases him.
- Attempt a choke. This requires the Attacker to make a new **Jujutsu** BCS roll, using his Raw BCS with no modifiers. Success renders the Target unconscious. Failure frees the Target from all restraint. If the Attacker maintains his hold on the Target for three continuous Detailed Turns after unconsciousness occurs, the Target will die.
- Attempt to disable a limb. If the combatants are still standing,

the hold will be an armlock. If they have fallen, there is a 30% chance that the hold will be a leglock. To disable the limb requires that the Attacker continue his hold after rendering the Target helpless. On Action Phase 1 of any Detailed Turn the Attacker chooses after this point, he rolls a Jujutsu Raw BCS with no modifiers. Failure frees the Target from restraint. The results of success depend on how long the Attacker has continued the hold before rolling to Disable the limb.

If the Attacker waits only 1 Detailed Turn, the Effect Number of his BCS roll determines the number of hours the limb will be disabled. The Target may reduce this by the Effect Number of a successful Health ST, down to a minimum of 1 hour.

If the Attacker waits for 2 Detailed Turns before rolling, then the Effect Number of his die roll will be the amount of Critical Damage to the limb. The limb receives a Disable Critical Effect.

If the Attacker waits for 3 Detailed Turns before rolling, then the limb is broken. The Effect Number of the die roll is the amount of Critical Damage which must be healed after the bone is healed before the limb becomes usable again. Broken bones heal in a number of Days equal to (100-Health of the Target). Medical care shortens this period further.

The Attacker may select any lesser option from the above choices if he wishes. An Attacker who holds the grip for 2 Detailed Turns before rolling could select either of the first two options.

Any time a character who knows Jujutsu is the Target of a successful Throw attack, he may make a Jujutsu Raw BCS roll to immediately roll to his feet and avoid the effects of having been thrown to the ground. A success in this case will prevent the Attacker using a Takedown option from executing a Grapple attack. In fact, anytime a character with knowledge of Jujutsu is knocked down or trips, he may attempt to use the Bugei to roll out of the fall.

The use of the Parry Option with Jujutsu has a unique form. No addition is made to the Armor Class of the user. Whenever an attacker fails in his attack against the user, the attacker is subject to an immediate attack by the user if the attacker is inside the user's range. The user's attack receives a positive modifier equal to the absolute value of the attacker's Effect Number for the failed attack.

BONUS: Budoka, Ninja, Gakusho

INITIAL SKILL SCORE: Deftness+Speed+Will

Kamajutsu

The use of the Kama, or sickle, as a weapon. A weapon form developed by the peasantry, turning tools into weapons to defend against bandits, marauding ronin, or rapacious samurai.

BONUS: Budoka, Heimin (Peasants)

INITIAL SKILL SCORE: Strength+Deftness+Will

Karumijutsu

A Bugei enhancing the use of Climbing and Leaping Capabilities. Greater control and effectiveness in these actions is achieved by "lightening" the body through precise use of balance and muscular tension, permitting remarkable feats.

Climbing/Leaping

Karumijutsu increases the Base BCS in these Capabilities. The character receives a bonus equal to (Base BCS in Karumijutsu/5). This can give him a bonus of up to +5 in using the Capabilities.

The character may always substitute his BCS in Karumijutsu for the Capability die roll or for any Saving Throws required in the event of failure in using the Capability. If this option is chosen, then there is no bonus to the Karumijutsu BCS for high scores in the Capability or Saving Throw it is replacing.

Reducing Fall Damage

Karumijutsu can reduce the harmful effects of falls from a height. The character is allowed a roll on his Karumijutsu BCS and if it succeeds he reduces the effective height of the fall by the die roll's Effect Number in feet. If this reduction is greater than the actual height of the fall, then the character lands on his feet. Otherwise he lands prone on the ground.

Heroic Leaps

Karumijutsu permits the character to perform incredible jumps covering both height and length and allowing the character to make an attack on a target in his "flight path." The maximum distance such a "Heroic Leap" may cover is equal to the Strength of the character in feet.

The total distance of the leap is calculated, according to the following formula:

(Maximum Height of Leap x 2) + Length of Leap along the ground.

If the Karumijutsu BCS roll fails, then the character loses control

of his motion. He must roll a Speed ST. If the Saving Throw succeeds then he aborts the Leap. He must then roll a second Speed ST or he will trip and fall down. He may substitute the Karumijutsu BCS for either of these Saving Throws.

If the Saving Throw to abort the Heroic Leap fails then the character must make the planned leap but is unable to make an attack as he does so. Moreover, when he lands he will suffer the effects of a fall from a height equal to the distance of the leap. He may use Karumijutsu to try and reduce this effect as described above.

Optionally, the Gamesmaster may permit characters to perform a Heroic Leap for a greater distance than their Strength allows. They may add the Effect Number of the Karumijutsu die roll to the usual maximum. However, a missed Karumijutsu BCS still bars them from making an attack and will reduce their Leap's distance to their normal maximum plus the Effect Number (which will be negative for a failed die roll). In any case, the character suffers the effects of a fall from a height equal to the distance of the Leap when he lands. Again, a Karumijutsu roll is allowed to try and lessen this effect.

BONUS: Budoka, Ninja

INITIAL SKILL SCORE: Deftness+Will

Kenjutsu

Swordsmanship. The most highly regarded of the Bugei: the principle martial technique of the Bushi. The character is drilled in the use of the Nodachi, Katana, and Wakizashi in combat as single weapon forms. Two-Sword technique is known as Ni-To-Kenjutsu, described below.

BONUS: Bushi

INITIAL SKILL SCORE: Strength+Deftness+Will

Kiserujutsu

The use of an iron tobacco pipe (Kiseru), about 3' long, and often equipped with a tsuba (handguard) as a sword/truncheon type of weapon. Another weapon form developed by commoners in times when they were forbidden more formal arms.

BONUS: Yakuza

INITIAL SKILL SCORE: Strength+Deftness+Will

Kusari-Jutsu

This Bugei is used both by itself and as an averaging Skill in connection with certain handweapons. It governs combat using a weighted chain or rope, a "Kusari." This may be used alone to deliver a snapping whiplike Strike, to Entangle, or to Trip an opponent. All Flexible Weapons are governed by Kusari-jutsu. The Bugei also governs the use of the Kawa-nawa, a rope with grapple attached, as a weapon. Ninja use this Bugei to employ the Kyo-tetsu-shoge, a rope equipped with a weight at one end and a razor sharp blade at the other, in all its attack forms at full value.

Certain handweapons were often enhanced by the addition of a Kusari to the shaft or butt. Such weapons were given a name combining that of the basic weapon involved and an affix of "Kusari-," or "-gusari" if it was used as a suffix. Examples of chain weapons used with Kusari-jutsu include: So-gusari (Spear with chain attached to butt), Bo-gusari (Staff with chain), Jitte-gusari (jitte with chain), Kusari-gama (Kama with chain), and so on.

When using a chain weapon, the character will average his BCS in the Bugei governing the main weapon with his BCS in Kusari-jutsu. If attacking with the main weapon, the averaged BCS may not exceed that of the Bugei it requires. If attacking with the chain, the averaged BCS may not exceed the BCS in Kusari-jutsu.

For example, Hoshi has a Raw BCS of 12 in Jitte-jutsu and a Raw BCS of 8 in Kusari-jutsu. His averaged BCS is therefore $(12+8)/2 = (20/2)$, or 10. Let us assume Hoshi receives no Bonus in

either Bugei. In attacking with the Jitte half of his Jitte-gusari, his Base BCS will therefore be equal to 10. But in using the chain half of the Jitte-gusari, Hoshi's averaged BCS is greater than his BCS in Kusari-jutsu. Therefore his Raw BCS will be 8, the same as his unaveraged score with the weapon. As he receives no Professional Bonus, his Base BCS is the same as his Raw BCS for an 8.

BONUS: Ninja

INITIAL SKILL SCORE: Strength+Will+Deftness

Kyujutsu

Archery Skill. Governs the use of all forms of Nipponese bows and arrows.

In BUSHIDO we deal with two types of bow. These are the Dai-kyu, ("great bow"), the large, asymmetrical longbow, and the Han-kyu ("short bow"), a lighter, more wieldy weapon. Both were of composite construction. Arrows for the two bows are not interchangeable.

A bow of either type is measured in terms of how many "normal" men it takes to string it. This is called the "Man-Rating" of the bow. In order to use a bow properly, a character must have sufficient strength to pull it. The chart below gives the breakdown of Man-Ratings. A character using a bow with too high a Man-Rating is Overbowing and will receive a BCS modification of -4 per Man-Rating in excess of his proper bow Man-Rating he is using.

Similarly, using a bow with a lower Man-Rating is called Underbowing. Characters receive a BCS penalty of -2 per Man-Rating below their proper bow.

The Man-Rating also defines how much damage will be done by arrows loosed from the bow. The basic rule is that 1 die of damage is done per Man-Rating of power behind the arrow. If a bow's effective Man-Rating is reduced to 0 by distance, the arrow will still do damage on a hit as if the bow had a Man-Rating of 1.

Arrows

There are various types of arrow-heads available for use in Nippon. All arrows weigh 0.1 pound. The Class of goods corresponds to the bow type.

Arrow Type	Cost	BCS Modifier	Damage per Man Rating
Willow Leaf (Yanagi-ba)	4 copper	+0	1D6
Bowel Raker (Watakushi)	6 copper	-2	1D6+1D3*
Armor Piercer (Togari-Ysj)	5 copper	+1	1D5*
Humming Bulb (Hiki-me)	3 copper	-1	1D3

A "*" means the arrow is available for use with the Han-kyu.

Quivers (Ebiru)

Quivers hold 24 arrows of any combination of heads. They will only hold arrows for one type of bow. Cost is 1 stiver piece. Weight is 1 pound. Class of goods is C.

Bowstrings are class C goods and cost 2 copper pieces each. The type of bow that they are intended for must be specified at purchase. A bowstring weighs .1 pound.

BONUS: Bushi

INITIAL SKILL SCORE: Strength+Deftness+Will

Masakarijutsu

The use of the battle axe (Masa-kari). Most such weapons in Nippon are equipped with a thrusting spike, and using such a weapon with this Bugei permits a Second Strike option.

BONUS: None

INITIAL SKILL SCORE: Strength+Deftness+Will

BOW USE TABLE

User's Strength	Man-Rating	Dai-kyu (Class B goods)		Man-Rating	Han-kyu (Class C goods)	
		Weight	Price (silver)		Weight	Price (silver)
2-10	1	6	30	1	4	10
11-20	2	8	40	1	4	10
21-30	3	9	50	2	6	20
31-40	4	10	60	3	7	30

ARCHERY TABLE

Range Step	Range in Yards		BCS Modifier	Man-Rating Modifier
	Dai-kyu	Han-kyu		
Engaged	May not be used in Engaged Status			
Point-Blank	2-10	2-10	+2	+1
Short	11-60	11-40	+0	+0
Long	61-150	41-100	-4	-2

+10/Man-Rating +10/Man-Rating

Naginatajutsu

The use of the Naginata or Nagamaki, two forms of glaive-like polearms.

BONUS: Bushi, any female character

INITIAL SKILL SCORE: Strength+Deftness+Will

Ni-To-Kenjutsu

"Ni"=Two. "To"=Sword. "Ni-to" is thus two-sword style, permitting combat with a sword held in each hand. The score in Ni-to-kenjutsu may never exceed the score in the Bugei of the individual weapons used. In this case, the score may not exceed that held in Kenjutsu.

The user is allowed to take advantage of any of the attack forms allowed to the weapons he is using. The character is normally assumed to attack using an attack form available to whichever weapon he has designated as his "primary" weapon. His other, or "secondary" weapon is assumed to be used for defense. When this is the case, the character is allowed to make a normal attack at full BCS values with his primary weapon and, if both of the basic Bugei for his weapons are Bonus Skills, he receives a Defense in combat due to his use of the secondary weapon.

The character is allowed the option of a "double attack." Each of the attacks is at a -1 modifier in addition to other situation modifiers. The attack with the primary weapon has the normal Base BCS value while the attack with the secondary weapon is at one half the Base BCS value. These values are for whatever form of Base BCS is available to the character in the Available Action Phase used for the attack. Thus, on a Secondary Action Phase, the primary weapon's BCS starts at half value and the secondary weapon's at one quarter value. All attacks are subject to the usual modifiers for position, armor, weapon quality, etc.

Use of the double attack leaves the user vulnerable. Beginning on the Action Phase in which the character makes the double attack and continuing until the same Action Phase on the following Detailed-Turn, all attacks directed at the character receive a +1 to their BCS.

The character may use either or both weapons in a Parry option and modifications accrued to the effective Armor Class are cumulative. In any option that allows the user to execute an attack, the Ni-to-kenjutsu user may choose to attack with one weapon and Parry with the other. The user may choose which weapon is used in which way. Remember that the BCS values are modified by which weapon is primary and which is secondary and whether the Action Phase used to initiate the option is Primary or Secondary for the character.

BONUS: Bushi

INITIAL SKILL SCORE: Strength+Deftness+Will

Nunchaku-te

The use of the Nunchaku, two lengths of wood joined by a short length of rope or chain. It can be whirled by a skilled user at speeds up to 120 miles per hour, hitting with devastating force. There are several unique Okuden associated with the Nunchaku.

BONUS: Budoka

INITIAL SKILL SCORE: Strength+Deftness+Will

Onojutsu

The use of the ono (poleaxe).

BONUS: None

INITIAL SKILL SCORE: Strength+Deftness+Will

Sai-te

The Okinawan combat system using the Sai, an agricultural trident corresponding to the Japanese Jitte.

Students of Sai-te frequently move rapidly to the study of Two-Sai and also favor an Okuden permitting the unwieldy weapon to be accurately thrown as if using Shurikenjutsu.

BONUS: Budoka

INITIAL SKILL SCORE: Strength+Deftness+Will

Senjo-Jutsu

The deployment of forces in battle. Used by commanders in the field. Senjo-jutsu is described in the rules governing Battles, section 2060.0.

BONUS: Bushi

INITIAL SKILL SCORE: Wit+Will

Shinobi-jutsu

Shinobi-jutsu is the technique of stealthy movement, permitting silent movement past guards, over or through areas which usually create noise, such as gravel walks, undergrowth, even the "Nightingale Floors," a set of floorboards designed to squeak loudly at any footfall.

When using Shinobi, the sounds of the character's movement become a Hidden Thing requiring a perception die roll, (a Wit ST with

the appropriate modifiers) on the part of potential observers if they are to notice it. Of course, tiptoeing in plain sight will amuse onlookers, but they will definitely notice the character.

The Effect Number of the BCS die roll is subtracted from the Wit ST of those who might be listening. A negative Effect Number does indeed act to increase their adjusted Saving Throw! Modifiers to the Shinobi-jutsu BCS include:

Wearing Armor:	-(Armor Class-2)
Moving faster than a Walk (over BMA):	-5
Climbing:	-3
Light undergrowth:	-2
Heavy undergrowth:	-3
Gravel on ground:	-1
Nightingale Floor:	-2D6*
Raining:	+3
Tempest:	+5
Heavy snow on ground:	+1
Noise from some other source present:	+1 to +5*
Moving to Attack victim:	-5

*or Gamesmaster's decision

BONUS: Yakuza

INITIAL SKILL SCORE: Deftness + Speed + Wit

Shurikenjutsu

Combat throwing technique for small missile weapons: shuriken, knives, the wakizashi, certain Ninja "Gimmicks," etc. Not used for javelins or large items (rocks, opponents, etc.).

If using Shuriken, the small throwing knives of Nippon, the character may throw up to one Shuriken per Level. All of the Shuriken must be thrown at the same target, each one is rolled for separately, to see if it hits, and each such BCS roll is at a penalty equal to the number of Shuriken thrown. Thus, a 3rd Level character may throw up to 3 Shuriken. He would roll on his Shurikenjutsu BCS for each of the missiles to see if it hits and each roll is at -3.

Hurling ranges and their effects are shown below:

Distance in Yards up to:	BCS	Damage Die
User's Strength ST	+0	Add 1 Step
1.5 x User's Strength	-2	Normal Damage
2 x User's Strength ST	-4	Subtract 1 Step

If the character is throwing only one missile, he may add his Strength Damage bonus to the damage done by the weapon.

BONUS: Shugenja, Ninja

INITIAL SKILL SCORE: Deftness+Will

Sodegaramijutsu

The use of the two "capture" weapons: the Sodegarami, or "Sleeve Tangier," used to clutch and drag a prisoner by his clothes, and the Sasumata, a catchpole or pitchfork, used to fend off or pin a victim.

BONUS: NPC "Police"

INITIAL SKILL SCORE: Strength+Deftness+Will

Sojutsu

The use of various types of yari (spears)

BONUS: Bushi

INITIAL SKILL SCORE: Strength+Deftness+Will

Suiejutsu

Special techniques for swimming, enhancing the use of that Capability.

Suiejutsu increases the Swimming Capability by a bonus equal to the Suiejutsu BCS/5 is added to the Capability. Alternatively, the Suiei BCS may be substituted for the Capability altogether.

Suiejutsu also governs such actions as high dives. A character falling into water from a height would normally suffer the damaging effects of that fall. With Sui, the effective height of the dive is reduced by the Effect Number of a Suiejutsu BCS die roll, measured in yards.

BONUS: Ninja

INITIAL SKILL SCORE: Strength+Health+Will

Sumai

The forerunner of modern Sumo, this Bugei is a system of wrestling, that takes full advantage of mass and impetus. Sumai may be used to Strike with hand blows or to Grapple.

When using handblows for a Strike, the character may utilize a Second Strike attack form. Damage is done normally (see section 1043.1c) but the user may add his Strength Damage Bonus. If the user is Charging into his attack, his Base Movement Allowance is added to his Strength for purposes of determining damage, if the attack is successful.

When performing a Grapple attack, the user may elect to use his base Strength ST or his base Sumai BCS to generate the Effect

Number used to determine the success of the Grapple. If the character Charges into his attack, he may add his Base Movement Allowance to the Effect Number of that Grapple attack.

Once a character using Sumai has rendered a foe helpless in a Grapple attack, he may elect to use his next Available Action Phase to hurl the Target to the ground. This requires the Target to make a Health ST. Failure indicates unconsciousness, while success indicates that the Target has taken a Stun Critical Effect. If the Target makes a Critical Success on the Health ST, he suffers only a Daze Critical Effect.

BONUS: Yakuza. NPC "Sumotori" (Sumo wrestlers)
INITIAL SKILL SCORE: Strength+Deftness+Will

Tantojutsu

Knife fighting. Fast moving and agile combat with the Tanto or Aiguchi. When using this Bugei, a Second Strike is permitted with the knife, due to the dazzling speed with which the fighter moves his weapon.

BONUS: Shugenja, Ninja, Yakuza, any female character
INITIAL SKILL SCORE: Strength+Deftness+Will

Tessenjutsu

The use of a steel or steel-ribbed fan, the tessen as a striking weapon. A popular Okuden of this form teaches the use of a Tessen fitted with a blade-catching tine, in the manner of a Jitte.

BONUS: None
INITIAL SKILL SCORE: Deftness+Speed+Will

Tonfa-te

Another Okinawan incursion, using the Tonfa, a baton fitted with a handle at one end, to form a letter "L."

Tonfa-te may be used to strike with the weapons, enhance blows using Atemi-waza, or Subdual Holds using Ju-jutsu. It is averaged with these techniques when so used, and this averaged score may never exceed the score in the Unarmed Bugei being used.

BONUS: Budoka
INITIAL SKILL SCORE: Deftness+Speed+Will

Two-Weapon Bugei

The use of any form of two weapon system in a Bugei is modelled on Ni-to-kenjutsu. The basic rules for the use of two weapons are presented there. Remember that the user must specify which of the two weapons is being used as the primary at any given time. The two weapons being studied for this Skill must be specifically named, and the score in the two weapon form may never exceed the average score in the basic Bugei used. Common combinations of Bugei include: Sword and Jitte; Sword and Spear; Two Nunchaku Tonfa, or Sai; Sword and Tessen; Two Kama; Axe and Sword. Both these, and other, weirder forms of Two-Weapon Bugei, were developed and taught by one Ryu or another.

BONUS: Bonus received only if BOTH of the single weapon Bugei used are Bonus Skills for the character.
INITIAL SKILL SCORE: Average Initial Skill in the two single weapon forms.

Yadomejutsu

Literally, "the technique of arrow cutting." A special method of defending against missile attacks with hand weapons or even unarmed combat moves. This may be used in conjunction with any Bugei allowing a Strike attack. The practitioner may "cut," ie. deflect, small missiles out of mid-flight as they hurtle at him. The BCS in Yadomejutsu is averaged with the BCS in the Bugei used to parry the missile, but may not exceed the Yadomejutsu score in any case.

Yadomejutsu is applied only against missiles which actually would hit the character. Those that would miss anyway are ignored. When a missile scores a hit on a character, note the Effect Number of the attacker's BCS die roll. Reduce this by the Effect Number of the Yadomejutsu BCS roll, if successful. If this reduces the missile's Effect Number below 0, the attack has been deflected. The Gamesmaster may permit the optional roll of a Strength Saving Throw by the successful defender. If this roll succeeds, the missile is shattered. If using Atemi-waza to block the missile, a Deftness ST may be made in the same way. If it is successful then the missile has been caught.

Yadomejutsu may be applied against all arrows, blowgun darts, and such hand-hurled missiles as shuriken, tetsu-bishi, and the Uchi-ne, or light javelin

BONUS: Bonus is received if Bugei of parrying weapon is a Bonus Skill
INITIAL SKILL SCORE: Speed+Will

Yari-Nage-Jutsu

The technique for using the javelins of Nippon. The character may use this Bugei to Hurl the light javelin (Uchi-ne) or the heavy javelin

(Yari-nage). The heavy javelins may also be used in hand-to-hand combat with this Bugei, but it is an inferior weapon for such purposes. Hurling ranges for javelins and their effects are given below. The heavy javelin has half the indicated range.

Distance in Yards up to:	BCS	Damage Die
Users Strength	+0	Add 1 Step
15 x User's Strength	-2	Normal Damage
2 x User's Strength	-4	Subtract 1 Step

BONUS: Bushi

INITIAL SKILL SCORE: Deftness+Will

1053.2 OKUDEN

The Bugei as outlined above comprise the Omote, the standard Skills, in the various weapon systems and physical conditioning techniques of Nippon. Most of them will have one or more Okuden, secret and advanced training, available for the dedicated student.

An Okuden is a separate Skill which enables the character to perform some extraordinary feat with the weapon. The BCS in the Okuden is used in place of the BCS in the Omote to make the attack. No Bonus is received in an Okuden. The Base BCS always equals the raw BCS.

The Okuden may enhance the effects of the attack or permit some unusual combat action. Okuden studied count against the character's Freely Improvable Skills.

The study of an Okuden is specific to the Bugei involved. That is, a character with skill in the Okuden "Piercing Thrust" as used with Sojutsu (spear technique) cannot use the Okuden with Kenjutsu (sword technique). That would require study of the Okuden in connection with Kenjutsu. The score in an Okuden may never exceed the score in the Omote form with which it is associated. If you have a 60 in Kenjutsu, the maximum score you may have in any Okuden of Kenjutsu is likewise 60.

1053.2a Study Of Okuden

All study in an Okuden is at 1 extra Hindrance from the very beginning. A Teacher in an Okuden must not have a score greater than his student's in the Skill, but must be qualified by the Ryu which controls the Okuden as a Teacher of their secrets. The methods by which Okuden are taught were jealously guarded secrets of the "sensei," the master teachers who were the Heads of the various Ryu, or "Schools" of the Bugei.

Instruction in an Okuden is a privilege, not a right. The would-be student must use Status in order to get his Teacher to agree to train him in an Okuden.

In order to receive training as a Teacher in an Okuden, the character must again use Status to receive his master's consent. Unless the would-be student is a faithful disciple of the sensei's, the master will not be willing to grant the request. Since such training was usually only given to one, favored student at a time, jealous rivals within the Ryu might use their own Status to try and block the request.

The qualification process is a Task performed by the would-be teacher under the direction of his sensei. The Task Value is 100. The Task Turn is 10 days. Task Points are based on the Effect Number for the student's BCS in the Okuden he is qualifying in with enhancements as follows:

- Student's base Learning Rate.
- Average of Student's and Sensei's Levels.
- Student's score in Omote on which Okuden is based, divided by 20.

The cost of qualification training is the same as that for Okuden study, that is, double the normal rate. But in addition, the student is expected to present the Sensei with a gift equal to the difference in their Status scores, in silver. This is usually going to equal (100-Student's group Status), since the Sensei is generally the head of the Ryu.

1053.2b Description Of Okuden

Piercing Thrust

This is used with any Bugei allowing a Thrust attack. It allows full damage to be done by the attack, which likewise raises the chance of receiving Thrust Special Effects.

Smashing Blow

Increases the chance of achieving a Bash with a blow. If the Bugei or weapon used already has a Bash effect, the chance of achieving a Bash is doubled (it is usually the damage done by the blow on 1 D100). If the attack does not normally have a Bash effect, it has a standard chance of Bashing when used with this Okuden.

Fire and Stones

This Okuden is used with a Two-weapon Bugei. Both weapons are used offensively, though only one BCS die roll is made. In essence, the character using this Okuden entraps his opponent's weapon in a scissor-like blow, seeking to break it. The weapon has the same Armor Class as the character using it. This allows a Break Weapon Disarm.

This Okuden is not used against natural weapons (teeth, arms, claws, legs, etc.). It is designed for use against artificial weapons only.

Reverse Cut

This allows the character to make attacks to the rear and side at no penalty for the "facing". He may strike in any direction freely.

Hurling

This is used with Bugei for weapons that are not normally thrown: swords, the Yari, Sai, etc. Any pointed weapon may be thrown, doing its usual damage. Ranges are determined as with Shurikenjutsu.

The Lightning Stroke

This Okuden can apply to any combat Bugei. If an attack misses, a second blow may immediately be made, at a Base BCS penalty of 50% applied to the BCS used for the first, unsuccessful attack. Use of this Okuden negates the character's ability to make a normal Second Strike, if the Omote permits one.

For example, a character attacks using the Lightning Stroke (as an Okuden of Kenjutsu, let us say). He has a Base BCS of 18. His first blow misses and he makes a second attack in the same Action Phase. His Base BCS is 9. In a secondary Action Phase, his Base BCS would be 9 for the first attack. In the event of a miss, the second strike's BCS would be 4.

The player must declare that he is using Lightning Stroke before making the first attack and in the event of a non-Critical miss, he must make the follow-up attack. A Critical Failure will break off the attack pattern, as well as imposing whatever critical effect the rules call for on the character.

The Returning Hurl

The Okuden governs the throwing of the normally hand-held weapon attached to a chain or rope on a Flexible weapon, as described in Kusari-jutsu. The Hurl is under the rules for Shurikenjutsu but the maximum range is equal to the length of the chain. The thrown weapon may be retrieved by a sharp tug on the chain performed on any Available Action Phase following the Hurling option. Until retrieved, the chain can be grabbed by an opponent.

Disarm

The Okuden is used to make a Disarm attack. With a weapon that does not normally have such an attack available, a Remove Weapon Disarm is allowed. If the weapon is fitted with a blade-catching tine, like the Jitte, a Break Weapon Disarm is allowed.

Precision Strike

Known as "Genkotsu-jutsu", this Okuden increases the damage of attacks made with the weapon by 1 Die Step.

The character uses the Okuden to make a Grapple attack exactly as is done in Jujutsu.

1053.2c Designing Okuden

Any character can invent a new Okuden, although we recommend limiting such innovation to characters having a Bonus in the base Bugei to which it will apply. Creating the Okuden is based on a single Bugei, as is the case when learning them. A character cannot invent a single Okuden which he then uses in connection with all of his Skills.

The invention process is a Task, with a Task Value of 99. The inventor must have a score of 99 in the Bugei on which the Okuden is based. If he is inventing an Okuden which refines the action of an existing Okuden, a super-advanced technique, as it were, he must have a Base BCS of 99 in that Okuden as well. The Task Turn is 1 week. The Task Points are derived from the Effect Number rolled on the Bugei used for the Okuden. A penalty to the BCS roll made each week is imposed, equal to (99-current total of Task Points accumulated)/10. In other words, the first roll in the process is at (99-0)/10, or 9.9, which rounds to 10. Failed die rolls DO NOT reduce the Task Point total. They are simply ignored.

The inventor may use the Okuden himself at a score equal to his current Task Point total, even if he has not completed the Task. But he may not teach the new Skill until he has mastered it.

Characters may use the same method to team an existing Okuden in which they cannot find a qualified instructor.



Characters wishing to start their own Ryu are always anxious to invent a new technique or to refine an existing one (ie. invent their own version of an existing Okuden by solo study). Each such Skill mastered increases the Status modifier of their school.

1054.0 FINE ARTS

Besides the numerous techniques used in combat and the warrior life, the body of Nippon's knowledge contains numerous Skills classified as Arts, both Fine Arts and classical "Knowledges", such as Medicine, Law, Rhetoric, etc.

Mastery of such Skills is crucial to the ideal concept of the whole man in Nippon. Battle skill denotes courage and ferocity, but in the honing of such typical arts as the Cha-no-yu (Tea Ceremony) or Haiku (poetry), a man shows the refinement of his "Hara" (Spirit) and the inner serenity gained by thoughtful introspection. It is central to the Zen beliefs which underlie so much of the code of Bushido that such inner mastery has to accompany, or even precede, true mastery of the outer techniques of swordsmanship, archery, etc.

1054.1 DESCRIPTION OF FINE ARTS

Acting

"Monomane," the art of "imitating reality," seems the most generic term for the actor's art in Japanese. It is described as the basis of all theatrical art forms, whether highly stylized (Noh plays) or rough and very realistic as in some schools of the Kabuki.

Monomane serves the character in two ways:

1. The performance of dramatic works. The nobility were expected to perform in the Noh drama from time to time, increasing their On thereby. Non-noble characters may find the life of a traveling player congenial, either as a means of making a living or as a cover identity, since this class could travel freely to all parts of the country. If using Monomane to perform Noh drama, average it with Kagaku (Court Dance). If using it to perform the more "vulgar" Kabuki drama, average with Popular Dance (Dengaku).

2. Assuming a disguise. Monomane trains the character in the use of disguises, both concealing or altering his appearance and "staying in character" as some selected type of person. When donning the disguise, be it a simple change of clothes or a full make-up job, the character rolls on his Acting BCS. Note the Effect Number. The disguised character's true identity, or at least the fact that he is not what he seems, is a Hidden Thing. When the Gamesmaster feels that the disguise is being scrutinized, he will roll a Wit ST for the character's doing so. The Monomane Effect Number is subtracted from their Saving Throw score. A negative Effect Number, from a failed BCS roll in Monomane, will therefore increase the adjusted Saving Throw. Penalties should be applied to the Monomane BCS if the disguise is very different from the character's true identity: age, sex, social class, Profession, etc. Bonuses to the BCS would be gained by using a disguise that has been studied for time, having a good selection of clothes and cosmetics available, etc.

BONUS: None.

INITIAL SKILL SCORE: Wit + Deftness.

Armory

"Yoroi-sei," the Art of armor making, permits the following activities:

Armor repair. Partial repair may be made in the field, without any special tools. More complete repairs require time and a full workshop. See section 1103.5a for Armor rules.

Make trappings. The character may manufacture small trappings for his weapons and armor. A typical example of this is the "tsuba," the

handguard on swords. These guards were often ornately carved, to show the aesthetic tastes of the owner and to honor the weapon itself, which was the "soul of the samurai." Such items are constructed as Artworks using the Task system.

Evaluate weapons and armor. A character may use Yoroi-sei to determine the quality of a weapon or a suit of armor. For example, a successful BCS roll on Armory when handling a sword will tell the character if the weapon is an "Average" weapon, "Superior," etc. (see section 1104.0 for explanation of these terms).

BONUS: Bushi.

INITIAL SKILL SCORE: Wit + Deftness.

Bowyer

"Yumi-shi," or Arrow-crafting, is the Art of making bows and arrows, and maintaining archery equipment. Repairing damaged bows, fletching or pointing arrows, or making new weapons or gear, all come under this Art.

The Bowyer may construct the Daikyu or Hankyu (Longbow or Shortbow) as a Task, working on one weapon at a time. The Task Values are 10 per Man-Rating for Daikyu, 5 per Man-Rating for Hankyu, and a full set of tools and materials are needed. The Task Turn for either type of bow is 5 days.

Expending extra effort has a chance of producing a "Master Bow," (O-Daikyu or O-Hankyu). If double the required Task Points are assigned to building the weapon, there is a chance on 1D20 equal to the Bowyer's Level that the resulting weapon will fall into this category. Master Bows pull at the Man-Rating they were built for, but deliver an arrow with a force one Man-Rating higher. In other words, a Master 5-Man Bow hits like a 6-Man bow.

A Bowyer may also produce arrows using the Task System. He must have a full set of tools to do so. He declares the type of arrows he will make in a given Task Turn. Task Turns for arrow-making are 1 day. After rolling the BCS in Bowyer, if it is successful, divide the Effect Number by the roll of 2D3, and this is the number of arrows produced.

A Bowyer may make field repairs on damaged bows, bowstrings, or arrows. A successful BCS roll will restore damage, at a penalty to the BCS equal to the Man-Rating of the bow being repaired, ie. a 2-Man bow is at -2 to the repair BCS. Arrows broken in flight are repaired on a simple BCS roll, no bonus or penalty used. Repaired arrows always suffer a -1 penalty to the BCS thereafter, in addition to any other modifiers affecting the shot.

Only one attempt to field repair damage is allowed for a given weapon.

BONUS: Bushi.

INITIAL SKILL SCORE: Wit + Deftness.

Calligraphy

"Shogaku," the "Classic of Calligraphy," is the general Art of forming one's script or ideographs with exquisite control and beauty. The character must be Fully Literate in an alphabet in order to use Calligraphy with it (see Languages, section 1058.0).

Calligraphy is used to copy magical or religious texts effectively, so that they may be used for occult purposes. It is also used in drawing up legal or official documents and to enhance the value of literary works. For example, a legal brief for a case will receive more attention if properly Calligraphed. A poem entered in a court contest enjoys a higher value on the same basis.

In such cases, the Calligraphy Skill may be considered an Enhancing Skill in working out the Task Points for the creation of the brief, poem, etc. See the rules governing the Task System, section 1120.0.

BONUS: Shugenja, Gakusho.

INITIAL SKILL SCORE: (2 x Deftness) + Will.

Classical Literature

There are two Arts under this heading: Chinese and Japanese Literature.

Chinese Classics: "Jugaku" covers the study of the Chinese classics which form the basis for Nippon's legal system and the tests used to rise in the governmental bureaucracy. Jugaku also is of great importance to those who would rise in the hierarchy of the older Buddhist sects, which retain a distinctly Chinese flavor.

A Character may gain status by his ability to utter aptly pithy quotes from the Classics. Certain clues in adventure scenarios may also be buried in allegories from the Classics, which can only be decoded by a character conversant with this Art.

A Character must be Fully Literate in Kanji (Chinese Ideographs) to study Jugaku.

BONUS: Shugenja, Gakusho (Buddhist).

INITIAL SKILL SCORE: 2 x Wit.

Japanese Classics: "Kogaku," the native Literature of Nippon, is central to certain government posts, Shinto clergy as they advance up the hierarchy, and certain Buddhist sects sprung from a more nationalistic base than the imported forms. It is otherwise an Art very similar to Jugaku. The area covered by this Art includes such material as the chronicles (Nihonji and Kojiki), works telling of the divine origins and myth-history of Nippon. Also included are the court works of the Heian, such as the famous Tale of Genji. Epic works, military-romantic histories, like the Heike-monagatori, also fall within its purview.

A character must be Fully Literate in Hiragana to study Kogaku.

BONUS: Shugenja, Gakusho (Shinto).

INITIAL SKILL SCORE: 2 x Wit.

Dance

Nippon has a rich tradition in dance, which we cannot hope to properly catalogue here. In **BUSHIDO**, three forms of dance will be used:

Court Dance: "Kagaku," or Classical Dance, includes the dance forms of the nobility, dances proper to the court. In latter years, this repertoire was expanded by the military dances of the Buke, Lion Dances to show a warrior's fierceness and stamina, Sword Dances to show his courage and skill.

Court Dance is also averaged with Monomane, Acting Skill, to perform the classic Noh dramas, which are Nippon's equivalent to Western opera.

BONUS: Buke (Samurai or Ronin).

INITIAL SKILL SCORE: Deftness + Speed + Wit.

Popular Dance: "Dengaku," or "Field Music," was actually a form of dance entertainment popular among the aristocracy that was based on peasant work songs and dances. But in **BUSHIDO** we will use the term to refer to the actual dance forms of the peasantry. Besides work music, other traditional dances for special festivals and occasions are covered by Dengaku.

Dengaku is also the basis for dances used in popular entertainment: comic mimes, Geisha dances in tea houses catering to a popular trade, and averaged with Monomane to measure one's performance in the Kabuki, Nippon's theatre form enjoyed by the lower ranking Samurai and the commoners.

BONUS: Heimin (Peasant, Artisan, or Merchant).

INITIAL SKILL SCORE: Deftness + Speed + Wit.

Sacred Dance: "Kagura," or Sacred Dance, is a dance-art used by both Buddhists and Shintoists to praise and invoke the Gods. Its use in certain rituals increases the chance of pleasing the deity and receiving a positive answer to one's prayers.

Kagura is averaged with Monomane in performing certain sacred plays, comparable to European "Mystery Plays," used to invoke the Gods in Shinto and Buddhist ritual. Such works are called "Sato-kagura."

BONUS: Gakusho.

INITIAL SKILL SCORE: Deftness + Speed + Wit.

Divination

Called "Bokusen," this form of divination is based on the Chinese belief, imported to Nippon, that by properly analyzing the time of some event's occurrence, a general insight into its nature could be obtained. It requires a score of at least 25 in Chinese Classics (Jugaku) to study this Art, as a goodly knowledge of the classic almanacs (the Ch'un Ch'iu) and the "Book of Changes" (the I-Ching), is necessary to achieve results. The character using the Skill may only apply it once to a given question.

The "fast" system simply allows the character using Divination to roll his BCS in the Art whenever some event is encountered: a chance meeting with a stranger, a fork in the road offering a choice of ways to follow, or a simple question such as "What is the nature of this village we are in?" If the BCS succeeds, then the Gamesmaster will supply a hint as to the nature of the situation. "Good" if the event will benefit the characters, "Bad" if it is dangerous for them, and "Neutral" if it does not matter at the time. He may clarify this to the extent of adding a remark explaining his response: "A Good encounter for you, as the man is a very friendly, high Level Shugenja."

The more detailed method of Divination requires that the character carry copies of the relevant books with him. These can be costly and weigh about 2 pounds. The character must perform a small ritual, casting coins or sticks to derive an I Ching "hexagram." It requires a few minutes to generate a hexagram (1D6 minutes). The character then is allowed to spend a number of 10 minute Task Turns in interpreting the figure. The maximum number of such Turns is equal to the character's Level. For each Task Turn spent on the

problem, the character rolls his Bokusen BCS die roll and adds the Effect Numbers thus gained to his total Task Points. The final tally is a percentage figure, representing how much information the Gamesmaster will give him about the subject of the divination.

For example, the characters perform a divination about a small village where they are staying for the night. They sense an air of fear about the villagers. The diviner is a 3rd Level Gakusho. He spends the full half hour allowed to him for the Task, and at the end of it has totalled 25 Task Points. He will get a hint from the Gamesmaster revealing 25% of the secret of the village. In this case, the place is being terrorized by a family of Rokuro-kubi, "Spinning Head Goblins," described in Book 2. They devour travellers who stop in the town and rule the villagers by fear. The Gamesmaster states that "...the aura of fear is real. A group of monsters haunt the village from within. Sleep lightly and with weapons at hand this night!" A higher percentage would have gained information about the nature of the monsters, the fact that they are members of the village population, and so on.

The Gamesmaster who is familiar with the phraseology of the I-Ching may wish to couch his hints in a similar language. Doing so with the example above might have gotten a hint along these lines: "The headless man leads the guest astray. Danger from within one's walls is greater than the terror without. The superior man sleeps ready for war!"

BONUS: Shugenja.

INITIAL SKILL SCORE: 2 x Will.

Go

As chess was to the mediaeval knight, so Go is to the Buke. The two games bear no technical resemblance to each other, but the social niche occupied by the two is the same. All people of breeding were expected to be able to play.

BONUS: Buke (Samurai or Ronin)

INITIAL SKILL SCORE: Wit + Will.

Hawking

"Tori-oi" is actually two Arts. First, it is the Skill governing "The Hunt" as a social ritual among the nobility of Nippon. When riding out upon a gaily caparisoned steed, hawk on wrist, the character may use this Art to increase his On and Status by a show of "woodsyt" knowledge.

Hawking is also the Art used to train a hunting falcon. A well-trained bird will attack on its master's command, striking at foes with its razor sharp talons to damage and distract. It may also be used to hunt for food.

BONUS: Buke, Bushi.

INITIAL SKILL SCORE: Wit + Will.

Heraldry

The Art governs the identification of "Mon," the heraldic symbols of the Samurai Clans. Each Clan possessed one or more such crests, which were worn on formal garments and armor by all members of the group. Mon usually are stylized pictures of some item taken as its symbol by the Clan founder. They could also be calligraphed characters or mottoes, stating some central philosophy of the Clan. A Heraldry BCS allows characters to identify Mon on sight, which tells them what Clan it belongs to, where they come from, etc.

BONUS: Buke, Shugenja

INITIAL SKILL SCORE: Wit.

Medicine

There are two medical Fine Arts: Physician and Herbalism.

Physician: "Igaku" is the body of knowledge dealing with the treatment of wounds, recovery of lost Hit Points, restoring function to disabled limbs and impaired Attributes, curing disease, administering drugs, etc. The many uses of Igaku are discussed along with damage and diseases, in section 1095.0.

BONUS: Gakusho (Buddhist), NPC "Doctor."

INITIAL SKILL SCORE: Wit + Will + Deftness.

Herbalist: "Tenyaku" is the pharmaceutical science of Nippon. The herbalist can compound both poisons and cures, almost always from vegetable bases. Simpler drugs can be administered by anybody to good effect, while others must be given with proper use of Igaku or Tenyaku to have any effect. Drugs are discussed in section 1095.5.

BONUS: Gakusho, NPC "Doctor."

INITIAL SKILL SCORE: 2 x Wit.

Music

Numerous Arts fall under the heading of music, for Nippon has a richly varied tradition in this art form.

Composition: Gagaku is, specifically, the Art of classical, court

music. In **BUSHIDO** however, we use it to mean the general Art of critical music appreciation and the composition of musical works

In the campaign, Gagaku may be used to evaluate performances or some piece of music or a fine instrument. It also governs the writing of music, or more precisely, finished classical works. Solo improvisation on an instrument, or the playing of a given piece, is part of the performing Skill for that instrument.

Gagaku pieces can be produced with greater ease, or of higher quality when the composer also possesses Skill in the Arts with which his music will interact. A Koto piece of higher quality can be written by one who also plays the Koto. Music for a Kagura dance is enhanced if the composer has a knowledge of Kagura, as music for the Noh drama is improved when the writer is skilled in Monomane.

Creating musical artworks with Gagaku is a Task, and is governed by the Task System.

BONUS: None.

INITIAL SKILL SCORE: 2 x Wit.

Instrumental skills: Each of the following performing Arts with musical instruments is a separate Skill. Characters can read music, play the instrument, improvise tunes, and evaluate performances on the instrument or specimens of the instrument itself. The instruments are: the Biwa (a wide bodied lute); the Fue (the bamboo flute); the Hichiriki (a double-reed similar to the oboe); the Koto (the Japanese zither); the Samisen (a banjo-like instrument); and the San-ko (the "Three Drums." The Dai-ko, Chu-ko, and Sho-ko).

BONUS: None.

INITIAL SKILL SCORE: Wit + Deftness

Singing: This Art trains the voice to sing properly, no matter what style of music is being sung. It is averaged with the appropriate Art if used in connection with some other performing Skill.

BONUS: None.

INITIAL SKILL SCORE: Wit + Will.

Meditation

"Za-zen," is the Art of Meditation. The Bushi used Za-zen to train his mind not to feel fear. The Budoka drove his body to the ultimate development by tapping the energies of the cosmos through meditation. The other heroes of Nippon also found keys to their inner powers through this Skill.

Za-zen is of crucial importance to clergy who wish the fullest use of their priestly powers. It serves all characters as a defense against certain Spells and other forms of mental domination, augmenting or replacing the Saving Throws that would normally defend against the effect. The Art can enhance the recovery of Subdual damage, doubling the rate at which such damage is recovered.

Intense practice of Za-zen can increase a character's "Ki," as described in section 1061.0.

BONUS: Gakusho, Shugenja.

INITIAL SKILL SCORE: Will.

Painting

"Sumi-e," or Painting, refers specifically to the spare style of painting in ink. Other genres were "Ukiyo-e," the "Willow World" pictures of famous courtesans and their sub-culture; "Yamato-e," patriotic paintings of scenes from history and legend; "Kaiga-e," religious paintings which can have mystical power.

We will define Sumi-e as the Art of drawing or painting in general. By averaging this Art with other Skills, particular works may be produced. To paint a Yamato-e work, average with Kogaku (Japanese Classics) imbuing it with the living spirit of Nippon's glorious past. To paint a Kaiga, the appropriate Theology Skill would be averaged. In any case, the averaged score may not exceed that held in Sumi-e, since we are measuring the artistic worth of the painting, not its meaning. Bad art remains bad art, whatever its message.

BONUS: None.

INITIAL SKILL SCORE: Wit + Will + Deftness.

Poetry

In **BUSHIDO**, we will concentrate on the Haiku as the principle form of poetry practiced in Nippon. Technically speaking, a Haiku is a short poem of 17 syllables. It was usually composed extempore. Longer forms did exist, but we will lump them together under the term Haiku for campaign purposes.

An apt Haiku is never out of place in Nippon. The true gentleman in this culture was expected to be able to express his deepest emotions in a poem, from the most furious rage to the deepest sorrow to the wildest joy.

BONUS: None.

INITIAL SKILL SCORE: (2 x Wit) + Will.

Rhetoric

"Mongaku," the Classic of Rhetoric, is based on formal styles of written and spoken presentation in the Chinese literary tradition.

Mongaku is used in framing official petitions, legal cases, and in religious preaching and debate. As it governs the ability to "dispute well," skills associated with the subject of the debate modify the Mongaku BCS roll, but are not averaged with it. Thus, knowledge can add to the strength of one's argument, but pure eloquence can carry the day. To determine the overall quality of a rhetorical presentation, roll on the Mongaku BCS first. If this succeeds, roll on the associated Skills involved, adding the Effect Number for the roll only if it is positive. A good argument is able to avoid problems with troublesome facts that do not fit its thesis.

If the initial roll on Mongaku fails, then add half the Effect Number of the associated BCS die rolls, whether positive or negative. If the style of the argument is inelegant, errors count as does the support of fact, but in either case, they do not weigh as heavily as they might.

The final tally of points from the various Effect Numbers determine the winner of the argument, court case, etc., in the eyes of the audience, judge, overlord, etc., whom it is being presented before. Remember, besting another in such dispute can bring about his undying enmity for the humiliation involved.

BONUS: Shugenja, Gakusho.

INITIAL SKILL SCORE: (2 x Will) + Wit.

Tea Ceremony

The "Cha-no-yu," or Tea Ceremony, simply stated, is an austere social ritual built around the making and serving of a cup of tea. But every action is invested with a dignity that far transcends the brewing of a refreshing draught. Participants in the Cha-no-yu free their minds from the demands of the outside world. In the clean, bare confines of the "Cha-shitsu," a small pavilion or special room dedicated to the tea ceremony, the guests join in a special communion of spirit with their host, the Tea Master, leaving refreshed in body and mind.

In the game, a character may gain On by demonstrating his grace and inner tranquility ("Wa") by his proper performance of Cha-No-Yu. He can increase his effective Status when trying to influence a guest by adding his Effect Number for the ceremony to the Status score. Of course, the Gamesmaster will have to adjudicate when such an act is feasible in the overall flow of the campaign. One cannot, for example, set up the Tea Ceremony in the midst of a melee.

BONUS: Buke (Samurai or Ronin).

INITIAL SKILL SCORE: Wit + Will + Deftness.

Theology

There are two forms of theological knowledge current in Nippon. One deals with the indigenous Shinto religion, the other with the widely practiced faith of Buddhism. Both of these religions co-exist amicably in Nippon. One can be a worshipper in both sects without any dilemma. And while rare, priests who officiated in both sects did exist, though such activity required great sanctity and moral commitment.

Theology is required for those seeking religious advancement and for those who would call upon the Kami or the Bodhisatva or their servient spirits with much success. Also, those wishing to produce effective religious artworks: dance, music, poems, songs, paintings, or whatever, must average the Fine Art used with the correct Theology Skill. While the controlling factor here is artistic ability, theological knowledge is requisite for optimum effect.

Butsu-do: This literally means, "Way of the Buddha." Since Buddhism teaches that all living things will one day emulate the Lord Gautama and achieve enlightenment, the term is exact, defining the path one follows to become a Buddha oneself.

The Art confers knowledge of Buddhist teachings, rituals, prayers, the saints and great religious figures, etc. Much of its sacred literature is in Kanji, or Chinese Ideographs, as the religion was imported into Nippon from that country in roughly the 7th century.

BONUS: Gakusho (Buddhist).

INITIAL SKILL SCORE: Wit + Will.

Shinten: This covers the teachings of Shinto, "the Way of the Gods." The term "Shinten" actually refers to the sacred/historical/legendary texts upon which Nippon's indigenous religion is founded, telling of creation of the universe, its divine inhabitants (the "kami"), and their creation, in turn, of Nippon. The history of the semi-divine founders of the Imperial Family and their exploits also form part of this cannon. Shinten confers knowledge of the various Kami, how to please, placate, and when needful to control them. Doctrinal and ritual material is also studied.

BONUS: Gakusho (Shinto).

INITIAL SKILL SCORE: Wit + Will.

There are many other Fine Arts which we have been unable to discuss in this chapter due to space limitations. Gamesmasters who wish to broaden their campaign's cultural horizons may include these Skills at their discretion. Some suggestions are:

Sculpture (Chokoku): large carvings in wood or stone.

Carving (Netsuke): miniature sculpture in wood, ivory, etc.

Flower Cards (Shogi): a popular card game among the Buke.

Flower Arrangement (Ikebana): arranging flowers in a pleasing fashion.

Gardening (Niwakutsuri): designing artistically superior gardens.

Book 2 will contain references to the production of Artworks, which are usually manufactured between actual adventures.

1055.0 PRACTICAL ARTS

Besides the Fine Arts, there is yet another class of non-martial Skill which depends more upon brain than brawn. These are the so-called Practical Arts. The difference between the Fine and Practical Arts is primary social. The cultured man studied Tori-oi to show his fine command of the gentle Art of the Hunt. A less elevated peasant used Hunting to feed himself. A well-bred Samurai practiced Calligraphy. A scummy Yakuza worked on Forgery.

Practical Arts are Skills that can be useful in the campaign, but which do not fit into the two principle groupings of Bugei or Fine Arts. The players should be careful what their characters study in this area. It is not against the rules for a Bushi of the Samurai Caste to study Forgery, but it is not exactly in character. Even if a reason existed for such a study, say for a Samurai operating as a spymaster for his Lord, the Gamesmaster should keep a wary eye on how the Skill is used. Forging a false report to an enemy commander is laudable, gaining On for the character. Doing the same thing on a requisition for rice, which is then funnelled into one's private granary, is beneath the dignity of a Samurai, and should lose honor.

1055.1 DESCRIPTION OF PRACTICAL ARTS

Commerce

This was a Skill of the Heimin, being considered below the dignity of the Buke, the noble Samurai and once-noble Ronin. In fact, a Buke who engages in the use of this Art loses On equal to his Effect Number if successful and double that amount for a failure. The Gamesmaster may waive this penalty when characters are driven to bargaining by need. Buddhist Gakusho of whatever birth Caste are similarly restricted, since their thoughts were supposed to be turned away from material gain. But other social classes will gladly engage in a round of haggling with great enjoyment. Seeking to haggle the price on an item up or down will modify the list price of the merchandise by 5% times the Effect Number. The two character's using Commerce will each roll on their BCS. The difference between the higher and lower Effect Numbers is the price modification given to the winner. If the seller wins, the price is increased by this margin. If the buyer wins, then the list price is reduced by the indicated percentage. The loser is permitted a Will ST to stick to the list price. This resolves the sale at once.

BONUS: Characters of Merchant birth, Yakuza, NPC "Merchants"

INITIAL SKILL SCORE: Wit + Will.

Crafts

The Gamesmaster may here include any useful craft which a character wishes to learn. It is not possible to include rules for all the possible Skills available. Everything from Farming to Carpentry to Cooking, from making Ceramics to Sailing Ships can be included here. The only areas we would forbid in a campaign are the Arts of making Weapons and Armor. These were areas held in the highest regard by the people of Nippon. The secrets of swordmaking and armor manufacture were passed down from father to son just as jealously as were the secrets of martial Ryu or Ninja Clan. We emphatically recommend that Player Characters be unable to study such Crafts.

BONUS: Variable, at the Gamesmaster's discretion

INITIAL SKILL SCORE: Deftness + Wit.

Fishing

The character is trained in techniques of fishing by net or line, from a boat or on the shore, with net or line.

A single fisherman spending a full day (10 hours) at his job, will catch a number of fish measured in "rations," one days eating for one man. This is equal to the Effect Number of his BCS roll + 2D10. The Gamesmaster may alter this die roll to reflect an area of good fishing (use more dice) or poor fishing (use fewer or smaller dice).

BONUS: Heimin (Commoners).

INITIAL SKILL SCORE: Wit + Will + Deftness.

Forgery

By this Skill, falsified documents can be prepared ranging from the counterfeiting of a signature or "chop" (a personal seal) up to whole reports or merchant drafts. Its use by characters other than Yakuza or Ninja should be monitored carefully by the Gamesmaster, to insure that dishonorable actions are penalized appropriately.

Forgery (Gisho-giin-jutsu) is usually applied in the Campaign as a Task. The Task Value and Task Turn will vary according to the size and difficulty of the document to be forged. The Task Points per Turn are derived from the Effect Number of the Forgery BCS roll, plus one-twentieth of the score in Calligraphy if this Art is known. The Forger must be Fully Literate in the script used for the document.

BONUS: Ninja, Yakuza

INITIAL SKILL SCORE: (2 x Deftness) + Wit.

Gambling

The character can increase his chances of winning at games of chance, either honestly or dishonestly. The two forms of gambling governed by this Skill are cards and dice, both existing in many forms in Nippon.

To determine the outcome of a normal round of gambling, the players with characters involved roll 1D20. High roll wins. The character(s) using Gambling Skill may increase his die roll honestly by rolling his Gambling BCS and adding the Effect Number to his score on the 1D20 roll. If his Effect Number is negative, he will reduce his score by that amount. This represents "playing the odds."

If he wishes to cheat, the character simply adds his BCS to the die roll. In this instance, his actions are a Hidden Thing as far as the other gamblers are concerned. But their Wit ST to detect the cheating is increased by half the bonus the cheater gave himself. A cheat does not have to use his full BCS when cheating.

Cheating in this manner is punishable by death if discovered. This is assuming the other gamblers leave anything to turn over to the law.

Gambling Skill may be substituted for the Wit ST when trying to detect cheating.

The stakes in a gambling situation vary. Since actually playing each pass of the dice or cards is boring, we recommend that one die roll give the net result of 1 hour of gambling. The players involved agree on stakes with the Gamesmaster. The winner of the die roll collects an amount equal to the stakes times his winning die roll, which cost is equally divided among the other gambling characters.

BONUS: Yakuza.

INITIAL SKILL SCORE: Wit + Will + Deftness.

Hunting

This Art is similar to Fishing. The Hunter uses snares, quickly improvised from rope or vines, to take small game. He catches food on the same basis as the Fisherman. It should be remembered that devout Buddhists refrain from eating animal meat, though fish is quite legitimate.

BONUS: Heimin.

INITIAL SKILL SCORE: Wit + Will + Deftness.

Lockpicking

The character uses this Skill to spring open locks on doors, chests, etc. which he cannot or will not open by force (battering the door down). The Gamesmaster assigns a complexity to Locks, usually from 1 to 10. Picking a lock is a Task. Task Value is 1D10 per complexity point of the lock. Task Turn is 5 Detailed Turns times lock complexity. Task Points derive from the Effect Number of the Lockpicking BCS roll. Negative Effect Numbers do not reduce progress. A Critical Success opens the lock at once. Critical Failure jams the lock so that it cannot be opened at all, even with a key.

The character should have a lockpick to use the Art. Otherwise, his Base BCS is at a 50% penalty. Well designed tools can give a bonus to the Effect Number, usually 1D3 to 1D6.

A word needs to be said on when and where locks were used in Nippon. Private homes rarely had locks on their doors, which were often made of paper in the first place. Storage cupboards in which valuables were kept had small locks, of complexity 1 to 5 on them. Strongboxes and chests were often equipped with heavy locks. The only structures which were prone to have locks on their doors were warehouses and "go-downs," the storage areas used by private families, and forts, prisons, jails, etc.

BONUS: Yakuza, Ninja.

INITIAL SKILL SCORE: Deftness + Wit

Massage

"Shiatsu," or therapeutic massage, is a minor form of healing Art. Successfully applying it to a resting character increases the rate at which he recovers Hit Points lost to Subdual Damage. Details are given in section 1095.0, on damage and healing.

A whole class of travelling, blind masseurs existed in Nippon. This career was considered one of the few a blind man could follow, other than begging. The ease with which such individuals were able to travel across Nippon also made the role of blind masseur a perfect cover for Ninja or other characters wishing to travel without attracting attention.

BONUS: Yakuza, NPC "Doctor", NPC "Geisha."

INITIAL SKILL SCORE: Deftness + Wit

Torture

Nippon had a wide variety of torments available, designed to impose lingering death or to elicit information. Executions were performed by skinning alive, boiling, burning, etc. But the Practical Art of Torture is of most interest as regards using duress to get information out of characters.

The Torturer is assumed to be improvising, using his hands and available edges, points, fire, etc., to cause pain to the victim.

For every turn of Torture (usually 10 minutes), the character will roll his Torture BCS. The absolute value of the Effect Number is the damage done to the victim. Thus, whether the die roll fails or succeeds, the victim takes damage, unless the die roll exactly equals the BCS. This damage is evenly divided into Subdual and Lethal damage, with any odd point going to Subdual.

When a Torture BCS roll succeeds and the victim survives, the victim must make a Will ST or answer the interrogator's questions. If the victim has the Art of Za-zen, or Meditation, he may use this BCS to resist the torture if his Will ST fails. He may refuse to speak if either die roll succeeds. Player Characters have yet a third way to resist Torture available. They have a special Saving Throw equal to their Level, rolled on 1D6! If the die roll is less than or equal to their Level, they may refuse to talk. In other words, Torture cannot break the will of a 6th Level character.

The use of "sophisticated" equipment will give a bonus to the Torture BCS. This also means that a character having no Skill in the Art, but with access to a rack (BCS + 10) or some thumbscrews (BCS + 5), or even some boiling oil or hot irons (BCS + 2), can try to torture a victim with an effective BCS equal to the bonus received for using the implements.

Victims rendered unconscious by Torture must be nursed back to consciousness by normal means. Victims who die under the question are dead.

Breaking under torture may cost a Player-Character On. This is a certainty if they answer the question voluntarily (without missing their assorted saving throws).

The Gamesmaster will have to determine the success of giving false answers. Usually, a Non-Player Character will believe false answers if they get the same response three turns in a row. The trick here is for the victim to avoid missing his Saving Throw for those turns, lest his pain betray him into giving the right answer.

BONUS: Ninja.

INITIAL SKILL SCORE: Will + Deftness.

Tracking

The character may follow a trail, whether through the wilderness or in a built up area, even indoors. The time scale used depends on the situation. In Strategic Time Scale, the tracker can follow a trail days old. In Tactical Time Scale, the tracking is done in turns of 10 minutes to an hour. In Detailed Time Scale, the trail is tracked in Detailed Turns.

When trying to pick up a trail, the Tracker rolls his BCS. If this fails, he has lost the trail. He may only try to pick it up again if he can find some evidence that the quarry has indeed passed that way. This may occur only if he is actually still on the trail. The Gamesmaster may "stash" such evidence along the way or treat the evidence as a Hidden Thing.

If the BCS die roll succeeds, the Tracker may follow the trail for a number of turns equal to the Effect Number (a minimum of 1 turn, in the event of rolling the BCS precisely). If the quarry is so close that an Effect Number is greater than the time it would take to get to him, the Tracker has a chance of guessing where the quarry is going. This is equal to the difference between the Effect Number and the time the quarry actually passed by the spot, rolling on 1D20. For example, 4 Detailed Turns after a Ninja has passed through a doorway, the Samurai picks up his trail. He rolls his BCS and achieves an Effect Number of 6. He has a chance of determining where the Ninja is going, equal to 6-4, 2 in 20. This is an Optional Rule, as the situation may not always allow easy calculation of the difference between elapsed time and the Effect Number.

A Critical Failure on the BCS die roll will send the Tracker off on a false trail for 1D6 turns.

Modifiers to the BCS for Tracking include'

Quarry leaving blood trail (open wounds):	+2
Dead men left behind by quarry:	+2
Quarry using Shinobi-jutsu or Ninjutsu:	-2
Quarry is a Ninja:	-Level of Ninja
Raining, snowing, storm, etc.:	-1 to -5
Freshly-fallen snow:	+1 to +5

Catching up with the quarry depends on the relative speed of the Tracker and quarry. The Gamesmaster needs to know where both characters are on his map and trace their relative movements turn by turn.

BONUS: Ninja

INITIAL SKILL SCORE: Wit + Will

1056.0 NINJA SKILLS

Ninja Skills are special techniques developed by the Ninja, the mysterious black-clad assassins and spies of Nippon, to aid them in their nefarious work. So startling were the results of some of these Skills that the Ninja gained a reputation for magical powers.

Certain Ninja Skills are Bugei, others are Practical Arts. This classification is made for purposes of measuring the effects of training on the Ninja's Attributes. There are also certain normal Skills which the Ninja can use in a unique manner. These are listed after the purely Ninja-oriented Skills.

All Ninja Skills are secrets of the Profession, the sole property of the Clans. If they are taught to non-Ninja, both teacher and student are sentenced to death by the Clan Elders.

1056.1 NINJA BUGEI

All of the following Bugei are Bonus Skills for Ninja.

Ninjutsu

This Bugei is similar to the normal Bugei "Shinobi-jutsu" (Stealth), but in addition, the Ninja may conceal himself visually as well as audibly. The Ninja using this Skill, becomes a Hidden Thing. The Wit ST of those who might see or otherwise detect his presence is reduced by his Effect Number for the roll. A negative Effect Number gives a bonus to the Wit ST of observers.

The Ninjutsu roll is required for every turn the Ninja wishes to apply his Skill, on whatever Time Scale is in use at the time. If the Ninja is spotted, he must get out of the observers' field of vision in order to try and hide again. A Critical Failure always means the Ninja has betrayed his presence to any potential observers.

Modifiers to the die roll include:

Ninja wearing correct "uniform" (see appendix 2):	+1
Ninja wearing incorrect "uniform":	-1
Ninja wearing "unsilenced" Armor:	-(Armor Class -2)
Daylight:	-2
Bright moonlight:	-1
Stormy night:	+2
Ninja Walking:	-1
Ninja Running:	-3
Moving in to attack:	-5
Trying to avoid contact:	+1
Ninja in tree, on roof, etc. (in unlikely place):	+2
Observer within 10':	-3

Other modifiers must be tailored to fit the situation. A sleeping or drunken guard will give the Ninja a bonus when he is sneaking past him (or up on him). Alert guards, especially those who are aware of the presence of Ninja in the area, are harder to fool.

In trying to conceal himself from Player Characters, the Ninja always suffers a penalty to the BCS equal to the highest Level present among the group. But canny Ninja will avoid run-ins with the steely-eyed 4th Level Samurai in the player's party as a matter of course, trying to keep their contact limited to the 1st Level kid from the country. There are old Ninja and bold Ninja, but very few old AND bold Ninja.

INITIAL SKILL SCORE: Deftness + Speed + Wit.

Nawanuke-Jutsu

This Bugei trains the Ninja to great suppleness. He can actually dislocate his joints and contort his body to an amazing degree. By using Nawanuke-jutsu, the Ninja can escape from ropes, chains, fetters, etc., even when closely watched. He can also squeeze his body through the smallest possible gaps or hide for hours in cramped areas.

In escaping from bonds, the Gamesmaster will assign the fetters a value. The Ninja is allowed a Nawanuke-jutsu die roll once every 10 minutes. He will reduce the value of the fetters by his Level for every successful die roll made. If time runs out, that is, the Ninja had better get free or he is going to be killed on the spot, he is allowed a last

attempt, rolling his RAW BCS in Nawanuke-jutsu, minus the remaining value of the fetters. Success frees him. Otherwise, better luck next incarnation.

Suggested values for the bonds are:

Rope:	2D3
(If bound using Hojojutsu):	+ Level of Binder
Chains:	1D6 + 6
Pillory (wooden frame holding wrists in tight holes):	15

In using Nawanuke to contort the body in order to fit through a small space, assume that the normal human body can squeeze sideways through a space no less than 19" wide, or wriggle lengthwise through a space no less than 2' across. Reduce these minimums by half the Effect Number of the BCS die roll in inches. The Ninja requires 1D6 Combat Turns to negotiate such openings, and the Gamesmaster does not roll to determine the actual time required until the Ninja is committed to go through the space.

Reduce the BCS for this application of Nawanuke-jutsu by the Ninja's Armor Class, based on what he is wearing. The Skill may not be used unless the Ninja is Unencumbered.

INITIAL SKILL SCORE: Deftness + Speed + Will.

Silent Kill

A bugei used when striking from concealment or attacking a victim whom the Ninja has approached without being detected. The victim must be surprised by the attack. The Ninja averages his BCS in Silent Kill with the Bugei he is using to attack. No modifiers are received for good position (eg. Strike From Side or Rear).

If the attack hits, it is automatically a Critical Success! If the attack fails, the victim is no longer surprised (startled yes, surprised no). If the Silent Kill attack fails, the Ninja may roll again on his Raw BCS in the attacking Bugei. Success in this roll inflicts a normal hit on the target. Critical Success or Failure on this second roll have no special effect. If the Ninja made a Critical Failure with the Silent Kill attack, the erstwhile victim gets a free attack at him if he has a weapon ready, or may draw a weapon without difficulty if he has not.

INITIAL SKILL SCORE: Speed.

Garrotte

A Bugei similar to Silent Kill. The attack must be against a surprised victim. The Ninja uses a cord, rope, scarf, sash, chain, etc. Anything capable of strangling a victim is permitted. If the BCS succeeds, the Ninja will get the garrotte around the victim's throat. On that Action Phase, and on each succeeding Primary Action Phase, the Ninja will roll his Unarmed Combat Damage die, doing the indicated amount of Subdual Damage to the victim. Damage Bonuses are added to these die rolls. When the victim's total damage exceeds his Hit Points, he passes out. The Ninja may now dispose of him as he wishes. Continuing to strangle the victim does Lethal Damage, as set forth in section 1095.1, on the various types of Damage.

A Ninja may deliver such an attack from a distance, using a Flexible Weapon. In this case, he averages the BCS in Garrotte with that of his Flexible Weapon Bugei. A penalty to this averaged BCS of -2 per yard of distance between the Ninja and his target is required.

The victim may try and fight back as long as he is conscious. He may strike at the Ninja with a weapon, if he has one ready or can draw one (treat as Engaged Status if he has no ready weapon). The Ninja receives an increase in his Armor Class equal to his Level vs. a victim in Garrotte, in addition to any other modifiers to the victim's BCS. Unarmed Combat against a Ninja using Garrotte is also permitted. Note that Ju-jutsu may work especially well if the Ninja is in the usual location of the Strangler (body to body with the victim). Ju-jutsu suffers no penalties for the position of the target at Short range and can certainly hand the careless Ninja a surprise.

A Critical Success with Garrotte renders the victim unconscious at once, doing Subdual Damage to him equal to his remaining Hit Points. A Critical Failure will expose the Ninja to the same penalties as those described for Silent Kill.

INITIAL SKILL SCORE: Speed + Strength.

Fuki-Buri-Jutsu

Fuki-buri-jutsu governs the use of the blowgun, either to shoot darts or to blow powders upon an opponent. The use of the weapon is described in Appendix 2.

However, even without the blowpipe, the Ninja had a unique use for the Skill. He could SPIT darts at an enemy in close combat. Holding a number of darts in his mouth (maximum number equals Ninja's Level), the Ninja can spit a dart at any target within Medium Weapon range. It is disconcerting, to say the least, when hacking away at a Ninja to suddenly hear a moist "Ptooeey," and feel the sting of a dart in your cheek, burning as the poison begins to work!

INITIAL SKILL SCORE: Deftness

1056.2 NINJA ARTS

All of the following are Bonus Skills for Ninja.

Yogen

Chemistry. This Art allows the Ninja all the abilities conferred by the Art of Herbalism (Tenyaku) as well as the ability to manufacture special Ninja compounds: poisons, explosives, etc.

INITIAL SKILL SCORE: Wit + Deftness.

Clan Language

This is described in section 1058.2.

Kuji-kuri

This is a form of sign language known to all Ninja. It is the same among all the Clans, since its finger movements are based on certain mystical teachings, and are not just an arbitrary code.

INITIAL SKILL SCORE: (2 x Wit) + Deftness.

Hensu-jutsu

This Art masters the "Five Ways of Going," the disguises favored by Ninja for open travel and infiltration. It is superior to Acting Skill (Monomane) for the Ninja's purposes.

The "Five Ways" we give here represent only one set of favorite Ninja guises. Different Clans developed their own repertoires.

Travelling Entertainer A strolling actor, musician, poet, what-have-you. The Ninja learns to play an instrument passably and to recite verse.

Wandering Priest: The Ninja can reel off theological jargon and will be able to hold up his end of a theological dispute. Of course, any attempt to perform priestly magic will fail, although the Ninja can go through the motions of trying to use occult power believably.

Farmer: The Ninja looks and acts like every other dirty peasant in Nippon. A great favorite since the Samurai won't even deign to look at him half the time.

Merchant: The Ninja can haggle with the best of them and is able to quote market conditions fluently. The arrogance of the merchant class is accurately portrayed.

Masseur Blind or otherwise. The Ninja can control normal optical reflexes if portraying the blind variety. He can also give a soothing massage, although it will lack the therapeutic qualities of the real thing.

The Ninja may select one disguise for his repertoire for every 4 points of his BCS, or fraction thereof. Therefore, with a BCS of 1 to 4, he has mastered one disguise. He may choose a second for his arsenal when his BCS is 5 to 8, a third at 9 to 12, a fourth at 13 to 16, and the fifth at 17 or more.

Whenever he needs to avoid suspicion in his role, or perform some action normally requiring a BCS to stay in character, he uses his BCS in Hensu-jutsu. This will NOT work for major undertakings. He could not perform clerical magic in this manner, nor could he give a great performance in music. Success in the die roll indicates an average success at best.

Unlike the use of Monomane for disguise, the Ninja has no inherent chance of being spotted as a fake. It requires a Wit ST even to suspect a Ninja in one of his disguises. The Ninja's Level is always subtracted from this Saving Throw. Only if this Saving Throw succeeds may a character be motivated to watch the Ninja more closely. And in this case, the Ninja is allowed a Hensu-jutsu BCS die roll. If it succeeds then the watcher is satisfied that the Ninja is not at all dangerous and will take his unwanted attentions elsewhere.

If the Hensu-jutsu BCS fails, then the absolute value of the Effect Number is the chance in 20 that the Ninja's disguise has failed and the observer will figure out his true identity.

A variation on Hensu-jutsu as presented here is of more use to Player Character Ninja. The "Five Ways" of going are nothing more nor less than the 5 other Professions: Bushi, Budoka, Shugenja, Gakusho and Yakuza. As stated before, the Hensu-jutsu BCS will not allow the Ninja to perform real magic, though it might permit the Ninja disguised as a Shugenja to perform entertaining tricks, as if using the Legerdemain Spell. The Gamesmaster should allow Player Character Ninja to choose these disguises if they wish.

The Gamesmaster should allow bonuses for Ninja who pick up extra Skills appropriate to their disguise. A Ninja disguised as a masseur receives a bonus to his Hensu-jutsu BCS if he has studied Shiatsu. He can also pass more successfully as a masseur, since he can heal damage in the proper manner.

INITIAL SKILL SCORE: Wit + Will.

1056.3 Variations On Non-Ninja Skills

When a Ninja learns a thing, it may not be quite the same thing that others would learn. The Ninja discipline permeated their whole outlook and altered the effects of many Skills into peculiar forms. The following techniques are available to Ninja using the regular

training in the Skill named, without any special study required on their part.

Karumi-jutsu

A Ninja with skill in Karamui-jutsu also acquires an ability called "Chakuzen-jutsu," or "ceiling walking technique." This permits him to move along a wall or ceiling at a rate equal to half his normal BMA.

It requires 1 Detailed Turn to get into position, possibly after climbing there. This settling into place also requires a BCS in Karumi-jutsu. Once settled, the Ninja rolls each Detailed Turn he is walking on the ceiling or wall. He must roll unless he has moved onto a place where he can relax: a ledge or level ground.

If the BCS succeeds, the Ninja may move a distance up to half his Base Movement Allowance. On a Critical Success, he may move the full BMA.

On a missed BCS roll, the absolute value of the Effect Number is the chance of a fall, rolling on 1D20. If this does not happen, then the Ninja must stay put until next Turn. A Critical Failure is an automatic fall.

The Ninja does not really walk upright, of course. All four limbs and the torso are pressed to the wall or wedged to the ceiling, seeking the slightest purchase available to friction and superhuman co-ordination. It is uncanny.

Kusari-jutsu

The Ninja may use this Bugei to fight with the deadly Kyotetsu-shoge, a lethal blade-and-rope combination. When using the Kyutetsu-shoge, the Ninja automatically has the use of the Okuden called The Returning Hurl.

Shuriken-jutsu

Besides using Shurikenjutsu to throw certain Gimmicks, as described in Appendix 2, the Ninja may hurl small rocks, coins, etc., in order to distract opponents. A hit by such a missile puts 1 Distraction on the victim for 1D3 Detailed Turns. Multiple missiles are permitted as when using the Shuriken itself. Thus, a 3rd Level Ninja may throw up to 3 missiles. This technique is known as "Dogakure."

1057.0 MAGICAL AND MYSTICAL SKILLS

There are two bodies of Skill studied by the practitioners of magic (Shugenja) and the religious (Gakusho). They are similar in content but differ in approach, one being the esoteric formulae of the magician and the other the mystical doctrines of the priest.

The Skills in question are the Five Schools of Magic and the Five Yogas. Shugenja study the first set of Skills and Gakusho the second. They are classed as Fine Arts for purposes of assigning Attribute increases to students and the gaining of On for Mastery.

INITIAL SKILL SCORE: Wit.

1057.1 THE FIVE SCHOOLS

Magic in Nippon is based upon the Taoist view of the universe, an esoteric philosophy introduced by Chinese scholars in the island's early history. All creation is broken down into various combinations of Five Mystical Elements: Fire, Water, Wood, Metal, and Soil. Each Element has specific correspondences in nature. By manipulating these Elements, it is possible to alter creation. This is the foundation of magical study.

The Nipponese names of the Five Schools are as follows:

School of Fire	Hi-do
School of Water	Mizu-do
School of Wood	Hyashi-do
School of Metal	Kane-do
School of Soil	Tsuchi-do

BONUS: Shogenja.

1057.2 THE YOGAS

Most Westerners think of odd postures and strange diets when they hear the word "Yoga." But these practices, originated in India and then spread over the Far East, involve far more than physical discipline. As with the Schools of Magic, knowledge in a Yoga confers insight into the workings of the universe. And a prime tenet of mysticism is that what is understood can be controlled. Therefore, in their native India, the mastery of the Yogas is said to confer "siddhis," magical powers. By study of the Yogas, Nippon's clerics, the Gakusho, gain not only understanding of the world, but also control of certain aspects of it. The Five Yogas are:

Karma-Yoga	Yoga of Will and Destiny
Gnana-Yoga	Yoga of Knowledge
Hatha-Yoga	Yoga of the Body
Prana-Yoga	Yoga of Breath and Purification
Raja-Yoga	"Royal" Yoga. Yoga of Balance and Control

BONUS: Gakusho.

1057.3 CORRESPONDENCE BETWEEN SCHOOLS AND YOGAS

School of Fire	corresponds to	Karma-Yoga
School of Water	corresponds to	Gnana-Yoga
School of Wood	corresponds to	Hatha-Yoga
School of Metal	corresponds to	Prana-Yoga
School of Soil	corresponds to	Raja-Yoga

This does not mean that a Shugenja can use Skill in a Yoga to perform magic, nor does it mean that a Gakusho can use the Schools to perform his priestly functions. But when it is necessary to compare the mastery of a Shugenja and a Gakusho in one of these areas, the corresponding Skills are used.

1058.0 LANGUAGES AND LITERACY

All characters in **BUSHIDO** speak Japanese. Monsters, talking beasts, spirits, humans, without distinction, all speak this language. While Japanese has numerous dialects, we do not feel that this need be simulated in any great detail in the campaign.

The basic assumption in the game is that a Peasant has a "commoner's" accent, a Samurai speaks a more refined dialect, and members of the Imperial Court speak an archaic form of Japanese that less educated characters can barely understand. There is no BCS involved in speaking Japanese as such, although learning another Caste's dialect could be handled as a "Foreign Language" Skill. Assume all characters have "Native Fluency" as described below.

While everyone speaks the same language, there are numerous ways to write it. The question of what form of Literacy one knows is central to many studies and activities.

1058.1 LITERACY

There are three principle alphabets used in writing Japanese. Two of these, Katakana and Hiragana, are similar to European scripts, being phonetic in nature, so that THIS letter is always pronounced THIS way. The third, Kanji, is the incredibly complicated system of writing imported from China by the Imperial Court in the 8th or 9th century, and used every since by the literati, Buddhist clergy, and some philosophers.

The exact BCS in a Literacy Skill will rarely be needed. All that need be known is the character's "Literacy Level," which is determined by the Base BCS.

If the BCS in the Literacy Skill is less than 5, the character is illiterate and can neither read nor write in that alphabet.

If the BCS is from 5 to 9, the character is Partially Literate. He can puzzle out simple texts given time, and sign his name or write a short letter or text with much scratching of the head and frowning of his brow.

If the BCS is 10 or more, the character is Fully Literate, able to read and write with ease. Once this point is achieved, the character would study more deeply in the alphabet only if he uses it for esoteric or scholarly study, or if he wishes to create or decipher codes based on that alphabet.

Katakana: This is the common script, used by the Heimin (commoners) for letters, contracts, signposts, etc. It is the first form of writing taught to children in Nippon and for Peasants, usually the only form learned.

BONUS: All characters

Hiragana: This is a more refined alphabet, used for literary works that are suitable for Kanji, such as Shinto documents, Haiku, the Japanese Classics, etc.

BONUS: Shugenja, Gakusho, Buke.

Kanji: This alphabet is used for certain literary works, all official documents submitted to high officials for resolution, and the bulk of Buddhist scripture. Instead of the few score letters in the other two native systems. Kanji characters are the hieroglyphics of the Chinese alphabet. This alphabet contains hundreds of thousands of symbols, each representing a full word AND a sound. The BCS in Kanji may be used to decipher individual characters drawn as a symbol, a popular magical practice. Finding a seal painted on a door, the literate character who makes his BCS roll can determine if it says "Beware of the Demon" or "All the Gold in the World," based on the letters used to design the abstract symbol.

Due to the difficulty of this alphabet, all Study in it is at 1 extra Hindrance.

BONUS: Shugenja, Gakusho.

Initial Skill Scores in Literacy Skills are based on one's Birth Caste and Rank. If a character takes a Literacy Skill in which he does not receive such a score automatically (a Peasant taking Kanji as an Initial Skill, for example) the Initial Skill Score is (2 x Wit).

1058.2 Clan Dialects

Ninja Clans and Yakuza Gangs have a "secret language," dialects developed to allow private communication between members. There are both spoken and written forms of these dialects.

Ninja Clan Dialects exist for each major Clan Group: the various Allied and Neutral groups. So that Ninja in Clan Groups A and B speak the same Dialect, as do members of Clan Groups E and F. The Neutral Clans (C and D), may be assumed to use the same Dialect, for convenience.

There is only one Yakuza Dialect (actually this was not the case, but it is simpler for campaign purposes). It is a "Lingua Franca" for Nippon's underworld. Thus, two Yakuza can exchange recognition phrases without detection by the "straight" citizenry around them. Yakuza who can compose songs or poetry in Yakuza dialect gain the respect of their fellows, for this outlaw sub-culture has a flourishing interest in these Arts.

Characters beginning the campaign as members of these Professions will have Initial Skill Scores in both the spoken and written form of the Dialect of (50 + Wit) and the Dialect is a Bonus Skill for members of these Professions. Characters learning a Dialect during the campaign must treat it as a "Foreign Language."

1058.3 LANGUAGE STUDY

A special set of modifiers may affect the Learning Rate for languages and Literacy Skills. These are based on the exposure the character receives to the language he is studying. As anyone who has lived abroad can tell you, there is no better way to learn a new language than be being immersed in it constantly.

Studying Dialect of Language spoken with Native fluency:	+2
Living in country of Language studied:	+4
Fully Literate in the Language:	+4
Partially Literate in the Language:	+2
Non-Ninja studying Ninja Dialect:	1 Hindrance
Non-Yakuza studying Yakuza Dialect:	1 Hindrance
Studying Dialect of non-Native Language:	1 Hindrance
Language not widely used (ancient form, secret language):	1 Hindrance

These are fairly fluid rules. A character studying an ancient language in the confines of some weird cult that uses only that language would not suffer the Hindrance for study of uncommon languages and in fact should get the bonus for Living in the Country for the language, since it is all his neighbors will speak.

In any case where the question arises as the nature of the Language or Literacy Skills, they are treated as Arts. This governs the results of study on Attributes, their availability as Initial Skills, etc.

1060.0 OTHER STATISTICS

There are three further traits to consider in discussing the character. First there is "Ki," a vast reservoir of inner power which can be tapped to spur the human mind or body to superhuman levels for brief periods. The other two characteristics, Status and Level, do not measure internal qualities as have those discussed before. Rather they give a means of determining the character's standing within society as a whole and his chosen Profession, respectively.

1061.0 KI

"Ki" is a term almost impossible to render into English: Power, Inner Force, Spirit or Spirit Power, all have been used and are partially accurate. It may be described as a reserve of power, theoretically attainable by anyone, permitting the human system to function on a temporarily heightened level of activity. Physically, it may be said to resemble a controlled state of hysteric strength. Mentally, it can allow inspired insight into intellectual problems, or the focussing of an irresistible effort of will.

While the results of Ki may appear to be magical, there is no magic in it, except perhaps the magic of human potential in a crisis.

1061.1 Gaining Ki

The score in Ki may be increased in several ways. As with Attribute scores, it may be necessary to keep separate track of permanent vs. current scores.

One (1) point of Ki is gained each time the character accomplishes one of the following acts:

Master a Skill: When a score of 99 points is reached in a Skill, a point of Ki is gained. The Gamesmaster may withhold the Ki increase if the mastery is received as a gift of some God, or by some means other than study.

Gain a Level: When a character advances a Level in his Profession, he gains a point of Ki.

Increase Attribute to 40: Characters achieving the maximum possible score in an Attribute, 40 points, receive 1 point of Ki for doing so. If a Player Character is designed so that he starts play with an Attribute at 40 points, he still receives this benefit.

Meditation: The Art of Za-zen (Meditation) may be used to gain Ki. Once a character has mastered this Skill, he may continue to study it. Such study is at a Hindrance, since the character possesses a score greater than 60 points in it. The additional Study does NOT increase Attributes.

Each time a new total of 99 points is gained by this method, the character gains another point of Ki.

Enchantment: Certain very powerful magical artifacts can help a character gain Ki. Likewise, the Gods can grant Ki to their champions.

1061.2 USING KI

Ki allows its possessors various powers. Some are available to any character with Ki and are described below. Others are specific to a given Profession and will be described in the rules for the individual Professions.

All Ki powers fall into two categories: Focused and Unfocused. The former require successful "focussing" of one's Ki, which in the game is done by rolling 1D20. If the die roll is less than or equal to the current Ki score then the Ki has been focused and the power may be used. Otherwise it fails. A natural die roll of 20 fails in any case but does not count as a Critical Failure. It requires a Detailed Turn of concentration to try and focus Ki.

Unfocused powers may be used at any time: no focussing roll is needed. But a Detailed Turn of uninterrupted concentration is still required to tap the energy of Ki.

Some powers reduce the current score in Ki. Others do not. However, a current Ki score greater than 0 is necessary to use ANY Ki power, no matter what form it takes.

Once a Ki power has been successfully invoked, it will remain active until the action sequence in progress has ended: a fight, an attempt to use a Skill, escape some trap or peril. The Gamesmaster may decree the actual limits of the power's duration. It is quite legitimate for a Ki power to remain active during a pursuit, if it is designed to aid in escape or capture, but a Ki power invoked to aid in combat when entering a place of danger would not last past that combat, although danger still surrounds the character.

Likewise, Ki can be invoked to aid some extemporaneous use of a Skill, for a limited time, possible only for a single use, but could not be used for a long term protect: composition or research for example.

1061.3 GENERAL KI POWERS

Skill Focus

A Focused power. The character may apply the Effect Number of the focussing die roll as a bonus to the BCS in any Skill, whether he has score in it or not. A minimum bonus of +1 is received if the focussing roll is successful. The character may add the full Effect Number to the BCS for a Bonus Skill. He may add half the Effect Number to the BCS for a non-Bonus Skill. The character may reduce the Effect Number of his focussing roll if he wishes to do so. The current Ki score is reduced by the Effect Number used.

Self Healing

Unfocused power. A character whose total damage should render him unconscious may retain consciousness for 1 Detailed Turn per point of current Ki. The current Ki score is reduced by 1 per Detailed Turn, so the when he runs out of Ki, the character will collapse. No concentration is necessary to start using this power.

If a character's damage is fatal, he may be able to resist death itself by using Ki. If he wishes to the character may expend sufficient Ki to restore sufficient Hit Points to bring his damage total back below the lethal point, at 1 to 1. This expenditure lowers the **Permanent Ki** score. That is, the Ki is not recovered next day. It is gone. If the character has Ki left after this reduction, he may use it to remain conscious at described above.

Gojoru is a 3rd Level Bushi with 5 points of Ki. He is sorely wounded, unto death. His damage total exceeds his Hit Points by 6. Normally, death would ensue when he is 3 points below 0. By expending 3 points of Ki, Gojoru brings his damage back within the survivable range. He may now keep going for 3 Detailed Turns using his remaining Ki. If he survives the fight, he will have a permanent Ki score of 3, having lost the points expended to resist death.

Saving Throw Focus

A Focused power, applied to either the physical or mental Attributes. The character must declare which will benefit when making the focussing roll.

For purposes of calculating Saving Throws in the stated Attributes the character may increase the current score in the Attribute by his Effect Number for the focussing die roll +1. i.e. the Saving Throws will be increased by (Effect Number+1)/3, round nearest.

The use of this power does not reduce the current Ki score.

Ability Focus

A Focused power used to enhance **One** Ability, to be selected when the die roll is made.

This is not a power which may be used effectively with such Abilities as Learning Rate, which are applied only in the long run. The Attribute score(s) governing the Ability is increased by the Effect Number + 1. If this raises the Ability beyond the normal human range, as could for instance occur with the MNA, the enhanced figure is still used. If totaled scores are involved, as with Zanshin, the total sum of the Attributes is increased, not the individual scores.

Using this power reduces the current Ki score by 1 per Detailed Turn. Its use may be ended at will by the character

Magic Resistance

An Unfocused power, one which operates automatically without conscious action by the character. The Magic Capability of spells directed at the character is reduced by the current Ki score/10.

The use of the power does not reduce the current Ki.

1061.4 RESTORING CURRENT KI

Reductions in the current Ki are restored at sunrise. This is automatic as long as the character is neither dead nor comatose.

1062.0 STATUS

Nippon has a social system of great complexity, compared to the customs of most Western cultures. They duty you owe to those above or below you is rigorously measured and no one will lightly incur obligations to or from another.

While the Status system given here does not answer all the factors involved, we hope they will provide a means of controlling them in the campaign.

The importance of Status will vary widely among campaigns. In a setting where the "storyline" centers on wandering Player-Characters with the emphasis on action, Status will be less central than in a campaign with a strong focus on the character's place in society.

Status is measured on a percentile basis, a score of 0 to 99 used to generate a BCS, as with Skills. Part of this score derives from the deeds of the individual, the rest from his standing in his peer group, be it Caste, Profession, or some other social unit. Crudely put, this score determines the character's ability to influence others to do as he asks.

1062.1 PERSONAL STATUS

A character's Status is based on personal factors, some derived from his birth, others from his deeds in the campaign. A character's Personal Status score is calculated as follows:

Birth Rank

The character's Rank in the Caste of his Birth (section 1080.2) gives an initial Status score of 10 per level of Rank. That is, a Low Rank character receives 10 points, a Middle Rank character receives 20 points, and a High Rank character receives 30 points.

Level

A character's Level in his Profession will increase his personal Status by 5 points per Level. Thus, as all Player-Characters are 1st Level at the start of play, they will receive this benefit immediately. Note that a Player-Character can be a "0 Level" member of a Profession in the case of great dishonor (see the rules for "On," section 1064.3) or when changing their Profession. This would reduce the Level-derived Status score to 0.

On

On, a quality measuring the character's personal honor and prestige, contributes to his Status. For every 50 points of On, the character augments his Status score by 1. The current status derived from On may be calculated as On/50, rounded down, at any time, as needed.

There is an exception to this in the case of the Ninja. Since members of this Profession do not gain On for their actions, their Status derives from their Experience score instead. The Ninja will add his current Budo score/50, rounded down, to his personal Status.

A character can lose On during the campaign, for foolish, dishonorable, or just plain unlucky acts. If this reduces his On below the Level necessary to maintain a given Level, his effective Level drops. The effect on personal Status is drastic. The character may only apply the minimum On required by his new, lower Level to the Status score. For example, if a 4th Level character suffers a loss of On sufficient to drive his score below 100, the minimum On required for 4th Level, his Level goes down. Let us say his new On score is 75. This is sufficient for 3rd Level, which becomes his effective Level. But, the minimum On required for 3rd Level is 50. For purposes of calculating his Status, the character may only apply those 50 points until he regains his former Level.

All other Status points are derived from the character's position in his social group and the modifiers to the particular attempt to use his Status to influence the game.

1062.2 GROUP STATUS

A character will be a member of different social groups during his game "life," often functioning in several at once. For example, a Bushi of Peasant Caste may be measured in terms of his Status as a warrior or his position as a Peasant, depending on the circumstances. If he achieves Samurai rank later in the campaign, he would be gauged by his Samurai Status in Caste related situations. Should he then leave his lord's court to become a Ronin, a masterless warrior, his Caste Status is then measured on that basis. But in all three cases, he would still have a potentially different Status within his Profession, independent of his Caste standing.

This is important in considering how the character "rates" within his group and in calculating how that group, in turn, relates to the rest of Nipponese society. For instance, a respected Peasant will have considerable influence with his village elders, less Status with the elders of a distant village, and even less Status in dealing outside his Caste entirely, especially if trying to influence a Samurai with his Status.

If a character rises to a given position within his group during the campaign, this will raise his Status as a member of that group. Likewise, a "fall from grace," a loss of position, will reduce his Status. And should his Status fall below the Level required to maintain a given standing, he will likewise be reduced in rank within the group.

As a guideline, the Status associated with a given role within a group is listed here. A character achieving this Status may conceivably seek equivalent rank in his group. A character raised (or lowered) to a given rank will have his Status adjusted accordingly.

Group Standing	Status
Member	0
Senior Member	20
Supervisor	40
Manager	60
Advisor	75
Elder	90
Head	100 (campaign dependent)

These are obviously fairly abstract classifications. A "Member" or "Senior Member" is simply a character who functions as a member of that group. "Supervisor" and "Manager" positions are given some form of local authority within the group. "Advisor" and "Elder" ranks have influence throughout the group, while "Head," of course, is the leader of the group. There can only be one Head in any group.

These divisions apply most strongly to such groups as Clans, Temples, and Schools. They are least germane in the Professions, where no concrete structure exists apart from community of interest among the members and the endless striving for perfection by those members. No matter how high his Status, no character can ever truly be the "Head" of his Profession, though the claim "Master Warrior of Nippon" (or whatever) might be made by a vainglorious member of that Profession.

Within a strongly structured group where the members will seek for advancement, the following guidelines control such actions:

"A character may not be able to exercise his full, personal Status as a member of a group. The maximum-amount of personal Status he may apply to his group Status may not be more than 10 points greater than the minimum Status necessary to hold the rank he has in the group. A Bushi with a personal Status of 25 is made a member of a Samurai Clan. The maximum amount of this Status he may use while still a "Member" of the Clan is 10, since the minimum Status necessary for "Member" rank is 0. This figure may be increased by the modifiers to group Status listed below, and by the enhancements possible to any Status score when seeking to influence someone, including bribery, poetry, the tea ceremony, etc.

* A character may not seek promotion to a higher rank unless his Status is within 10 points of the required minimum. That is, a character wishing to seek advancement to "Senior Member" of the group must have at least 10 points of Status. A character who has Status greater than the minimum required may of course seek a Rank whenever possible. Thus, any Elder of a group is in a position to rise to Head. This allows both legitimate succession within a group, as the most deserving Elder rises to the leadership when the Head dies, and attempts at usurping the Head's position by his closest associates. Both were means of advancement exercised many times in Nippon's history.

A character can have Status within a group which exceeds his personal Status. Such bonuses are lost if he leaves his group or is cast out of it. If he acts in matters which the Gamesmaster feels do not concern his group then he may be required to depend on the personal score, without the benefits of his position. Modifiers to the group Status score include:

Favor of Head	+5 to 10
Disfavor of Head	-5 to 10
An act enhancing the group as a whole:	
Minor	+1
Major	+2
Outstanding	+3 to 5
An act diminishing the group as a whole:	
Minor	-2
Major	-3
Terrible	-5

Gifts: Characters may enhance their group Status by giving gifts to their superiors within its rank. Noble Clans and Merchant Guilds measure gifts in gold pieces. Other groups measure this in silver. The extra Status received for gifts applies during the calendar year the gifts were given. +1 is gained for an amount of money spent equal to the character's personal Status.

The principle groups functioning in a campaign include:

Clan

The extended family in Nippon. This is of the greatest importance to Samurai and Ninja, as these characters derive their very function from affiliation with a Clan and will seek to rise in its hierarchy as long as they remain among its numbers. For the Samurai loss of Clan affiliation means reduction to the status of Ronin. For the Ninja, severance from the Clan is almost unthinkable. It is tantamount to a death sentence.

Yakuza Gang

At first glance this might seem important only to Yakuza. But a Gang's ranks are open to anyone who can measure up to its standards (or sink to those standards, in some cases). While non-Yakuza entering a Gang should never rise beyond Supervisor position without changing Profession to Yakuza, the Gamesmaster may depart from this suggestion at will. Otherwise, a Gang functions as a surrogate Clan, as indeed it was for its largely criminal membership.

School

Of primary importance for those who devote themselves to pursuit of excellence in a Skill, or rather a style developing a combination of Skills, generally within a Profession. The School existed in both the martial and scholarly Professions. For the fighter, a "Ryu," or Martial Style, could fulfill the same functions as a Clan. Likewise, magical practitioners of similar aims would pool their knowledge and resources in a School. Competition among Schools for preeminence in their general area of study was keen and often violent. Veneration for the Master of the School approached the intense fervor offered their lords by the Samurai. More will be said of Schools throughout the rules.

Temple/Shrine

The Temple was to the Buddhist clergy as the Clan is to most laymen: the central link to society. For Shinto clergy, the shrine occupied a similar position. In neither case were connections to other groups severed. A Samurai who assumed the tonsure and robe of a Buddhist monk still exercised considerable influence with his Clan, despite his theoretical status as a "retired" person. While the typical competition in Nippon's institutions for supremacy is somewhat subtler in the religious world, it still exists. Where Samurai Clans might contest for power on the battlefield and the adherents of rival Schools prove superiority in the Duel, the wandering Gakusho will strive to uphold his Temple's reputation by the insight of his sermons and the decisive manner in which he demolishes rivals in religious debate.

Profession

For the true wanderer, without bonds of family, Clan, adrift in Nipponese society, the only thing that is left to which he can give his devotion is his Profession. The state of mind of such a character, perhaps a Ronin, a "wave man" wandering restlessly across Nippon like a wave upon the bosom of the ocean, perhaps a religious hermit, seeking enlightenment, can only be held stable by singleminded pursuit of his personal ideals. Nippon's entire culture is constructed upon the scale of relationships with ones fellows. To live outside that framework is unthinkable to most of its inhabitants.

A character choosing to function solely within the framework of his Profession will suffer in relative Status compared to members of more formal groups. He must therefore guard what Status he has by virtue of unflinching victory over the challenges he encounters. While Japan has never trusted such individuals, those who dwell outside of the mainstream of its society, the nation yet reserves some of its most overwhelming hero-worship for those who followed this path: such heroes as Yoshitsune, the outcast champion of the Minamoto Clan, and the immortal Miyamoto Musahi, to the end of his life a Ronin, a Bushi who served no overlord, but followed the endless road to perfection in the art of the warrior.

A Player Character functioning in the campaign without any group connection at all will usually be judged by his Status as a member of his Profession. We recommend that the ONLY source of Status for such a character be his personal Status. There is no Head to grant favor. Actions in keeping with the Profession's aims are measured by Level and On. The only criterion of Status is the character's own prowess in his chosen field.

1062.3 STATUS IN SOCIETY

Each group in the campaign culture should be assigned a Status Factor by the Gamesmaster, by which the Status of its members is measured on an "absolute" social scale. This Status Factor will be a fraction, less than 1, in all cases except one. The Status Factor for the Samurai Clan currently ruling Nippon is equal to 1. If there is no ruling Clan, if the Shogunate is up for grabs in your campaign, then no single Clan will have so high a Factor. We do not include the Imperial Court in this scale for reasons which shall be explained later. This group's Status was so high that it is off the scale on which the campaign will operate.

To determine a character's Status on this society-wide scale, simply multiply his current Status score by the Status Factor for his group. If comparing Status between two characters, or two groups, do so for both participants to see who has a higher absolute rating. Thus, the village Headman has Status=90, an Elder in the Peasantry in his area. But it is a fairly small area, with a Status Factor of, say, .3. A Samurai, being petitioned for a favor by this Headman, has his own Status to consider, say Status=50, a Supervisor level. He may be the daimyo's bailiff in the district. But his Clan is a powerful one, say Status Factor=.7

The Headman's Social Status is 90x.3, or 27. The Samurai's Social Status is 50x.7, or 35. All the influence of the Headman can bring to bear still leaves him at a disadvantage in dealing with the Samurai. While their positions are not so disparate that the Samurai can lightly disregard the Headman's position, even a single point of difference can be crucial in the endless give and take of Nippon's behaviour patterns.

Guidelines for the Status Factors for various groups follow. They cannot be more specific as the Gamesmaster is the only one who can determine the particular standing of a group in his campaign. These should provide some guidance, however.

Group	Status Factor
Samurai Clan	.6 to 1
Peasant Clan	.1 to .3
Ninja Clan	.3 to .8
Merchant Guild	.1
Temple	.3 to .7
Shrine	.1 to .6
School	.2 to .6
Yakuza Gang	.1 to .5
Profession.	
Bushi	.6
Budoka	.5
Gakusho	.4
Shugenja	.3
Yakuza	.1 (if without Gang affiliation)
Ninja	.2 (if without Clan affiliation)

1062.4 USING STATUS

The Status score is used in many ways. It is a central factor in the gaining and losing of "On" (described below) in certain situations. Status is also used to measure one's actual place in society. And last but not least, it is used to influence those from whom the character wishes to gain a favor.

Status can be used to seek admission to a group, or to gain advancement in it. It may be used to request a favor from some character in a position to grant one. One's Status determines the success of political meetings, marriage contracts, and legal cases.

If the Status score is being used solely within the group, the group Status is used. Otherwise, the social Status of the participants must be determined and that score used.

Enhancements to the Status score used for the influence attempt are made directly to the appropriate score. That is, one would not increase the group Status by using poetry, bribery, special gifts, etc., and then convert the enhanced group Status into social Status. Modifiers are made directly to the Status score that will be used for the influence attempt.

Possible modifiers to the Status score include:

Impromptu Haiku, quote from Classics, or similar spontaneous use of Social Art:	Add Effect Number.
Gifts:	
Artworks:	Value of Artwork.
Money:	+1 per silver pice up to a maximum of 2D10 silver pieces.
Fine Merchandise:	10% of List Price.

Other fine gifts of great value, such as weapons made by a master artisan, or magical items, things really beyond price, will receive a generous Status bonus, say 1D3 times 10, or even 1D6 if the gift is very appropriate.

Support of Character with higher Status than the Requester's own score:	+Half the difference in their scores
Incorrect attire, behaviour, unwashed, etc.:	-5 to -20 (Gamesmaster decision)

Modifiers made directly to the Status BCS of the Requestor include:

Opposed by individual or group:	- Status roll Effect Number
To mutual benefit of characters involved:	+5
More benefit to character making request:	-3
More benefit to character being asked for favor:	+3
No benefit to character making request:	+3
No benefit to character being asked for favor:	-3
Contrary to desires of character being asked for favor:	-10
Difference in relative Status of characters:	
Requestor is higher:	+Difference.'10
Other character is higher:	-Difference/10

Having worked out the adjusted BCS for the character seeking to use Status, the 1D20 is rolled. Calculate the Effect Number of determine the reaction of the character whom he was seeking to influence with his Status.

Less than -6	Request refused and character influenced is hostile.
-6 to -3	Request refused and character influenced is suspicious of requestors motives. He may be placated by gifts or other evidence of respect.
-2 to 0	Request is refused. Further attempts may be made if it can be made worthwhile to the character to be influenced.
1 to 3	Granted, but the character granting it may place conditions on the favor and will not give any part of it until they are carried out.
4 to 6	Granted in part, but not fully until certain conditions are carried out.
7 to 10	Granted in full, but a condition must then be fulfilled
11 to 15	Granted in full and freely
16 or more	Granted freely with some extra benefit to requestor.

These guidelines are admittedly very general. The Gamesmaster can and must adjust them as necessary to fit the particular situation in the campaign.

It is impossible to cover all the myriad situations where Status may be used in this section. It governs a whole range of human interactions, which we can only outline crudely. As events occur in the rules which can be manipulated by Status, we will try to show how this is done

Ok! Toroshi, a young Samurai of the Teda Clan, has brought a lawsuit before the Daimyo, seeking to recover an illegally confiscated parcel of land from the corrupt bailiff, Teda Matsura. As the case is wholly within the Clan, the two litigants will use their group Status to plead their cases before their Lord. Toroshi is a "Senior Member" in the Clan, while Matsura, as a bailiff, is a "Supervisor." Thus, while Toroshi has a personal Status of 42, his base Status in the Clan is limited to 20 points. Matsura has the minimum Status necessary for his rank, for a base score of 40. Both characters have had legal briefs prepared by a scholar, using Rhetoric. But Toroshi paid his scribe generously and the scholar has produced an exquisite "Artwork" of legal double-talk, whereas Matsura, a stingy man, skimmed on the petition. Toroshi's brief has a Value of 75 whereas Matsura's is only worth 5. Their respective scores are now 35 for Toroshi as opposed to 45 for Matsura.

Toroshi is a young man well liked by all, especially for his generosity. He has made fine gifts to several influential members of the Clan, and performed bravely in the last battle. His net gain for these actions is plus 5 to the group Status, for a score of 40. The contest looks even.

But, Matsura can attempt to use his Status to reduce Toroshi's! And the greedy money-grubber does just that. But to his dismay, a crude remark he intended as a jest offends Lord Teda, inclining him towards Toroshi's side of the case (ie, the Status BCS roll failed, generating a negative Effect Number) Subtracting this number from Toroshi's BCS actually increases it! Let us say that, with a BCS of 9, Matsura rolled a 76, for an effect Number of 9-16, or -7. Toroshi's BCS as it was came to 8, so his adjusted BCS is now 8-(-7) equals 8 plus 7 equals 75. Toroshi's Status is now rolled and the dice come up with a 3. The Effect Number is a 12, indicating that his request is granted fully and freely.

In the context of a court case, this would mean that the Daimyo finds totally in Toroshi's favor, returning the land to him. Had (he Effect Number been even higher, reaching 76 or more, the Daimyo would probably have added some of Matsura's own land to the settlement.

But let us say Matsura had not made that fatal slip of the tongue and had generated a positive Effect Number. Toroshi's BCS would have been decreased. Had he still rolled a low score, a "Conditional" granting of his request might have occurred. The land would probably have been divided in a compromise. Had Toroshi's Effect Number fallen below -2, then not only would his case have been dismissed but Lord Teda would probably have awarded damages to Matsura, further stripping the young warrior of his property. Oh, it is dangerous to trifle with the mighty!

1062.5 STATUS AND PLAYER-CHARACTERS

This section does not discuss how Player Characters use Status. On the contrary, it addresses the situation in the campaign where Status is used on them! A Non-Player Character may, if the Gamesmaster feels the situation permits, make a request of the Player Characters by influencing them with Status.

If the Status Effect Number indicates that the request is refused, the Player Characters may react in any way they choose, even to the granting of the requested favor or aid. They may set conditions to the favor, as defined above, subject to the approval of the Gamesmaster.

The only way to refuse granting a legitimately placed request, one which is the result of a successful Status die roll, is by taking a loss in On. The base amount lost is equal to the Effect Number of the Status die roll made by the requesting Non-Player Character. This is multiplied by some factor assigned by the Gamesmaster, based on the "Tightness" of the request. A Player Character who disregards a plea for help from some poor victim, when his character would usually honor such a request, would lose perhaps five times the Effect Number of the Status roll. Refusing some character to whom the Player Character normally has an obligation anyway, a retainer or superior in a group, for example, might lose even more.

The Gamesmaster should not use this technique on the Player Characters too often, lest the players feel they are being "railroaded" into courses of action they really do not wish to take. It has a very valuable use in steering the Player Characters into some specially designed scenario the Gamesmaster has prepared for their entertainment. It can also be used to nudge players whose characters have started straying from proper behavior for their role back onto the straight and narrow path.

Players may use Status on each others characters as well. The Gamesmaster should be an impartial judge in such cases. As with Duels between Player Characters, while such things are not always a good idea, if the players are committed to the action, then all the Gamesmaster can do is keep things in the proper perspective. This is a game. It is supposed to be fun. Don't let grudges spoil it.



1063.0 LEVEL

In one way or another, the object of any role-playing game is to gain experience for (and as) one's Player Character. The player begins with the character in embryonic form, designing the effects of his formative years, choosing the life his character will lead in the campaign, etc. He then maneuvers the character through the various adventures of the game, each of which contributes to the character's development. The game system must have some means of reflecting the result of this development. In **BUSHIDO**, one of the principle methods is the use of Levels.

Level measures a character's standing in his Profession and the effect his experiences have had on his self-image and his proficiency in the Skills which are the special province of that Profession.

1063.1 WHAT ARE LEVELS?

A Level is a number from 0 to 6, reflecting the degree of specialized development a character has reached in his Profession. "0 Level" refers to characters who are not members of any Profession or, in certain special cases, characters who are "on probation" as they enter a new Profession. See section 2094.0, on becoming a Gakusho (Priest) for an example of this process.

A character's Level influences many facets of his life. Why should this be the case? Why not just use individual development in Skills and Attributes to measure character progress?

In many ways, Levels are simply a convenient way of doing just that. Continued success in **BUSHIDO** carries with it the assumption that numerous challenges have been met and overcome by the character. This also assumes that character has survived these challenges. Such ongoing success must have a positive effect on the character, his Skills and overall competence. The gaining of a new Level is a recognition of this development and an easy way to apply it to the character's subsequent activity in the campaign.

Thus, a Bushi who survives "X" number of combats, slays so many hairy monsters, and increases his personal honor to such-and-such a degree is going to show an improvement in his overall competence as a warrior. An increase in Level is the way the game adjudicates when this improvement becomes significant and what it will do for the character.

Achieving higher Levels also provides a tangible "score" for the players, reflecting their skills as gamers. Positive reinforcement of one's players is a feature important to any good Gamesmaster.

1063.2 GAINING LEVELS

A Player Character's Level is determined by two factors: Experience and On.

There are two forms of Experience in the game:

Budo

Budo is most frequently gained by overcoming opponents in combat, or for otherwise distinguishing oneself as a fighter. It is accumulated only by Bushi, Budoka, Ninja, and Yakuza.

Shugendo

Shugendo is awarded for successfully using magic, performing occult research or mystical devotions, spell learning, and other deeds advancing the character's development in such matters. It is awarded only to Shugenja, and Gakusho.

To increase his Level, a character must also have a requisite amount of On. On is a subtle quality which will be discussed in far greater detail shortly. It is a measure of the respect and honor afforded the Player Character, both by society in general, his associates, and himself. It is possible to suffer a reduction in effective Level if one's On score falls below the point necessary to hold a given Level.

As stated earlier, all Player Characters begin at the 1st Level of their Profession. As they gain Experience and On, they will advance in Level. Whenever a character's score in the two areas increases to the point where he is entitled to a new Level, he automatically acquires all benefits due such an increase. This occurs immediately with the following exceptions: If the character performs the action which gained the necessary score(s) while in Detailed Action scale, eg. in the middle of a melee, he does not acquire the benefits of his new Level until he is out of Detailed Scale. A character must survive the immediate situation before his new status "sinks in." If the newly promoted character dies before leaving Detailed Scale, the Level increase is still recorded. It takes effect immediately should he be returned to life or is applied to calculating his Karma should his death be irreversible.

Ninja do not, under any circumstances, gain true On. Their caste is among the Eta (Untouchables or Pariahs). They make their living by murder and terror. The common folk of Nippon fear and shun them. To reflect their Profession's motivations and reputation, the Ninja must achieve twice the stated amount of Budo to gain his Levels.

Necessary scores in Experience and On are as follows:

Level	Experience	On
1	0	0
2	10	10
2	50	50
4	100	100
5	500	500
6	1000	1000

1063.3 BUDO

Budo is meant to measure the character's martial fervor and courage. It marks the development of the combat oriented Player-Character into a master of his Profession. It contributes in this way only to those who have selected the martial way of life as their own, having no effect on others. This is why magic using characters never acquire Budo. Such Experience does not improve their image, dedicated to the scholarly and arcane arts. No more does that which enhances them, Shugendo, the way of the esoteric, improve the warrior in his pursuits.

Budo is acquired in several ways, although it is principally earned in personal combat. Characters receive Budo on the following bases:

Overcome Foe

The character receives Budo by slaying an opponent, or subduing him beyond any active resistance. This can be rendering him unconscious, disabling him beyond hope (like all four limbs), binding him immovably, causing him to surrender, etc.

The Budo acquired for such a victory varies by the type of foe. Ninja who overcome a foe using Ninja Skills or Gimmicks receive double the usual amount of Budo.

Classic Member of Profession: A character who is a fully developed member of a Profession. All Player Characters fall into this category. Budo = Level of foe + 1.

Rabble Member of Profession: An NPC with all characteristics of a Classic Man in a Profession, but only 1D10/Level in Hit Points. Budo = Level of foe.

Average Man: An average human character. Not usually a member of a Profession, though an effective Level may be assigned to make him tougher. Hit Points always = 10. Budo = 1 + (Level/2, up) if any.

Rabble: Average human characteristics, not a member of a Profession, having 1D10 Hit Points. Budo = .5.

Extra: An NPC having no Hit Points, ie. any hit kills him. If not given an effective Level for color, Budo = .5 If given Professional characteristics (Level, high Skills), Budo = 1.

Non-humans: Animals, Monsters, Spirits, etc., all have an assigned Budo value given in Book 2. Their conquerors receive this value for overcoming them.

The mythos upon which **BUSHIDO** is based strongly indicates that the Budo for such an action is awarded SOLELY to the character who gets in the killing/winning blow. If Yoshi has spent the last 10 Detailed Turns hammering a Bakemono down to 1 Hit Point and Sakuro jumps in from behind and dispatches the creature, all Yoshi will show for his labor are his wounds.

The Gamesmaster may choose to modify this, awarding partial

Budo to participants in the attack, although the deliverer of the final blow should still receive full credit.

The practice of awarding Experience points only to the actual winner of a combat can lead to angry words among players and Player Characters. A punctilious observance of courtesy should be enforced by the Gamesmaster. Conventions should be developed within the gaming group which can mitigate the friction generated by competitive play in the never ending search for Experience.

Strategy

Often, players will have the opportunity to set up a plan of battle before charging into a combat situation. The Player Character who proposes and/or oversees an effective strategy (one which the Gamesmaster feels shows clear thought and workability) should receive Budo in proportion to the plan's effectiveness. Strategy that even comes close to succeeding as planned should earn the strategist a percentage (10%?) of the total Budo gained by his party in the fray. A good plan that just did not work out should still be worth 1 point ("A for Effort").

If more than one player is responsible, equal rewards should go to all concerned. But each player may designate only ONE Player Character as the recipient, ie. the planner. Poor plans will very likely carry their own consequences, and the survivors should not be further penalized.

Command

A character leading a body of troops in a Tactical or Strategic Battle will gain Budo for every Battle Turn his troops win. The amount of Budo awarded is the ratio of the odds he faces in that Turn. Thus, if he wins a Battle Turn where the odds AGAINST him are 2:1, he gains 2 Budo points. If the odds are 1:1, the Turn is worth 1 point, and so on.

Mastery

Any character mastering a Bugei (achieving a Skill score of 99) in which his Profession receives a Bonus earns 1 Budo Point for doing so.

Mastering an Okuden for such a Bugei also earns 1 Budo Point.

Inventing a new Okuden, as described in section 1053.2c, entitles the character to 1 or more Budo Points, the amount set by the Gamesmaster in direct proportion to the value of the Okuden devised. A good yardstick is how much spontaneous admiration the Gamesmaster feels when the Player describes the idea, modified by how well it works out in practice.

Other grounds for conferring Budo may occur to the Gamesmaster. He may certainly add his own criteria to this list, keeping in mind the desirability of relating the challenge of the situation to the Budo awarded for properly resolving it.

1063.4 SHUGENDO

As Budo is to the fighter so is Shugendo to the magician or mystic. The members of the magical Professions have forsaken the mainstream of Nipponese life, a distinctly warlike society, to pursue paths of scholarly study or religious contemplation. Their progress is measured not in the clash of battle but among the dry rustling of scrolls being unfurled or the deep tones of temple bells. As there are two distinct paths requiring Shugendo, we will treat the Shugenja (Magician) separately from the Gakusho (Priest), as the former pursues natural philosophy for secular ends as opposed to theological doctrines for religious ones.

1063.4a Magical Acquisition of Shugendo

The students of Kenja (magic) may acquire Shugendo in the following ways:

Spell Learning

Learning a new spell will gain the Shugenja Shugendo equal to its Knowledge Required/10. Relearning a forgotten spell, a much easier task, is good only for its Knowledge Required/100, rounded to the nearest tenth.

Magical Research

The rules for this activity are in Book 2. Research may be used to work out the theory of extant spells in the campaign for which the magician has no teaching scrolls, or to invent new ones as allowed by the Gamesmaster. The process is also used to manufacture magical artifacts. Shugendo = Task Points/10.

Spell Use

Successfully casting a spell during play may earn Shugendo. Each time the magician casts a spell that works properly and, in the Gamesmaster's opinion achieves some useful end (detects something, heals wounds, discommodates an enemy, etc.), the caster receives 1% of the Knowledge Required to use the spell, rounded to

the nearest tenth. Thus a Knowledge 5 spell gains. 1 Shugendo when cast: a Knowledge 99 spell gains 1.

The requirement that it do something significant is simply to prevent Shugenja from casting spells at will, without any reason to do so, just to gain Shugendo. Such behaviour gains no experience.

Countermagic

Successfully dissolving an enchantment receives Shugendo equal to the Knowledge Required for the cancelled spell/10, rounded to the nearest tenth.

Overcoming Foe By Magic

If a foe is overcome by a spell, or by the use of a magical artifact, the magician gains Shugendo equal to the Budo value for overcoming such a foe OR the Shugendo normally acquired for successful Spell casting, whichever is higher.

Exorcism

All spirits or enchanted creatures vulnerable to Exorcism have a Spirit Rank given in Book 2. Magicians who successfully exorcise such creatures receive Shugendo = Rank of Target.

Mastery

Shugenja may gain Shugendo by achieving the maximum score in any Bonus Art. It gains as well as the Skill it confers.

The Gamesmaster may permit the Shugenja to "meditate" further upon the Schools of Magic once they have been studied to the practical maximum in order to gain further Shugendo. Such advanced training is at the normal Hindrance for Score Over 60 Points, and does not further enhance the BCS, but whenever a new total of 99 is gained, it earns the scholar another Experience Point. Such "meditation" does NOT increase Attributes. It may gain an additional point of Ki, if the Gamesmaster permits, but its primary purpose here is the increasing of Experience.

Other opportunities or modifiers for acquiring Shugendo may suggest themselves as the campaign develops. Solving some mystery by the use of occult powers comes to mind. Proportion must be the key, maintaining a balance between the difficulty of the situation and the reward for mastering it.

1063.4b Mystical Acquisition of Shugendo

Gakusho may acquire Shugendo for the following actions.

Healing

Buddhist clergy casting a basic Healing spell receive Shugendo = (.1 x Level of Spell), if successful. Using a Yoga in Healing receives Shugendo equal to Knowledge used/100, rounded to the nearest tenth. Shinto clergy receive a flat 1 Shugendo for Healing as their doctrines declare the sick and injured to be ritually impure, and thus they gain less merit for such activity.

Mastery

Mastering certain Skills gains priestly characters 1 Shugendo Point. This applies to any Bonus Art.

Meditating upon the Yogas, ie. relearning them as Shugenja do with the Schools, is allowed. Again, such Meditation does not increase Attributes. It is applied to Experience only, unless the Gamesmaster also extends its effects to gaining Ki.

Resurrection

Buddhist priests may resurrect the dead using their power of healing by Raja-yoga. This gains them Shugendo at a different rate than that due to normal Healing by means of a Yoga. The Shugendo gained equals the subject's Level — his Karma/10. This last figure measures the "rightness" of the action. The higher his Karma, the readier he was to go onward, neh? Raising characters with negative Karma DOES act in this to give extra Shugendo. The priest has given them another chance to acquire merit before passing to the next life.

Trance

Achieving a Lesser Trance in which some previously unknown information is received, or a good question regarding the situation is asked, or some danger is avoided by prophetic warning, gains Shugendo = Knowledge in Yoga(s) used/20.

Some concrete result must result from the Trance in order to gain Shugendo.

Exorcism

Exorcism gains Shugendo for priests in the same manner it does for magicians.

Countermagic

Spell dissolving gains Shugendo Points for clergy at half the rate it does for magicians, ie. Knowledge Required/20.

Dissolving the evil enchantments of demons, Bakemono, or other

Creatures using magic not measured in the Schools, gains Shugendo equal to half the casting creature's Rank.

Using Sacred Texts

Buddhists can use the Sutras (Scriptures) to achieve magical effects and Shintoists use Norito (Litanies to the Kami) in the same way. If such a Text is learned by heart, it is worth 1 point of Shugendo. Successful use of a Text is worth .1 Shugendo, whether recited from memory or read from a scroll or book.

Blessings

Successfully blessing one or more characters gains the cleric 1% of the Yoga Knowledge used, rounded to the nearest tenth. It is immaterial whether or not the Blessing is used by the recipient, although the Gamesmaster may withhold Shugendo if there is no obvious reason to Bless (ie. not even a small chance of needing such enhancement).

Banishing Ghost

Use of the Segaki ceremony to lay an unquiet spirit of the dead which is actively haunting an area or person gains Shugendo as if Exorcism had been used.

Unlike some other role-playing games, we have not tried to codify all the areas in which Experience may be gained, assigning hard and fast point values to each case. Situations stated above as always receiving Experience MUST be so rewarded by the Gamesmaster, but he should not feel that he cannot award it for other acts as well. Nor should players be shy about calling the Gamesmaster's attention to some action they find praiseworthy! It is difficult to keep track of everything during play and the Gamesmaster may just miss noting that so-and-so has just performed some remarkable feat. But the Gamesmaster's decision must be final in such cases, and players are urged to accept this decision with good grace.

1064.0 ON

A very important function of On in the campaign is its use to promote good role playing. A Player Character who is true to his self-proclaimed ideals should gain On. Characters who, having selected the role of a Bushi, skulk in the rear of combats and shun the test of prowess in battle should pay for it in On. On measures the internal respect which the character has for himself, just as Status measures the respect he has earned in society.

1064.1 GAINING ON

An opportunity to gain On can occur at any time in the campaign. A character can gain On for an appropriately defiant insult in combat or a timely show of mercy to the downtrodden. Anything which strikes the Gamesmaster as an impressive portrayal of the character should receive at least a point of On.

Some of the more concrete opportunities that exist include:

1064.1a Winning a Contest

Whether the competition is a flowery exhibition of Poetry at a noble court, or a riotous drinking bout at the local tea house, winning a contest of any kind is worth On. The Gamesmaster may award 1 point for spontaneous showings of talent among a limited audience. Alternatively he may increase the reward for masterful performances before a larger or more prestigious crowd. In this latter case, the value of the presentation, as discussed in Book 2, under Artworks, would be the amount of On awarded. The Gamesmaster may wish to limit this opportunity to contests he puts in the Player Character's way during the campaign, in order to prevent players from staging constant little competitions among their own characters. Alternatively he may allow such actions with the following proviso: The losers of the contest divide the amount of the winner's On increase as a loss among themselves. For example, Hayawata and three companions, all Player Characters, have a friendly little drinking bout at a roadside inn. Hayawata, with a Health score of 38, wins handily, drinking his buddies under the table. He gains 4 points of On, having won a contest with four participants. Each of the others loses 1 point of On, their share of the "wager."

The Gamesmaster will find outlines for a number of contests in Book 2, under Events.

1064.1b Battle

Participation in a Battle is one of the fastest ways to gain On for the fighting Professions, especially the Bushi. The pay is also quite good. But the mortality rate tends to be rather high.

In a Battle, On is acquired for any of the following actions:

Suffer wounds: Receive On equal to Lethal Damage suffered in the battle

Win Encounter Receive On equal to Budo for winning fight.

Take Heads: Receive On equal to total "Heads" taken, divided by the character's Level.

Courageous Action: Every Battle Turn spent in "Courageous" mode is worth 2 points of On, apart from any other results of the action.

These On awards are achieved in full only if the characters are on the winning side. Certain values are lost if their side loses: On for Heads taken and Wounds suffered in particular. Other On acquired during the battle is halved. These losses are avoided if the characters fight their way out of a losing battle successfully. If they fail to do so, they are usually dead.

Alternatively, characters who distinguish themselves by fighting like maniacs for the winning side may receive increased On when their commanders are handing out the spoils.

1064.1c Duels

Proving one's superiority in a Duel, whether physical or magical is a rich source of On. Any character may engage in a Duel of any kind. While it is unlikely that Shugenja or Gakusho would fight a Duel with material weapons and under normal circumstances, a Bushi, Bodoka, or Ninja could not fight a magical Duel at all, if the opportunity exists to fight a Duel, then the characters may take it.

The etiquette of the Duel and the rules governing their conduct are given in section 1092.2, on Customs.

Duels may be fought with mock weapons, such as the Bo-ken (wooden katana), doing Subdual damage, or with real arms, to the death. Participants are usually permitted any weapons and armor they can obtain, though more limited terms may be set by mutual agreement. This latter form of limited Duel is common when two students in competing Ryu are squaring off for the honor of their respective schools.

All On gained in Duels to the death is doubled.

On in a Duel is based on the following factors:

Winning the Duel: The base On received for a Duel is equal to the Budo received by the winner, plus a bonus based on the damage he suffers in the fight. This bonus is equal to the total damage received times a multiplier equal to the loser's Level. Thus, there is no extra On for winning a Duel with a 0 Level character.

For example, a 4th Level Bushi wins a duel with a 6th Level Budoka. In the process, he suffers 25 points of damage. He receives On equal to the Budo for overcoming a 6th Level character (7 points if the opponent was a Classic Budoka). In addition, he receives On which is equal to $25 \times (6/4) = 25 \times 1.5 = 37.5$. Rounding to the nearest whole number for convenience, this gives a total On increase for the Duel of $38 + 7$, or 45. If the Duel had been to the death, the total would be doubled, for 90 points of On.

The Gamesmaster may apply further modifiers as necessary. If the duel is only to first blood, or uses non-lethal weapons, then he may wish to reduce the On. If fought to the point where one combatant cannot continue, but not necessarily to the death, then full On would be received. Characters who consistently challenge far inferior opponents to Duels LOSE On for their bullying. The third or fourth time a 4th Level character pushes a 1st Level into a fight, then the Gamesmaster may feel such action is necessary. On the other hand, it is not dishonorable to accept a challenge from a lower Level character. In fact, refusing a challenge will almost always lose On.

Iaijutsu Duel: The highly dangerous Iaijutsu Duel, described in section 1092.2, will add 50% to all On gained for the Duel. The reason for this is the high probability of suffering a Critical Hit on the first blow of the Duel.

Shugenja or Gakusho can resolve conflicts using an occult Duel, a matching of powers on the non-physical level.

On is awarded on the same basis as that described above for physical Duels. Since "damage" in the occult Duel is done to the opponent's Will Attribute, this figure is used to calculate the extra On received by the winner.

1064.1d FLASHING SWORDPLAY

Actually, any Bugei in which the character has a Bonus Skill may be used. In any combat: a Duel, Battle, or simple melee, the character may receive On by penalizing his BCS voluntarily. He will receive an award of On equal to the Budo for winning the fight if he accepts a penalty equal to his Level, applied to the Base BCS. If he takes a penalty equal to twice his Level, double the On. For a penalty of three times his Level, triple the On, and so forth.

The Gamesmaster may refuse to allow this option when it is not a clear act of dashing courage. Sneaking up behind an opponent who is already facing three of one's companions, and then declaring that

one is going to use Flashing Swordplay to stab him in the back is not really supposed to gain On. The requirements we suggest are:

— Single combats only.

— The character must retain the penalty for the whole fight. He may relinquish it at any time, but doing so loses the extra On he might have gained.

There is another form of Flashy Swordplay, used when killing a helpless victim. This requires a roll on the Raw BCS for the Bugei being used. If it succeeds, 1 point of On is acquired.

1064.1e Overcoming Notorious Threat

Throughout his campaign, the Gamesmaster will have "Notorious" menaces. These may be some ferocious monster, a gang of marauding bandits, an evil warlord, a sinister sorcerer, etc., etc. When designing a scenario for the players to tackle which confronts such a challenge, the Gamesmaster must assign an On value to overcoming it. He may break this down into On received for achieving such-and-such a goal in the scenario: If the overall value for cleaning out a nest of bandits who are terrorizing the countryside is 50, then 5 of those points might be for locating the bandit base, 20 for killing their ferocious leader, and 25 for dispersing the whole gang. If the characters find the base and slay the leader but flee the revenge of his followers, then they would not get the full value for defeating the bandits. By the time they can get reinforcements and return the surviving criminals will be long gone.

Further guidelines for Gamesmasters are given in Book 2, on designing adventures.

1064.11 Mastering a Skill

Whenever a character masters a Skill, achieving a score of 99 in it, he gains On. The points awarded are:

Skill Mastered	On Received
Bugei	5
Fine Art	15
Other Art	5
Bonus Skill	+5

1064.1g Research

Performing research is worth On equal to 10% of the Task Value for learning some material already existing in the game, as in the case of a Shugenja working out the theory for an existing Spell or a Bushi developing his own version of an existing Okuden. Original research receives On equal to the full Task Value of the research. This is the reward for the designers of new magic or the creators of a new Okuden. Founding a Ryu, School, or Sect is similarly rewarded.

1064.1h Heroic Duty

A character who puts himself in danger for the sake of duty owed to another will gain On. The classic case is a retainer who defends his lord in combat. He will receive a multiple of the Budo for enemies defeated in such fights, say 1 to 5 times the Budo value as On. He will also receive On equal to any damage he suffers in the combat.

Similar situations would include fights to defend those who owe you fealty, your family or retainers; combats resulting from a pledge to protect those in need of aid, as may be seen in Kurosawa's classic film, "The Seven Samurai," where seven Ronin pledge themselves to defend a peasant village from a large bandit gang; defending the forces of "good" (the Gods or their temples) from "evil" (defilers, monsters, etc.).

1064.1j Pilgrimage

Characters making a formal visit to a notable shrine, temple, or other holy place receive On for this public show of piety. A given shrine will give a value assigned by the Gamesmaster. Characters successfully making the journey to these shrines will receive this value as On. The Gamesmaster may design some test that must be passed in order to gain the full value, representing the character's ability to fully profit from the Pilgrimage.

A character may make a Pilgrimage for On to a given shrine only once in his life.

1064.2 LOSING ON

Just as On can be acquired at any time, it can be lost as quickly. The Gamesmaster should be sensitive to player feelings in judging losses in On, but when the situation calls for such a penalty, it should be applied. It is quite legitimate to warn players that they are in danger of losing On, if they pursue some course of action. For example, a character who is preparing to torture an innocent victim for some reason should be warned that such sadism may lose him On. If the Player Character proceeds, then at least he was warned. But if rashness sends the Player Character sailing into an irrevocable

breach of etiquette before a warning can be given, will, that is his misfortune. Good intentions are no substitute for correct action in Nippon

Nippon is a "shame-oriented" culture. That is, an error or wrong action is most distressing because it violates one's sense of importance, one's self-image. If the mistake is public, it is much worse. Guilt, as such, does not enter into the picture. It is the embarrassment that hurts. A loss in On causes such a hurt. If the loss is such that the character's On score falls below the point necessary to maintain his current Level, the acute mental pain will act to actually reduce the character to a lower effective Level. We will define the effects of such a reduction below.

On may be lost for the following reasons:

1064.2a Cowardice

Refusing to accept a challenge to Duel loses On based on the difference between the Level of the challenger and the character who refuses his challenge.

If the challenger's Level is higher, the refuser loses 10 times the difference in their Levels.

If the challenger's Level is equal or lower, the refuser loses 20 times (the difference +1).

For example, a 4th Level character challenges a 2nd Level character to a Duel. The lower Level character refuses. The difference in their Levels is 4-2, or 2. Since the challenger has a higher Level, the 2nd Level character loses 2x10, or 20 points of On.

A character running away from a fight in progress loses 20 times his own Level in On, plus any On received by his opponent for winning the combat. If the fight was a Duel, this can be substantial.

Interfering in a formal Duel loses On for both the character who interferes and the Duellist on whose side he intervened. The character who intervened loses 10 times the sum of the Levels of those fighting. The duellist who was aided by the interference loses the same amount of On, plus any On gained by his opponent, who automatically wins the fight even if he dies in the process. He dies with great honor while his surviving foe is disgraced. The character dishonored in this way can cancel the On loss only by immediately turning on the character who interfered with the Duel and trying to kill him.

Other acts of lesser cowardice (avoiding a fight that really should be undertaken) will be penalized appropriately by the Gamesmaster, usually to the tune of some multiple of the character's own Level.

Finally note, that a character avoiding danger that is met by the rest of his party may lose more than the normal On for running from combat. If by his despicable act he survives where all who were with him die, he will lose at least 50% of his On immediately. If he does not avenge their deaths, he loses ALL his On. Seppuku is his only viable option at this point unless he is lost to all shame. Avenging his companions with sufficient style may regain some of his lost On, but by no means should all of it be restored.

1064.2b Falsehood

This is tricky to monitor. Basically, a character who tells a flat lie is behaving dishonorably. But a cunning manipulation of the truth is part and parcel of Nippon's legends. Lying for some petty or dishonorable reason should be penalized by a loss of On, but the reduction should not be too large.

Much more serious is the case of a character who breaks his given word. If the act was deliberate, 10 to 20 times the liar's Level is subtracted from his On. If he breaks his word due to carelessness, by not being careful to adhere to the terms of the bond, a lighter penalty is called for and if the character can repair the breach he would regain his lost On. If the character fails to keep his word despite his most conscientious efforts to keep it, no penalty need be adjudged.

1064.2c Treason

This is the most serious offense a character in Nippon can commit. When once an individual has sworn loyalty to another, he pledges his very life to the goals and safety of his superior. Deliberate treason against one's lord when no mitigating circumstances exist will cost the traitor a percentage of On equal to twice his Status in the group ruled by that lord. Thus, treason's penalty is proportionate to the trust that was given to the traitor.

The term "lord" as used here could equally apply to a Samurai's daimyo, to the master of a Ryu, the Abbot of a Temple, or the Oyabun of a Yakuza Clan. Treason to a Ninja Clan is dishonorable, even though Ninja do not use On. The traitor would spend the rest of his life as an outcast, but the rest of his life would not be long enough to allow much time for worrying about it.

A character who fails to live up to his obligations to his lord due to fate may recover the On he loses as a result. If the failure is serious, the On loss would be a percentage equal to his Status in the group.

He can recover this as he repairs the damage, taking revenge on those who used his weakness to hurt the group. But if his failure to live up to his commitments caused the death of the lord, then once he had avenged the wrong and regained his honor, most (Samurai at least) would commit seppuku.

Treason against a lord who mistreats you may not be dishonorable. A retainer who has a legitimate grievance may revenge himself as best he may without thought of losing On.

Finally, treason against one's lord will not lose On if the betrayal leads to his replacement EITHER by the traitor himself OR by a new lord with whom the traitor is in favor. Supporting a worthy usurper is a pattern in mediaeval Japanese history that is repeated over and over. Lord So-and-so is a tyrannical monster. Sickened by his excesses, his retainers plot with his noble young cousin to usurp the title. The coup is successful. Everybody is a hero. Success is its own justification in such matters.

1064.2d Rashness

A Player Character who, due to rash action, commits some foolish action will "lose face." This costs On. The penalty, applied by the Gamesmaster, is usually small, a minor rebuke to overweening ambition. A do-or-die attempt to perform some heroic feat that fails ludicrously might incur such a penalty.

Other, less spectacular errors, might be improper reactions to social situations, rudeness, and other minor sins. The Gamesmaster should warn players that they are doing something wrong. If they proceed, then they are at least prepared for the penalty.

1064.2e Losing

Losing a contest can cost the loser On. As mentioned in the previous section, losing participants in a contest will divide the winner's On increase among themselves as a penalty. If they failed dismally in their own attempt in the contest, they might lose additional On due to the shame of such public failure.

Losing a Duel, providing one is still alive, also loses On. This does not apply to the loser of a Duel to the death. He has fallen honorably in combat and will actually benefit in one sense when he comes to calculate his Karma for the next incarnation.

The loser of a non-lethal Duel loses an amount of On equal to half that gained by the winner, times a multiplier. This multiplier is equal to the loser's Level divided by the winner's. Thus, a 1st Level character defeated by a 4th Level suffers no great disgrace. But the 4th Level character who falls before a 1st Level is severely penalized.

1064.21 Disgrace in Battle

As courageous victory in Battle can bring great rewards, the laggards in a winning army can find that the victory celebration is more lethal than the fighting was.

The penalties listed in the "Disgrace" results table in Book 2 can include forfeiture of On gained in the Battle, or even of On held prior to its start.

1064.3 EFFECTS OF LOSING ON

When a character loses a little On, he can probably take it fairly quietly. When he loses a lot of On, he will be strongly motivated to try and regain it, or to earn more On in fresh adventures. But when he loses enough On to cost him one or more Levels, then he is going to be in a very dangerous state indeed!

A character must have minimum amounts of Experience and On to achieve a given Level. If a Character's On falls below the stated amount, HE DROPS TO A LOWER LEVEL! He will suffer the following reductions in his characteristics.

Base BCS and ST: He adds his new, lower Level to raw scores for Bonus Skill BCSs and for Saving Throws.

Zanshin: His Zanshin is based on the lower Level.

Magic: Any effects of magical powers based on Level use the lower Level. The Power Ability is unchanged.

Status: The reduction in On and Level reduce the character's personal Status. If this lowers it below the score needed to hold a position in his group, the position is lost.

Experience: The character MAY NOT increase his Experience until he has regained his previous Level. In other words, until his On is back above the necessary minimum, any Experience he would have gained is not counted, then or later.

Ki: The permanent Ki score is reduced by 1 per Level lost. It is gained back at the same rate as Levels are regained. No NEW Ki is gained during the period that the character is at a lower Level. But Ki earned during this period should be kept track of. It IS added to the permanent score when the original Level is regained.

The following areas are not affected by the reduction in Level:

Hit Points: These remain unchanged.

Learning Rate Modifiers: Treat the character as if he were still at his higher Level when calculating the bonuses due to having a Teacher of higher Level.

In short, when the lower Level character currently enjoys would act to his benefit, use his original, higher Level. If the lower Level acts to his detriment, then use the lower Level.

There is no specific rule that says a character in this condition must bend every effort to recovering his lost honor. But his life is going to be pretty miserable until he does. Seppuku is always an acceptable means of restoring lost honor in situations like this. Or, since the character is already heading back towards first Level, he may wish to exercise his option to shave his head and become a Buddhist Gakusho. This will, except in extreme cases, start him with a clean slate.

1064.4 NINJA AND ON

Ninja did not use On. This is central to their role in Nippon's society. But this can make it difficult to reward good campaign action by Ninja.

As Ninja are concerned solely with Budo and must acquire twice as much of it as other characters in order to advance in their Profession, there is nothing wrong in awarding extra Budo to Ninja for good game actions. But amounts should be smaller than corresponding On awards would be. This is to balance the fact that Ninja alone may perform any action in the campaign without fear of retribution in the form of On losses. They are the most pragmatic Caste in Nippon and it is fitting that they enjoy this freedom from society's strictures. But it will limit their development in some ways. That is the price paid by outlaws in cultures throughout history.

1070.0 PROFESSIONS

In **BUSHIDO**, we recognize six basic Professions for the Player Characters. Each represents a heroic approach to life in old Nippon. Players may find that they wish to develop variants of the major Professions that emphasize certain skills to create a way of life for the character that differs from the classic heroic mold. An example might be a character who is a wandering entertainer who has the appropriate Arts but functions for game purposes as a Budoka.

1071.0 THE BUSHI

The Bushi is the classic warrior of Japanese legend. A man (or woman) of passion, of tremendous courage, willing to fight to the death but never admitting of surrender. While the top of the Bushi's heap was, in the main, occupied by the Samurai, the Profession led members of all Castes to undying glory, to fame eternal.

The role-models we envision for the Bushi include those magnificent Samurai and Ronin portrayed in Japan's "Chambara," or "Samurai" movies. In history, the 12th century hero of the Gempei wars, Minamoto Yoshitsune is one possible example. This exploits are preserved in numerous Kabuki plays as well as in the epic "Heike Monogatari." A more recent (17th century) figure representing the archetypical Bushi is Miyamoto Musashi. A Ronin (masterless Bushi) who survived the brutal wars of unification which brought Japan under the rule of Tokugawa Iyeyasu, Musashi prevailed in over 60 single combats. His martial philosophy is preserved in his "Book Of Five Rings" (see Bibliography). He was also noted as a poet and artist, many of his works in these areas surviving into the present day.

The Bushi is driven by his code to achieve the utmost mastery of his Profession's Skills, not only as a fighter but in the peaceful Arts by which one reaches inner harmony. His relationship with the world of the campaign may dictate other factors. If the Bushi enters the ranks of the Samurai, he is on the path to political power, either as an aide to his daimyo, or feudal lord, or by becoming a daimyo himself. This path is open only to those of the Bushi Profession. We envision Nippon as being in a state where a Bushi can carve out a domain, become a lord, by virtue of this fighting skill and courage. The reputation and gold he gains in his time as an adventurer draws others to his banners when he strikes for a territory of his own. This is the first step to becoming a "Daimyo," or feudal lord. So overpowering was the urge to master land, to achieve rule of a domain, in the analogous periods in Japan's history, that one of the words for "frantic activity" in modern Japanese is derived from the symbols meaning "land bought with blood." In Nippon, much blood is paid in the hope of gaining land.



The Bushi who eschews this path may, upon reaching the upper Levels of his Profession (5th-6th), seek to establish himself as the Master of a "Ryu," a School of the warrior arts. Such an option was usually taken by Ronin or Peasants among the Bushi, who had not achieved Samurai rank, whether by choice or by chance.

In the early part of his career, before these questions begin to arise, the ideal Bushi strives to cultivate his mastery of the fighting arts. It is not too definite to say that foremost among these would be the Bugei of the sword: Kenjutsu, Iaijutsu, and the Okuden of these Skills. However, players may instead wish to experiment with Bushi who center their martial training on other weapons: the spear or the halberd, or even those who develop their mastery with more exotic weapon systems that catches the player's imagination. He may follow a strict personal code, a heroic ideal, or he may function as a mercenary, his loyalty going to the highest bidder. Events in his travels may invoke some imperative of the code of Bushido. Several years may be devoted to that highly respected pastime of old Nippon: the blood feud. A good enemy is a real gift to a creative Player Character, spurring him to new heights of development in the quest for revenge.

1071.1 BUSHI BONUS SKILLS

The following are Bonus Skills for all Bushi:

Bugei:

Bajutsu	Chikugo-jutsu
Hojojutsu	Iaijutsu
Jittejutsu	Kenjutsu
Kyujutsu	Naginatajutsu
Ni-to-kenjutsu	Senjo-jutsu
Sojutsu	Yari-nage-jutsu

Fine Arts:

Armory	Bowyer
Hawking	Heraldry

1072.2 KI POWERS OF THE BUSHI

The special Ki powers available only to the Bushi are as follows:

Damage Focus: A Focused Power. The Bushi may add the Effect Number of his Focussing roll to all damage done by his blows with handheld weapons or hurled weapons. Archery is not affected. The current Ki is reduced by the amount of the damage bonus.

Defense Focus: A Focused Power. The Bushi increases his effective Armor Class by the Effect Number of his Focussing roll. The current Ki score is reduced by the amount of the bonus.

Swift Arm: A Focused Power. The Bushi increases his Base Action Phase by half the Effect Number of his Focussing roll. The current Ki score is reduced by the Effect Number used.

The Bushi may use an Effect Number less than the one actually rolled for all of these powers, if he wishes to conserve Ki.

1072.0 THE BUDOKA

Budoka is a Profession based on a modern image of a Nipponese hero, rather than a classic type. He is the specialist in the unarmed systems of combat, and skilled in the use of exotic weapons such as the Nunchaku and Sai. One model for the Profession is the modern, martial arts film character. Shin'ichi ("Sonny") Chiba's merciless street fighter; the Gakusho-turned-gangster of the "Gokuako Bozu" ("Wicked Priest") series, who is a master of Atemi-waza as well as the sword, these are two Japanese sources. Of course, the numerous heroes of Hong Kon's "chop-sockey" epics, most notably the immortal Bruce Lee, are better known models of the Budoka, albeit not Japanese. More traditionally, the Budoka may be modelled on numerous Japanese and Okinawan peasant leaders, who turned to the empty hand and peasant implements as weapons after being disarmed by tyrannical overlords. Budoka may be drawn from those who turned to the perfection of spirit by training the body: the monk Tamo, called Bodhidharma, the Bodhisatua who brought Buddhism to China and, by tradition, early Nippon, is also credited with inventing Kung-Fu, specifically the Shaolin style. This exists in Japan today as "Shorinji Kenpo," which is the Japanese pronunciation of "Shaolin Kung-fu."

In Nippon, the Budoka is often of Heimin origin, a commoner. The Profession is ideal for those wishing to take up a martial life without strong commitment to the social status quo implicit in the lifestyle of the Bushi. Those wishing to act as fighting defenders of the oppressed will tend to enter the Profession, if they are not attracted to the Yakuza.

The Budoka, selecting the more exotic combat arts for his life's study, is even more driven by the desire to achieve pre-eminence as a master of those arts than the Bushi. A superb swordsman would put his Skill to work in the marketplace as a Ronin, or dedicate his life to a lord. The master of the unarmed arts will seek his own path, sharpening his abilities for their own sake and achieving the heights of his Profession as the master of a Ryu, a school or style of the Bugei he practices.

As he advances in his profession, the Budoka will act much like the Bushi. Budoka seeking status as members of the ruling faction will seek teaching posts in the Academies of the Daimyo. For such service, as well as for the more traditional service of the retainer, they may be elevated to the Buke. Budoka who have devoted their energies to the refinement of their art will, presumably, become the founders of a Ryu, or seek a position as master teacher in an established school.

1072.1 BODOKA BONUS SKILLS

The following are Bonus Skills for all Budoka:

Bugei:

Atemi-waza	Jojutsu
Jujutsu	Kamajutsu
Karumijutsu	Kusari-jutsu
Nunchaku-te	Sai-te
Shuriken-jutusu	Tonfa-te

1072.2 KI POWERS OF THE BODOKA

The Ki powers available to the Budoka are as follows:

Master Foe: The Budoka uses his Permanent Ki score as a BCS in a Bugei. He may use this to exert a Grapple Attack, as if using Jujutsu, on a target at long range, at a distance of up to 2 yards per Level the Budoka has achieved. The target can defend against this attack as if using Jujutsu with his own Ki as the BCS. Other defenses (Armor Class, etc.) do not affect the Budoka's attack. Using this Power reduces the current Ki by 1 per attack. This expenditure covers a full attack sequence, from beginning until the victim is subdued or escapes, no matter how long the struggle rages.

Distant Death: The Budoka delivers a Strike at a target at a distance of up to 2 yards per Level. He does so as if using Atemi-waza rolling his normal BCS with that skill. If the blow lands, there is a percentage chance equal to the permanent Ki score that the blow will be a Critical Success. Use of this Power reduces the current Ki by 1 per blow.

Living Weapon: A Focused Power. The Budoka may increase his base Unarmed Combat Damage by 1 Step, and make Second Strikes with hand blows at no reduction in the BCS for the second blow. The duration of the effect is 1 Detailed Turn times the Effect Number of the Focussing roll. The current Ki is reduced by the Effect Number used. The Budoka may use an Effect Number lower than that actually rolled.

1073.0 THE SHUGENJA

The Shugenja is the magician, the wizard. He studies mysterious doctrines over the years in order to acquire occult powers for good or ill. He is a student of the occult properties of nature, comprised in the Five Schools of Magic, a system of Skills derived from the philosophical teachings of the Chinese Taoists. Once sufficient knowledge in these schools has been acquired, then the Shugenja may learn various other Spells, which allow him to alter the state of the world in accordance with his will. The Shugenja's main function in society outside of his magical services is as secular scribe and scholar.

The Shugenja is not part of the mainstream of Nippon's culture. While he may be attached to a powerful court or temple, even raised to Samurai status, he is essentially an outsider. The term Shugenja derives from several sources. In one sense, it refers to ascetic hermits, who sought for mystical powers by living apart from other men, practicing great austerities. It also refers to the legendary founder of Nipponese magic; En-no-Gyoja, or "En the Practitioner." This legendary figure established the study of the Five Schools in Nippon in ancient times, before himself achieving eternal life and entering the life of a Sennin, a semi-divine immortal. Those who now follow his teachings, the magicians, are called "Shu" (Followers) "Genja" (of En's practices). The term for magic, "Kenja," also derives from this legend: "The Practices of En."

The Shugenja devotes himself to his studies in order to increase his own knowledge and power. How he uses it is up to his own conscience, but like the Ronin, the magician who pursues his path alone is always suspect by the bulk of Nipponese society.

1073.1 SHUGENJA BONUS SKILLS

The following are Bonus Skills for all Shugenja:

Bugei:

Shurikenjutsu Tantojutsu

Fine Arts:

Calligraphy	Classics (Chinese and Japanese)
Divination	Heraldry
Meditation	Rhetoric
All Literacy Skills	The Five Schools of Magic

1073.2 KI POWERS OF THE SHUGENJA

The following Ki Powers are available to Shugenja:

Lore Master A Focused Power. The Shugenja may use this Power to enhance his Task Points in magical research of all kinds. Half the Effect Number of the Focussing Roll is added to the Task Points generated in a given Task Turn. The Power may be used once per Task Turn. No other use of Ki is possible in that Task Turn.

Power Reservoir A Focused Power. The Shugenja may increase his Power Ability by the Effect Number of the Focussing roll. He may not add more Power if a previous bonus from the use of Ki is still unexpended. Bonus Power is expended before any remaining points of the current Power are used. Any bonus Power remaining when the current Power is restored to full value at dawn is lost. The current Ki is reduced by the Effect Number used for this Power.

Magic Focus: A Focused Power. The base Magic BCS is increased by the Effect Number of the Focussing roll. The current Ki is reduced by the Effect Number used.

1073.3 POWER ABILITY

All Shugenja use this score to control the amount of magic they may use in a given day. The initial Power score is equal to the Shugenja's permanent Will score plus 1D10+1. As the Shugenja gains new Levels, he increases this figure by another roll of 1D10, plus his new Level. Increasing the permanent Will score also increases his Power. The current Power score is reduced when Spells or magical powers are used. The expended Power may be regained at sunrise. The Shugenja must be conscious and greet the rays of the rising sun with a small ritual known to all members of the Profession. This requires that the Shugenja be able to see the open sky at dawn. Clouds or overcast do not impede this rite, but confinement indoors without access to window or roof will prevent recovery of expended Power.

1073.3a Overexpending Power

When a Shugenja has expended all his Power for the day, he is wise to refrain from further Spell casting. But if he feels he must try more magic, he may do so at his peril.

Such expenditure of Power is called Overexpending Power. Each time a Shugenja Overexpends his Power, he risks a severe psychic backlash that can impair his powers and faculties. The chance in 20

of a backlash happening is equal to the total amount of Overexpended Power. 1D20 is rolled each time the Shugenja increases this total, whether the Spell he is trying to cast works or not. The Gamesmaster will make this roll. If it succeeds, the Shugenja must make a Will ST, with success, reducing this current Will score by the total amount of Overexpended Power. Failure means a Backlash has occurred as well as reducing current Will. Roll 1D20 and consult the following table.

BACKLASH EFFECTS TABLE

Die Roll	Effect
1-2	No effect on character. Shugenja may still use magic that day.
3-7	Shugenja takes Subdual damage equal to Overexpended Power total. If knocked out, may cast no more Spells until Power is regained.
8-9	Shugenja knocked out for 1D3 hours. May cast no more Spells until Power is regained.
10-12	As above but Shugenja regains only 50% of normal Power at next dawn's ritual. Next ritual after that restores full Power.
13-18	As above, but 50% Power regained at every ritual until Shugenja can make a Will ST. First ritual regains only 50% in any case. Saving Throw is made at dawn.
19	As above, but Shugenja regains NO Power until Will ST is made. Thereafter he regains 50% Power until a second Will ST is made.
20	Critical Backlash! As above, but Shugenja must make Health ST. If this fails, he takes Lethal Damage equal to Overexpended Power total.

1073.4 BASIC POWERS OF THE SHUGENJA

While there are scores of powerful Spells available to the Shugenja for study, as described in Appendix 1, all members of the Profession have the following basic powers, which they mastered in the course of their apprenticeship. These powers cannot be lost, unlike Spells, which can be forgotten as a result of mental disorders or damage. They are the rightful prerogatives of every magician.

Legerdemain: Range: Touch Cost: 0.

Shugenja may use this power at any time to perform small feats of illusion and sleight-of-hand. The Base Magic Capability is used. In measuring the reception of a performance based on Legerdemain, the bread and butter of the wandering Shugenja, the Effect Number determines whether the audience throws coins or rocks. Shugenja may also use Legerdemain to perform acts of petty theft: shoplifting, cutting sleeves (the Nipponese equivalent of picking pockets), etc. The BCS is reduced by the Level of the Shugenja's victim in such thefts.

Light: Range: Self. Cost: 1.

The Shugenja can conjure a small ball of light to appear in his hand. It burns with cold fire, casting light like a torch. It burns for 1 hour or until the Shugenja lets go of it or wishes it to go out. The Shugenja must make a successful Magic BCS to create the sphere. It costs 1 point of Power to do so.

Exorcism: Range: Medium Power: 1 per Level of Spell.

The Shugenja can seek to banish exorcisable Spirits or supernatural "Monsters." These are described in Book 2. All such creatures have a Spirit Rank or Exorcism Resistance. The Magic BCS is reduced by this amount. If the Spell succeeds anyway, the target's Rank is reduced by the Level of the Spell. When the Rank is reduced below 0, the creature disappears, driven away by the magician's powers.

The Shugenja may cast the Spell at a Level less than or equal to his own Level.

Magic Resistance: Range: 0 Cost: 0.

This is an inherent Ability of all Shugenja, requiring no BCS roll. It works constantly and automatically. The Magic BCS for any hostile Spell which is directed at the Shugenja or which will affect him adversely is reduced by the magician's Level. This includes "area spells" affecting large volumes of space, if the Shugenja is in the target area. No Power is expended for such defenses. A significant score in Ki may increase this power.

Spell Parry: Range: Special Cost: Varies.

This power is similar to Magic Resistance but operates directly upon another Shugenja or other source of magic at the will of the Shugenja. Its Range is equal to the Shugenja's Will score times his Level. The Shugenja fixes his concentration on another Spell caster within range. As long as he maintains this concentration, the Magic BCS of the target is reduced by the Shugenja's Magic Resistance.

The Power Cost of the Spell is equal to the Level of the subject against whom it is being used. If this is a human magic-user, use his

Level. If the being is a Spirit, use its Rank. Other creatures using magic have a "Level" assigned to them for magic use, which is used to determine Cost in this case as well. This Power must be expended to maintain the Spell Parry for a number of Detailed Turns less than or equal to the user's Level. No BCS is required for success, but the Shugenja may not move, speak, use other magic, or indeed do anything but concentrate on cancelling his opponent's Spells as long as he keeps the Spell Parry in effect.

Magic Detection: Range, Very Short. Cost: 0.

There is no Power cost for using this Spell, but each attempt to use it required 1D3 minutes of concentration. The Shugenja rolls his Base Magic BCS. If it succeeds, he will know if there is any source of active, magical power in his range of detection. This means magic due to enchanted items, magical creatures, invisible objects, or creatures under a Spell.

Magic Analysis: Range: Very Short. Cost: 1.

This power may only be applied to areas where the Shugenja has detected magic. A successful roll on the Magic BCS will reveal the following data:

- The source of any magical emanations.
- The School of the Spell, if the Spell is contained in a School.
- A clue as to the source of the Spell if it is NOT from one of the Schools of Magic.

If the Spell is part of the knowledge in one of the Schools, the Shugenja may attempt to determine exactly what Spell it is. He may do so by rolling on his Base BCS in the School involved. A penalty equal to the Knowledge Required for the Spell, divided by 10, is applied to the Magic BCS. Each such attempt requires 1 Detailed Turn and costs 1 point of Power.

Countermagic: Range: Short. Cost: Varies.

The Shugenja may seek to dissolve Spells and enchantments which oppose him. He must know what the Spell is or all his attempts will fail. No Magic BCS is required in order to negate a Spell. The BCS in the School of the Spell is used instead. This suffers a penalty equal to the Knowledge Required to learn that particular Spell, divided by 10. The Power cost for Countermagic is high. A given attempt costs Power equal to the penalty imposed on the Shugenja's BCS (Knowledge Required/10) times the number of attempts made to dissolve that Spell. In other words, cancelling the Spell "Castle of Fire," which has a Knowledge Required of 60 points, costs 6 points on the first try, 12 on the second, 18 on the third, and so on. All of these attempts would be at -6 to the BCS in the School used, which would of course be the School of Fire.

Countermagic may be used to dissolve Spells cast by supernatural beings, Spells not in the canons of the Schools. The Magic BCS is used for the attempt, with the penalty and base Power cost equal to the being's Spirit Rank.

Astral Senses: Range: Self. Cost: Varies.

The Shugenja may perceive the unseen realm of "Kakuri-yo." All his senses will focus on that world, leaving him oblivious to this one. He must be led like one blind and senseless. The Shugenja will perceive all Spirits, enchanted creatures, transformed beings, etc., in their true shapes. He will perceive magical energies as colorful auras. He may direct Spells against astral beings while in this state. It requires a Magic BCS to project the senses into the Astral and cost 1 point of Power per Detailed Turn to maintain them there. His body lies helpless during this time.

1073.5 NIPPON-NO-KENJA (MAGIC OF NIPPON)

The following section defines the terms and rules common to all use of Magic in **BUSHIDO**. It will explain several terms which appear in the preceding section on Basic Powers of the Shugenja, as well as the list of Spells in Appendix 1. When a Spell differs from the standard rules, the description of that Spell will say so explicitly. In all other cases, assume that these rules take precedence.

1073.5a The Magic BCS

In almost all Spells, the Shugenja must make a successful roll on his Magic Capability, or Magic BCS, in order to cast the Spell. Other die rolls that may be required for applying the Spell successfully need not be checked unless this first BCS roll succeeds. In some cases, all that is necessary for success is this BCS roll.

The Base Magic BCS is equal to the Magic Capability. Shugenja add their Level to this raw score to derive the Base BCS.

The adjusted Magic BCS is derived by applying the following modifiers as appropriate to the situation:

Complexity Factor

This measures the relative complexity of the Spell as regards the Shugenja's Knowledge in the School governing that Spell. It does not apply to Basic Powers.

Since the Shugenja must always have a score in the School greater than or equal to the Knowledge Required to learn a Spell, the Complexity Factor will always be 0 or more. It is added to the adjusted Magic BCS. The bonus is equal to:

(Caster's Skill in School - Knowledge Required for Spell)/10

Target Magic Resistance

This is similar to the protection of Armor in physical combat. All Shugenja, Gakusho, Spirits, and other magical creatures have a Magic Resistance equal to their Level (or Rank, if spirits). Other beings have no inherent defense against magic. Characters with Ki, however, have a bonus to their Magic Resistance equal to permanent Ki/10. If they already have an inherent Resistance, this increases it. Otherwise, it IS their defense. Spells and magical artifacts can also grant limited or general increases in the subject's Magic Resistance.

Fatigue and Wounds

Magic drains energy. A trained magician in good health will not suffer any significant loss in his faculties due to this drain, since he has accustomed his system to its demands. But Shugenja suffering damage of any kind suffer penalties in Magic. Reduce the Magic BCS by -1 if over 50% of the Shugenja's Hit Points are gone, and by -3 if over 75% are gone. Shugenja who should be dead or unconscious but are still active due to drugs, Ki, or magic, will suffer a penalty of -5.

Concentration

Spell casting requires concentration. Since the Cast Spell Option is a Basic Option, the Shugenja must concentrate on his Spell from the beginning of the Detailed Turn in which it will be cast until his Base Action Phase occurs. If he is attacked before his BAP comes up, by physical force, Spell, anything, he may lose his concentration. Each attack made against the Shugenja is a Distraction and each point of damage suffered from a successful attack is an additional Distraction.

Losses in Mental Attributes

While the Magic Capability itself is not reduced by losses in the current Wit or Will scores, damage to these values has an effect on the adjusted Magic BCS. For every 5 points or less lost in either Wit or Will, a -1 is applied to the Magic BCS. This is based on total points lost. Therefore, a Shugenja who has lost 2 points of Wit and 4 of Will has lost a total of 6 points. This is worth -2 to the BCS.

Losses in the permanent value in Wit or Will require a recalculation of the Magic Capability.

Magical Assistance

Certain artifacts and charms can enhance the Magic BCS. These items usually increase the BCS for a given Spell, or a given School, or if using very rare, very powerful charms, for all Spells.

Loss of Voice or Hands

Spells use words and gestures to operate. The verbal component sets up the forces the Shugenja will use and the gestures direct them. If a Shugenja is bound and gagged, or has lost the use of both arms and his voice for any reason, he is unable to cast Spells at all.

If the use of either hands or voice is lost, the Shugenja may still seek to cast Spells, but the Base Magic BCS is at a 50% penalty. If he has either hand free, he can gesture effectively. If he can even whisper, he can speak the words properly. But he must be able to do at least that much or suffer the penalty given here.

1073.5b Spell Characteristics

All Spells have the following characteristics:

Range

The distance at which the Shugenja can cause the Spell to operate. Standard Spell Ranges are:

Self: The Spell only affects the Shugenja himself.

Touch: Within reach of the Shugenja. Target must be within 1 yard of the caster.

Very Short: Range equals 1 yard per Level of Shugenja.

Short: Range equals 2 yards per Level of Shugenja.

Medium: Range equals 5 yards per Level of Shugenja.

Long: Range equals 10 yards per Level of Shugenja.

Very Long: Range equals 20 yards times Level of Shugenja.

Cost

Cost refers to the amount of Power expended to cast the Spell. The full Cost of a Spell is given in the Spell description. However, this Cost is paid only when the Magic BCS to cast the Spell succeeds. If the BCS fails and the Spell if therefore not cast, then only 1 point of Power is expended. The exception to this rule occurs when the

Magic BCS roll is a Critical Failure. In this case the full Power is spent. On the other hand, if the BCS is a Critical Success, no Power is lost for casting the Spell; it is a "freebie." If the Spell has a variable Level of Effect, it is cast at full value on a Critical Success.

Knowledge Required

All Spells other than Basic Powers will be part of the body of knowledge of one of the Schools of Magic. Within that School, each Spell has a "Knowledge Required" value, from 1-99. This governs various factors. A Shugenja wishing to learn a Spell must have a score in the appropriate School at least equal to the Knowledge Required. Shugendo for learning Spells is based on this figure. The difficulty of negating Spells depends upon it also.

Other factors which Spell may have, varying from case to case, include:

Duration

The length of time the Spell's effect lasts. If no Duration is specified for a given Spell, assume its effect lasts only until the end of the Action Phase in which it was cast, that is, it is effectively instantaneous. Also, please note that the manifestations of Spells vanish at the end of the Duration. Spells such as "Sphere of Metal," which projects a heavy, iron ball at a target, do not leave little cannonballs lying around the countryside. All such items vanish at the end of the Spell's Duration.

Casting Time

Most Spells require only 1 Detailed Turn to cast, taking effect on the Base Action Phase of the Shugenja. Certain Spells will require more time to set up. Such information is given in the Spell description as necessary.

Level of Spell

Spells may have varying effects based on the Level of their caster. Often, such Spells also have a Power cost which varies according to that Level, costing less if the Shugenja casts the Spell at a lower Level than he actually possesses. This is perfectly permissible. Spells having such a variable Level of effect may be cast at any Level the Shugenja wishes as long as it is less than or equal to his own Level.

Optional Rule: Ultra-Complex Spells

As the campaign grows, new Spells may become available for Shugenja to study, Spells not in the present rules. If a very powerful Spell of this kind comes along, the Gamesmaster may, if he feels it necessary, assign it to a Knowledge Required of 100 or greater. Such Spells may be learned by Shugenja, although they themselves will never achieve this level of Skill, but all learning and casting die rolls are at a penalty equal to the Complexity Factor of the Spell, which will, in this case, be negative. The Gamesmaster may further limit use of such Spells by banning Shugenja from using Spells with a negative Complexity Factor which exceeds their Level.

1073.5c Learning Spells

In order to learn a new Spell, a Shugenja must satisfy the following requirements:

He must have a score in the School of Magic governing that Spell that is greater or equal to its Knowledge required value.

He must have a Teaching Scroll for the Spell. Such Scrolls contain the rituals he must perform in order to master the Spell so that he can cast it at will. If he has such a Scroll, he must be Fully Fluent in the script in which it is written. Such Scrolls must be written by a Shugenja; in order that all the nuances of symbolism and meaning are properly captured. Even the very shape of the characters bears hidden meaning for the student.

If the Shugenja does not possess a Teaching Scroll for the Spell, he must deduce its secrets for himself. This may be done for any Spell which the Shugenja has sufficient Skill to learn. That is, if the Shugenja has a score in the School governing the Spell that is greater than or equal to the Knowledge Required for that Spell, he can deduce its workings for himself. This is a Task identical to the Task of learning the Spell. Therefore, if studying a Spell without a Teaching Scroll, the Shugenja must "learn it twice" in order to master the Spell. Once to deduce the Spell theory and once to learn the Spell itself.

The Task Value for learning a new Spell is equal to the Knowledge Required for that Spell. The Task turn is 10 days (1 week). Task Points are derived from the Effect Number of a BCS roll in the School of Magic governing the Spell. To this, the Shugenja adds the following enhancements:

—His Level.

—His Learning Rate.

—The use of a reference library, if he has one.

If the Shugenja is working with a Teacher in the School governing the Spell, who himself knows the Spell, then half this Teacher's Level is also added to the Effect Number.

Negative Effect Numbers do reduce the Shugenja's Task Points. If he has a Critical Failure, he must successfully roll his Magic Capability, at a penalty equal to the Knowledge Required for the Spell/10. If this fails, he loses all his Task Points, and must start over from scratch.

It is possible to "forget" a learned Spell. When the Shugenja suffers a loss in the current score in either Wit or Will, due to drugs, magical attack, illness, madness, etc., Spells may be forgotten and require relearning. To see if this occurs, add up the points lost in the two Attributes. This total divided by 3 is the chance in 20 of forgetting Spells. If the roll succeeds, the Shugenja must make a Wit ST for each Spell or he has forgotten the Spell.

The Task Value and Points for re-learning Spells are the same as those for learning it new, but the Task Turn is 1 day, not 10.

1074.0 THE GAKUSHO

There are two types of Gakusho, or Priests: Buddhists and Shintoist. Gakusho are clergy in one or the other of these two religions, the national religions of Nippon, but only rarely does a Gakusho rise to a level of spiritual purity which allows him to function as "a priest in both (see Advanced Campaign rules in Book 2).

Whatever their belief may be, whether in the blessing and rites of the "800 Million Gods" of Shinto or in the merciful teachings of the Lord Buddha, Gakusho are motivated by two principle drives: the salvation and protection of their fellow men and the increase of their own spiritual enlightenment. While achieving high rank in one's group is not in itself wrong, it is preferable to achieve such rank as a result of one's righteous acts. Pursuing rank to the exclusion of all else offers many traps, wherein the Gakusho can lose sight of the duty he owes the Gods.

Like Shugenja, the Gakusho are one of Nippon's main sources of literary development. Many Daimyo procure their scribes and secretaries from the local monastery, Shrine, or Temple. Wandering clerics are often employed to carry messages or to decipher letters or decrees received by peasants along the way.

Besides their aesthetic studies and their regular religious pursuits, Gakusho can practice the Five Yogas, systems of development which migrated from India over most of the Far East. These Yogas correspond to the Five Schools of Magic which are so crucial to the Shugenja. Clerics also study sacred texts, "Sutras" for Buddhists, "Norito" for Shintoists, which can invoke special aid from their Gods.

The nature of early training for Gakusho is the same in either religion. Therefore, their Attribute modifications and other initial Skills and goods will be similar and are treated that way in the next section. Thereafter, we will discuss the powers, activities, and other priestly functions, which may differ from Shinto to Buddhism, in separate sections for each religion.

1074.1 GAKUSHO BONUS SKILLS

The following are Bonus Skills for all Gakusho:

Bugei:

Bojutsu

Jujutsu

Fine Arts:

Calligraphy

Japanese Classics (Shinto)

Physician (Buddhist)

Meditation

Buddhist Theology (Buddhist)

All Literacy Skills

Chinese Classics (Buddhists)

Sacred Dance

Herbalist

Rhetoric

Shinto Theology (Shinto)

The Five Yogas

1074.2 KI POWERS OF THE GAKUSHO

The following Ki Powers are available to the Gakusho:

Devotion: A Focused Power. The Religious Power is increased by half the Effect Number of the Focussing roll. The current Ki is reduced by the Effect Number used. If the Gakusho is in a state of Sin or Pollution, no benefits can be gained.

Lore Master: Identical to the Shugenja Ki Power of the same name.

Power Reservoir: Identical to the Shugenja Ki Power of the same name.

1074.3 POWER ABILITY

Gakusho use the Power Ability in two ways.

Firstly, it controls their use of magic since the current Power is reduced by the cost of their Spells. When the Power is gone, no more Spells may be used if they require the expenditure of Power.

Secondly, the permanent Power score divided by 10 provides the value for the Gakusho's "Religious Power" This is used in many Priestly Spells and mystical abilities as a substitute for the user's Level, along with other applications to be seen in section 1074.4, on Gakusho Powers.

If the Power/10 is less than or equal to the Gakusho's current Level, then the character's Religious Power is equal to his Level. Except for cases where the Gakusho has temporarily lost Religious Power due to sin or ritual pollution, the Religious Power is never reduced and may never be less than the Priest's Level.

The Power Ability is equal to the permanent Will Attribute. It is increased every time the Gakusho achieves a new Level, starting with 1st Level. This increase is equal to the Gakusho's Level plus the roll of 1D10. Thus, the initial Power score is equal to the Will score plus 1D10 + 1.

Expend Power may be recovered by Gakusho at sunrise, as is the Power of the Shugenja. Shinto priests must be in clear sight of the dawn sky, since their Power derives from Amaterasu, Goddess of the Sun. Buddhists may perform their devotions in any location to regain Power, since the Lord Buddha's influence extends everywhere. They need not be able to see the rising sun.

1074.3a Overexpending Power

The Gakusho, drawing his Power from the Gods, must appeal to those Gods if he wishes to use more Power in a day than is normally allowed him. When a Gakusho has expended his Power for the day feels he must try to cast a Spell, he must try and draw it from his deities. The chance of doing so in 20 is equal to his Religious Power. A successful 1D20 roll on this value allows the Gakusho extra Power equal to his Religious Power. If he needs more Power for a given Spell, he must roll again, at -1 per previous roll, until the total Power available is enough for his needs. "Left-over" Power is lost, it may not be saved. If the die roll fails, the Gakusho is forbidden to perform further magic that day.

1074.4 BASIC POWERS OF GAKUSHO

The powers given here are common to Gakusho of both religions. Powers unique to members of a given faith will be listed separately. While it may seem that the Gakusho begin the campaign with a greater number of Powers than the Shugenja do, this is not as unbalanced as it seems, since they have no mass of additional Spells available for study. With the exception of sacred scriptures, which may be recited to achieve miraculous effects, and special requests granted by the Gods, Gakusho have no other magical abilities available.

Basic Healing: Range: Touch. Cost: Level of Spell.

The Gakusho may heal Lethal or Subdual Damage to Hit Points for himself or others. 1D6 of such damage is healed per Level of the Spell. The maximum Level of the Spell is the Gakusho's Level. If both Lethal and Subdual damage are present, points restored are divided evenly between the two types. If an odd point is left over, it is allocated to healing the Subdual damage.

It requires 1 minute of uninterrupted attention to cast the Healing Spell.

The BCS for this Spell is the Gakusho's Magic Capability, with a penalty equal to the subject's current Lethal damage divided by 10. Thus, healing a character suffering from 16 points of Lethal damage is at a BCS penalty equal to $16/10 = 1.6$, or 2, rounding nearest. When the damage total is reduced below 15, the penalty drops to -1. When it is below 5, there is no penalty.

Note that this is the only form of direct Healing in which Shinto clerics may engage without incurring Pollution (described below).

Exorcism: Range: Special. Cost: Level of Gakusho or less.

The Gakusho may seek to drive off harmful or malign spirits of any pantheon: malign Kami, Oni, Specters, Demons, etc. They may seek to do this to any such spirit they can see or sense, at any distance. If the spirit is invisible or has transferred itself, the Gakusho must first have banished this illusion (a separate Spell, explained below). If Exorcising the spirit from a possessed individual, they must be within arm's reach of the subject.

As with the Shugenja's Exorcism, the BCS for the Spell is the Magic Capability. A penalty equal to the spirit's Rank is reduced. Unlike the Shugenja's form of Exorcism, the Rank is reduced by the Gakusho's Religious Power, not by his Level. Therefore, the Gakusho may cast this Spell at a lower Cost without losing as much of its Effect as would be a Shugenja. A 4th Level Gakusho with a Religious Power of 6 who expends 4 Points of Power to cast the Spell would reduce a Spirit's Rank by 6 if the BCS succeeds. If he expended only 2 points to cast the Spell, the damage done to the spirit would be 6-

(4-2), or 6-2, for a 4. If he used NO Power at all, his Exorcism would still have an effect equal to 6-(4-0), 6-4, or 2.

The Formula for the results of casting Exorcism at less than full value is Religious Power - (Gakusho's Level - Power Expended) equals loss in Rank to affected Spirit.

Magic Resistance: Range: 0. Cost: 0.

All Gakusho have an inherent defense against Spells of any harmful kind directed at them. This is equal to their Religious Power and reduces the BCS for all hostile magic specifically aimed at the Gakusho. It requires no Power nor is any BCS or Saving Throw required to use it. It may be increased by other forms of Magic Resistance, due to Ki, magical artifacts, etc.

Spell Shield: Range: Medium. Cost: 1/Detailed Turn of use.

The Gakusho extends his protection to all characters in range whom he wishes to protect. His Magic Resistance is added to that of all such characters in range. This is a cumulative effect. It also acts against "area" spells directed to target points within the Gakusho's range.

Trance: Range: Self. Cost: 10-Level of Gakusho.

The Gakusho places himself in a Trance, focussing his powers of meditation on some question or problem. It requires 1D10 Detailed Turns of concentration to enter a Trance, with a BCS equal to the average values in the Magic Capability and Meditation (Za-zen). Gakusho lacking Za-zen are still permitted to use Trance, but still must perform the averaging calculation, so that their Raw Magic BCS is effectively halved. They still add their full Level to determine the Base BCS of course, as is standard for all average BCS rolls.

Once the Gakusho has entered the Trance, he may use one or more of the Yogas to meditate upon a given question or problem. The chance of receiving an answer is equal to the BCS in the Yoga.

When the reception of data is limited by a range. This performs the full functions of the Shugenja Spells "Magic Detection" and "Magic Analysis" immediately and in full.

Hatha-Yoga: Detect and analyse any Magic active in range. This performs the full functions of the Shugenja Spells "Magic Detection" and "Magic Analysis" immediately and in full.

Prana-yoga: Detects all Hidden Things in range.

Gnana-yoga: Analyzes the workings of a given mechanism, trap, or other such item. Also gives general ideas as to the nature of mysterious items or texts. For example, it might identify a sealed vase as being a valuable art object, a cask of sake, or the magical prison of some spirit. A text in an unknown language might be analysed as a laundry list, Spell scroll, or whatever best describes its contents.

Karma-yoga: The Gakusho can prophesy. This allows characters following his advice an option during play for the next few hours. They can escape the results of some disaster, or choose to approach the situation differently.

The Gakusho is assumed to "Foresee" the near future. If used on the Strategic Scale, the time covered is in hours. If on the Tactical Scale, it is in 10 minute Turns. The number of hours/Turns foreseen is 1D3 per Level of Gakusho.

During this period, the Player Character may exercise, ONCE ONLY, the following option. At any point, they may decide that they did not do what the Gakusho foresaw them doing. They may "move back" through time to some point between the time Gakusho left his Trance state and the beginning of the situation they wish to avoid. For example, a 3rd Level Gakusho enters a Trance and successfully uses Karma-yoga. He rolls 3D3, scoring 8. He has seen 8 hours or Turns into the future. Assuming that the characters are on Tactical Scale, entering some place of danger, this is 8 Turns, 80 minutes. 30 minutes after the Trance, the group is attacked by some powerful foe. Massacred in the ensuing combat, the survivors agree that they did not come this far. They decide that they halted outside the area guarded by their enemies. They pick up play from that point, taking precautions Based on the knowledge that the enemies are there. The Gamesmaster is totally justified in altering his set-up so that some different situation is found in the same place as the previous/never-was battle, ruling that the "cancelled" events occurred on a different "timeline."

The time periods covered by the prophecy may not overlap. In other words, Gakusho may not receive a new prophecy in Trance while still within the time period covered by a previous prophecy. The Gamesmaster should forbid such prophecies to other Gakusho in the company of the one whose Trance is still in effect, since his Spell has "muddled" the future for other seers involved in the outcome of the first prophecy.

Raja-yoga: The Gakusho may ask the Gamesmaster for a hint on any subject at all. The Effect Number of his BCS roll on the Raja-yoga Skill should help determine the clarity of the answer. The higher the Effect Number, the clearer the answer may be.

Yoga BCS rolls that fail may be retried if the Gakusho pays extra Power equal to his Base BCS in the Yoga divided by 10. Do NOT round this figure: retain fractional values. The Gakusho may choose to pay a lower Cost, which in turn reduces his effect BCS for the question. Thus, a Gakusho having a BCS of 14 in Raja-yoga can only spare 1 point of Power for a second try. He expends the Power, but his BCS for this question is now 10. Had he spent enough Power to use his full BCS, the cost in Power for the use of his full BCS would have been 14/10, or 1.4.

In general, a Gakusho may only use a Yoga successfully once in a given Trance. One cannot prophesy twice, using Karma-yoga, or seek for the key to two mysterious items using Gnana-yoga. The cleric would have to emerge from the Trance and then enter a new Trance.

Blessing: Range: Touch. Cost: Knowledge in Yoga used/10.

The Gakusho blesses one or more characters in the "Way" of a Yoga. He may cast the Spell on 1 character per Level he has achieved. This includes himself if he is blessing himself. It requires 1D10 Detailed Turns to bless characters. The Magic BCS is used to Bless characters.

Normally, a character may receive 1 Blessing at any time. He may not receive another Blessing until he has used the first one, as described below. Gakusho of the same religion as the Blessing's caster, or pious laymen of the religion (see section 1093 3) may carry a number of Blessing equal to half their Level at any one time.

A Blessing is held in reserve by the recipient until he wishes to use it, or until the Blessing loses force. Unused Blessings lose force at sunrise and sunset, so that the maximum period for which a Blessing may be held is about 12 hours. Blessings are also lost by Gakusho or pious laymen if they commit some sin or incur pollution.

The character may use any Blessing he has received at will. Its duration is rolled for when he chooses to use it and runs for 1D3 Detailed Turns per Level of the Gakusho who blessed the user.

The effects of a Blessing vary according to the Yoga used and the Knowledge in that Yoga possessed by the Gakusho. Effects are:

Gnana-yoga: Acts as Hatha-yoga for a Mental Attribute.

Hatha-yoga: Increase one Physical Attribute (recipient's choice at time of using Blessing) by Knowledge/5. This raises the current Attribute score and all other scores Based on current value.

Prana-yoga: Increases all Saving Throws by Knowledge/10.

Karma-yoga: Increases all BCS scores by Knowledge/10.

Raja-yoga: Increase Hit Points by a percentage equal to the Knowledge in this Yoga. For example, a character having 20 Hit Points is Blessed by a Gakusho having 80 in Raja-yoga. He receives an 80% increase in Hit Points when using the Blessing for a bonus of (20 x .8), or 16. No damage is suffered by the character until this bonus is eliminated or until the Blessing ends, when any remaining bonus goes away.

Countermagic: Range: Short. Cost: Varies.

This is identical to the Shugenja Spell of the same name, section 1073.4, but the BCS in the corresponding Yoga is used instead of that in the School.

Perceive Truth: Range: Special. Cost: Level of Gakusho.

The Gakusho can pierce any illusion. Spell of Invisibility or Transformation, or other magical effect that hides reality. The Magic BCS is required to achieve success and the Level or Rank of the Shugenja, Spirit, or other being causing the illusion is applied to this as a penalty. The Spell has no effect on naturally camouflaged items, Hidden Things, etc.

The Shugenja may apply this power to any creature, thing, or space in his line of sight. If there are multiple possibilities in his field of vision, then he may see all of them or only those unable to block his Spell. For example, 2 invisible Demons (Rank 5) and an invisible Shugenja (2nd Level) are in the line of sight of a Gakusho with a Magic Capability of 12. The priest tries to Perceive Truth and rolls a 10, for an Effect Number of 2. He will discover the Shugenja but the Rank of the Demons makes them immune to this casting of the Spell. His Effect Number would have to be 5 or more in order to see them.

1074.4a Buddhist Gakusho Powers

Buddhist Gakusho also may use the following powers.

Healing By Yoga: Range: Touch. Cost: Knowledge in Yoga/10. The Magic Capability is averaged with the BCS in the Yoga used.

No averaging is permitted if the Yoga is not known. Results of success and penalties to the BCS are as follows:

Hatha-yoga: Heal losses to a given Physical Attribute. Penalty to BCS equal to current loss in Attribute/10.

Gnana-yoha: Heal losses to a given Mental Attribute. Penalty equal to current loss in Attribute/10.

Prana-yoga: Eliminate disease or poison from subject's system. Penalty equal to Level of disease or poison is applied. Does not restore damage done by the disease or poison.

Karma-yoga: Heal Critical Damage to a given part of the body. Penalty equal to current Critical Damage affecting that area applies. **Raja-yoga:** Raise dead to life. Penalty equal to dead character's Karma/10. Bad Karma thus acts to give a bonus to chance of resurrection. An additional penalty of -2 per day since death is applied, started at the first sunrise following the character's death.

Characters raised from the dead have all Hit Points and other damage restored except for completely lost faculties or lost limbs.

Only one attempt may be made to raise a character from the dead using Raja-yoga. If this fails, the character is permanently dead, and his spirit will move on towards its next incarnation.

Dissolve Illusions: Range: Medium. Cost: 1 per Detailed Turn.

The Gakusho may use this Spell at any time. No BCS is required, but no other magic is possible while maintaining the Spell. All illusions which come into range are dissolved at once. The illusions affected by this Spell are those which may be discovered using Perceive Truth. When the illusion is out of range, it begins to work again.

Segaki Rite: Range: Short. Cost: Varies.

This is nothing more or less than the burial service for the dead. Performed normally, over a newly deceased individual, it prevents the dead person's spirit from returning as a ghost. It also prevents any attempt to raise the character from the dead, since it sends his spirit onwards into the next life.

Performed over the body of one whose spirit is active as a Ghost, Specter, Gaki-oni, etc., it permanently exorcises the spirit, sending it onwards into the afterlife.

Performed in the former case, no Power is required. Performed in the latter case, Power equal to the Rank of the spirit is required and the Gakusho must make his BCS to succeed in banishing the angry ghost. The BCS is at a penalty equal to the spirit's Rank but only on successful roll is required to banish it, unlike an Exorcism. The spirit is likely to try and disrupt the ceremony in this case.

The Segaki Rite requires 30 + (1D6 x 10) minutes to perform and requires that the corpse be burned once the BCS is made successfully, or the ghost will return in 2D6 months.

Purify Sin: Range: Not applicable. Cost: Level of Gakusho.

The Gakusho can intercede with the Buddha to remit the sins of Buddhist Gakusho or pious laymen. He may do so for up to 1 character per Level he has achieved at a time. Purification may be conducted anywhere and requires 1 day of uninterrupted ritual. The Magic BCS is rolled to see if the Buddha has granted the request, at a penalty equal to the highest value of sin being Purified. If successful, the sins of those being Purified are reduced by the Religious Power of the Gakusho. Priests whose religious Power had been reduced to 0 by sin cannot perform this rite, but must seek another Buddhist Gakusho to perform it on their behalf in order to regain sanctity.

Invoke the Buddhas: Range: Not applicable.

Cost: Rank of Spirit Invoked.

Buddhist Gakusho may invoke the intercession of any spirit in their pantheon, from the Buddha down to the minor, helpful spirits of that religion.

If the spirit is called for a trivial, or worse, an evil purpose, it will become very angry and seek to punish the priest. Such an act is, at the very least, a Sin.

Invoking the spirit successfully allows the Gakusho to address requests for aid to it, offer it something, or to speak to the spirit directly. The spirit will react according to the Non-Player Reaction die roll. If a very hostile reaction is indicated, however, the spirit will very likely just leave, rather than attacking the priest.

NOTE CAREFULLY: The full Cost of the Spell is expended whether it succeeds in invoking the Spirit or not!

Some modifiers to the BCS for this Spell include:

In Temple	+1D3 (Or rating of Temple)
Before image of the Buddha	+1
In a state of Sin	-1/Sin
Burning incense	+1 per 6 silver pieces worth

Performing a Kagura dance can increase the BCS for Invocation. For every hour of dancing, roll the Sacred Dance BCS. Add the Effect Number/5 to the adjusted BCS. Failed die rolls reduce the BCS. Each hour of dance does 1D6 of Subdual damage to the Gakusho.

1074.4b Shinto Gakusho Powers

Shito Gakusho receive the following additional powers:

Placation: Range: Not applicable.

Cost: Rank of Kami to be Placated

As priests of the Kami, the Shinto Gakusho have special privileges in seeking their aid or trying to convince them to perform some action. The Gakusho can, quite simply, use his Personal Status to influence the God. Treat the Kami's Status BCS as equal to its Rank. If the Kami assigns conditions to granting the request, they may run to one or more of the following:

- Establish Shrine to the Kami in such-and-such a place.
- Establish Festival (Matsuri) to Kami on such-and-such a date.
- Write a Norito of praise to the Kami (such Norito have no magical power).
- Make sacrifices to Kami, of food, merchandise, money, etc.
- Make Pilgrimage to some established Shrine of the Kami.

The Gakusho must be in the presence of the Kami and must make a Magic BCS in order to try and Placate it. This BCS is at a penalty equal to the Kami's Rank.

Exorcise Diseases/Poisons: Range: Touch.

Cost: Level of Disease/Poison.

Since the actions of diseases and poisons are the work of harmful Kami, the Shinto Gakusho may exorcise these effects. A Magic BCS is required, at a penalty equal to the Level of the disease or poison. Success eliminates the infection from the subject's system but does not heal damage it has done.

Purify Pollution: Range: Not applicable.

Power: Level of Gakusho.

The Gakusho may conduct rites to negate religious Pollution incurred by himself or by others. He may perform the rite for 1 character per Level he has achieved. Purification is conducted in some isolated spot where free-flowing water is available, or by the sea. It is a Task, Task Turn equal to 1 day. The Task Points for a successful BCS roll (using Magic BCS at a penalty equal to the highest value of Pollution) are equal to the Religious Power of the Gakusho.

Therefore, a Gakusho whose Religious Power has been reduced to 0 by Pollution cannot perform this rite. Another Gakusho must intercede for him to become Purified.

Invoke Kami: Range: Not applicable. Power: Kami's Spirit Rank.

A Gakusho may invoke a Kami to assist him, or others. If invoked for some purpose displeasing to the Kami, then the deity will punish the presumptuous priest, at the very least Smiting him with Awe before departing angrily.

NOTE CAREFULLY: The full Power is expended in this Spell whether it succeeds or not.

The invocation causes the Kami to pay attention to the Gakusho. He may then ask a favor, seek to Propitiate the Kami, offer it something, etc. Invocation simply puts him in contact with the world of the Kami.

Modifiers to the Magic BCS include:

Kami's Spirit Rank	Subtract from BCS
In Shrine consecrated to that Kami	+1D3 (or Rating of Shrine)
Kami is a Patron of the Gakusho	+2
Kami is harmful or malign	-5
Offerings to Kami	+1 per 6 SP worth

Invocation may be used to force a hostile Kami to manifest in a place prepared as a Shrine. The preparation of the Shrine is a Task, Value = 5 times Kami's Rank, Turn = 1 day. Task Points are derived from the Magic Capability with enhancements for Shinto Theology and Meditation as related Skills. Upon forcing the Kami to appear in the Shrine area, the Gakusho may seek to Exorcise it. Success will bind the Kami to the Shrine, where it may no longer do harm, but will accept offerings to keep it satisfied.

Performing Kagura Dance before invoking the Kami increases the effective Magic BCS. For each hour of dance, roll the BCS in Sacred Dance (Kagura). Add the Effect Number/5 to the adjusted BCS. Failed die rolls reduce the BCS. Each hour of dancing does 1D6 Subdual damage to the Gakusho.

1074.5 LIFE AMONG THE BUDDHIST CLERGY

The Buddhist priesthood is composed of both wandering monks, having no group affiliation, and assorted sects and monastic orders, ranging from the very small to the immense. In many period of

Nippon's history, the more powerful orders have been temporal powers as well as spiritual, ruling substantial territories by force of arms.

A wandering Gakusho in Buddhism is called a Bonze, or monk. Female Gakusho of this type are called Ama, nuns. They wear saffron-orange robes. Most "Bozu" (the plural of Bonze) live by begging from lay people, and it is considered meritorious to give alms to such a holy person.

Buddhist place of worship are called Temples, and are quite often composed of several large structures within an enclosure. Typically Buddhist is a large pagoda, in which the Temple's main images of the Buddhas and saints are kept. Flanking the entrance of every Buddhist Temple are statues of the two Myo, fierce guardians, who keep evil outside the walls.

Gakusho who are members of a Temple or monastery will assume a colored over-robe. At the entry rank in the community they are called Soryo, which is also the generic term for Buddhist clergy affiliated with a Temple.

Superior Members of the group are called Risshi (Priests) or Niso (Priestesses). The Supervisors and Managers in the Temple are called Sozu. Soryo, Rishi or Niso, and Sozu all wear black over-robos on top of their saffron garb.

Advisors within the group are called Sojo, loosely rendered as Abbot. Sozu may head a smaller Temple or monastery which is adherent to a given sect. They wear purple over-robos.

Elders of the group are called Dai-sojo, or loosely, Bishops. Their over-robos are red.

The Head of a sect, leader of all members of the group, priests and laity alike, is called a Dai-shi, which may be translated as Saint or Patriarch. It is actually very rare for living leaders to be thus titled, and in many cases they function among the Dai-sojo as first among equals. Such characters usually dress as a simple Bonze, shunning outward show.

Buddhist Gakusho of any kind must observe the following vows or suffer a Sin.

- May not eat meat (fish permitted)
- Avoid needless violence
- Avoid killing (for any reason)
- Temple Clergy are celibate
- Avoid gluttony and drunkenness

Major sins, very serious in their effects, include:

- Rape
- Defiling Holy Place
- Murder (by treachery, as opposed to killing in self-defense)

Any Sin reduces the Gakusho's Religious Power by 1. Major Sins reduce it to 0 at once. Besides the penalties to effective magic due to lowered Religious Power, if Sin reduces the Religious Power to 0, then the Gakusho is unable to recover expended points of Power Ability until he has been purified.

1074.5 LIFE AMONG THE SHINTO CLERGY

Shinto is much less hierarchical than Buddhism. There are few organized sects or large religious communities. Activity centers around the countless Shrines which dot Nippon, each dedicated to one or more Kami. Most Shinto Gakusho live among their neighbors as laymen except on festivals or when called upon to exercise their priestly functions.

This type of easy-going priest is called a Shinsoku, which is also the generic term for all Shinto clergy.

Gakusho who are permanent members of a religious group, centered around a Shrine, have only two ranks: Guji, the head priest of the Shrine, and Go-guji, associate priests. Guji at the great Shrines of Nippon, such as the Shrine of Amaterasu at Ise, the Shrine of Fujiyama, etc., are called Dai-guji. Priestesses associated with a Shrine are called Miko.

All Shinto Gakusho must adhere to the following vows or incur Pollution.

- No contact with dead bodies, wounded or sick individuals, raw flesh
- Avoid homes in mourning
- No meat or liquor on main holy days
- Avoid homes where childbirth is occurring

Serious Pollution results from the following:

- Murder
- Defiling Holy Ground
- Rape
- Violence to a Kami

Pollution reduces Religious Power for Shintoists as Sin does for Buddhists. If Religious Power is reduced to 0, Power Ability may not be restored at dawn until the Pollution is purified.

1074.6 SACRED TEXTS

Gakusho can interpret their religion's scriptures in such a way as to find the secrets of the universe revealed. What can be understood in this way can be controlled. By proper recitation of sacred texts, the Gakusho can enhance their existing powers or exercise new ones.

Buddhists texts are called Sutras (Scriptures) and Shinto ones are called Norito (Invocations). They both operate in the same manner. They are listed in Appendix 1.

A Gakusho must have a properly transcribed copy of the Text, written by a Gakusho. Sutras are in Kanji (Chinese characters) and Norito are in Hiragana. The priest must be Fully Fluent in the appropriate script to use the Text. Copies of Texts are prepared as a Task, averaging the BCSs in Calligraphy and the correct form of Theology to derive the BCS with which Effect Numbers will be generated. Related Skills include Classics (Chinese for Sutras, Japanese for Norito) and Meditation. The Task Value is assigned by the Gamesmaster, guided by the descriptions of Sacred Texts in Appendix 1. The Task Turn is 1 week.

The Gakusho reads from the copy of the Text, rolling an average BCS based on his Magic Capability and the Theology Skill of his faith. If this die roll succeeds, the Text has the effect given it in the rules of the campaign. If it fails, the Gakusho must roll a Will ST. If this fails, he may not attempt to use that Text again until he has meditated upon it, rolling his Magic Capability or Meditation BCS (whichever he chooses) at dawn, the same time he recovers Power. A successful "meditation" allows him to use the Text again.

Gakusho are permitted to memorize Texts, which means they no longer require the use of the written copy. This is handled as if each Text was a Skill, although memorized Texts do not count against the Freely Improvable Skills quota. The Gamesmaster may require that the Text be mastered (learned completely) before the written copy is not longer required, or he may permit the Gakusho to roll a "BCS" on his score in the process, in order to remember the Text properly. This is a separate action from actually using it, requiring a Basic Action by the priest. If he succeeds in remembering a partially mastered Text, he may then roll on the averaged Magic-Theology BCS next Detailed Turn.

1075.0 THE YAKUZA

The Yakuza is an ambivalent figure in Nippon's history. Depending on his personal code of ethics, he could be a brave defender of the commoner's rights or a cruel gangster, squeezing them for protection money. Part-labor leader, part-criminal, part-Robin Hood, the Yakuza was Nippon's professional criminal. But even criminals in Nippon are in the grip of that Nation's overriding preoccupation with social values. In modern Japan some years ago, a gang of Yakuza fled their lush headquarters in the face of letters from the neighbors complaining that their presence was bad for the area. A significant number of the gang's members went straight as a result of the experience.

The word "Yakuza" means "gambler," and indeed, this is one of the Profession's main sources of income. Nippon has a frenetic history of gambling, for is not life itself the greatest game of them all? There are numerous card and dice games to be found in any inn or teahouse in the islands.

Yakuza are also professional thieves. This rarely involved armed robbery in Nippon. The brigands who haunted the roads were usually Ronin down on their luck or Ashigaru between jobs. Your typical Nipponese thief is a burglar, a quiet and harmless fellow, though capable of a fight when cornered. But combat is wasted overhead, it does not put rice on the table or silver in the gambling pot.

This is not to say Yakuza are delicate blossoms who shrink from a fight. They maintain order in their districts by brawn as well as brain. Those who withhold the rightful "squeeze" from the local Gang's collection men are looking for deep trouble. Yakuza cover their upper bodies with garish tattoos, called "irezumi." Irezumi covering an extended area of skin with garish colors are the pride of Yakuza. If such a man is insulted, he gives fair warning to the offender, flipping a corner of his kimono or shitagi down to reveal the brilliant colors of the tattoo, while glaring a warning. This also frees his swordarm when an apology is not forthcoming.

The Yakuza is generally of Heimin birth, though Ronin gone wrong have been known to enter their ranks. It would be a disgrace for a Samurai to even consider becoming a Yakuza.

1075.1 YAKUZA BONUS SKILLS

All of the following are Bonus Skills for Yakuza:

Bugei:

Bojutsu	Jojutsu
Kiserujutsu	Shinobi-jutsu
Sumai	Tantojutsu

Practical Arts:

Commerce	Forgery
Gambling	Lockpicking
Massage	

1075.2 KI POWERS OF THE YAKUZA

Ki Powers available to the Yakuza are as follows:

Good Fortune: A Focused Power. The Yakuza can increase his effective stake in Gambling by the Effect Number of the Focussing roll. The value is in the same coinage as the actual stake. If the Yakuza wins, the other gamblers must divide the extra amount of his winnings among their losses. The extra amount is not lost by the Yakuza if he loses the round of gambling. The current Ki score is reduced by the Effect Number used.

Intimidation: A Focused Power. The Yakuza can impose Distractions on an opponent in combat. These are equal to half the Effect Number of the Focussing roll is used against Player Characters or the full Effect Number against Non-Player Characters. The target saves against Distractions in the usual manner. The current Ki is reduced by the Effect Number used.

Secret Movement: A Focused Power. The Yakuza uses his current Ki as a BCS for stealthy movement as if using Ninjutsu. Each use of this Power reduces the current Ki by 1.

1075.3 THE UNDERWORLD

The Nipponese Underworld is unlike most other criminal cultures. The Yakuza who run most of it direct the bulk of their attention to legitimate enterprises: sedan-chair franchises, inns, tea houses, etc. The major areas of illegal activity run towards the following:

Burglary: Breaking and entering. Rarely performed on residential buildings. Shops and warehouses are the usual targets.

Extortion: Forcing local citizens to hand over cash or goods by threats.

Protection: Almost all Yakuza Gangs collect protection money in their areas. Honest Yakuza provide protection against armed brigands, civil unrest, even from greedy or violent Samurai. Dishonest Gangs give no value for the fees they collect.

Fence: Yakuza of the higher ranks often buy stolen goods from the thieves and ship them out to safer markets.

All such activity, and often many other forms of racketeering, will be controlled by a given Gang in a given area. Competition between Gangs leads to bloody struggles for supremacy. Individuals coming to a given area wishing to rob, steal, cheat, or beg, must pay a percentage of the take to the local Yakuza (or else). The same applies to professional gamblers seeking permission to operate in the local sake bars and geisha houses.

1076.0 THE NINJA

The Ninja is, technically, among the Eta, those without Status. This is like saying a Mafia Don is criminal scum: all very true but it is unwise to tell him so to his face. There is no distinction between the profession and the Caste, for only a Ninja by birth may become a Ninja (although likely children may be adopted by a Ninja family if their own line is in danger of extinction).

According to some legends, the ancestors of the Ninja were warriors in a defeated clan. Fleeing into the mountains of the interior, they were hounded unceasingly by their victorious foes. To survive, they developed unique abilities for stealth and surveillance, allowing them to move unseen past the armies that search for them. Turning these skills to offense use, they routed their hunters in terror as mysterious fires broke out in the middle of camps, as lethal rockslides poured into marching columns, and as commanders were assassinated in their very tents. Yet other legends relate that the Ninja grew from an elite corps of agents in the service of the early Emperors. The first recorded instance of a Ninja serving a noble dates from the 9th century, when a Ninja was in the employ of the Imperial Court to aid in a minor clash with China.

Denied a place in the formal structure of society, the Ninja took one by force and fear. While he was denied the benefits acquired by a high score in On, the Ninja was likewise able to act without fear of

losing On either. Where a Bushi's code of honor might require meeting an overwhelmingly powerful foe in open combat, the Ninja could use the most unscrupulous tactics or even run away, to fight another day. The Ninja was the pragmatist par excellence and success was his only yardstick.

The Ninja has a unique arsenal of special Skills available which are unknown outside of his Profession. These are the birthright of the Ninja, acquired by rigorous training from infancy. They permitted the almost superhuman feats which gained the Ninja a reputation as sorcerers.

Available for purchase or manufacture are the notorious "Gimmicks," an arsenal of special devices and drugs allowing the Ninja to move where human movement should be impossible and to produce effects that seem the work of magic.

The Ninja seeks respect from his fellows and the prestige according a job well done from his employers: the regular citizens of Nippon, usually the Buke. In the beginning of his career, he will work to establish a name for himself as an efficient laborer in his deadly Profession and a person not to be trifled with. As his reputation grows, he will work to rise in the membership of his Clan, achieving control of Ninja activity in some part of its "territory." Finally, at the higher levels, he seeks the rank of Jonin, leader, in his own Clan, or if this is denied to him, the permission of his Clan Elders to establish his own cadre of Ninja as a new group, with himself as Head. Some Ninja openly controlled a town or even a province. Others ruled a "shadow" fief, a Ninja underworld that co-existed with the political unit in which it operated. The province of Iga, ruled for most of its history by the Toda, a Samurai clan, was also a renowned center of Ninja activity, which was controlled by several families of Jonin, Ninja Elders, most notably the Momochi family.

1076.1 NINJA BONUS SKILLS

All of the following are Bonus Skills for Ninja:

Bugei:

Atemi-waza	Hyagakejutsu
Iaijutsu	Jujutsu
Karumijutsu	Kusari-jutsu
Shurikenjutsu	Suieijutsu
Tantojutsu	All Ninja Bugei

Practical Arts:

Forgery	Lockpicking
Torture	Tracking
All Ninja Practical Arts	

1076.2 NINJA KI POWERS

Ki powers available to the Ninja are as follows:

The Stalking Shadow: A Focused power. The Ninja becomes invisible as if under the spell of Shadow Cloak. He also leaves no footprints. The effect lasts for 1 Detailed Turn per point of Effect Number to the Focussing roll.

Venomous Touch: A Focused power. The Ninja imbues his primary hand with the ability to apply a Contact, Lightning, Paralyzing Poison. The Ninja must then contact his target with his hand. This may be done with any Unarmed Combat Bugei or with a Deftness ST. Once contact is made the power dissipates. The level of the Poison equals the Ninja's Level.

Resist the Elements: A Focused power. The Ninja becomes impervious to fire, water, suffocation, poisons, irritants, smokes and powders, etc. The BCS of spells directed against him is reduced by his Level. The effect lasts for one Detailed Turn per point of Effect Number on the Focussing roll.

1076.3 NINJA CAPABILITIES

Ninja add their Level to the Capability scores in Climbing, Leaping, and Swimming. They also receive an extra Capability: Gimmick-making, or Gimmickry.

This is used by the Ninja to manufacture their special tools and weapons, known as "Gimmicks." These are described in Appendix 2. The Gimmickry Capability is derived by averaging the Base Saving Throws in Wit and Deftness. The Ninja will add his Level to this figure. It is used to perform the Tasks involved in making the Gimmicks.

1076.4 SPECIAL NINJA ABILITIES

All Ninja have the following special abilities:

—All Ninja may see in almost-total darkness to a distance of their Level in yards. As long as some faint illumination is available, they can use this Ability.

—Ninja add their Level to their Base Wit Saving Throw for purposes of discovering Hidden Things. Their Saving Throw for this purpose is therefore equal to the Raw Wit ST + (2 x Level).

1076.5 THE NINJA CLAN

For the Ninja, the respect of his peers, his Clan, is the only social factor worth considering. A Clanless Ninja is despised by all, with a life span that will probably be short indeed. The Ninja, uncaring of On and its constraints, replaces that quality with his Status within the Clan.

When creating a Ninja, it will be necessary to assign him to a Clan. In **BUSHIDO**, we are primarily concerned with "Clan Groups," rather than the actual extended families which comprised a Clan. For convenience, these might be broken down into about 6 Clan Groups, coded with the letters A through F.

Groups A and B are Allied to each other and Hostile to Clans E and F. Clans E and F are Allied to each other and Hostile to Clans A and B. Clans C and D are Neutral to the opposed Groups and to each other as well.

One's own Clan Group is the Home Clan. Any base belonging to an individual Clan within the Group will treat the Ninja as a full member, according to his group Rank. Crimes against any Home Clan member will be punished rigorously. Since Ninja groups were highly interbred, it is likely that all members of a Group share some degree of kinship.

A Ninja may seek assistance, training, or employment at any Home or Allied Clan base. He may purchase Gimmicks or other items at bases of Neutral Clans. Ninja of Hostile Clans will not aid each other, though they will not usually start a fight just because of their Clan's enmity. When they are opposed under contract, however, they will delight in destroying their opponents.

The laws of a Ninja Clan are immutable. Samples of the basic code include:

- * A Ninja who teaches Ninja Skills to an outsider (Hostile Clan member or non-Ninja) will be expelled from the Clan and put to death.
- * A Ninja who betrays a contract of the Clan or its Allies will be slain.
- * A Ninja who slays a member of the Home Clan except when their contracts require it, shall be expelled. The immediate relatives of the dead man may be permitted a Blood Feud with the killer.
- * A Ninja who compromises the Clan's honor or safety by actions outside the law of the land, unless required to do so by contract, may be expelled. The Elders may require him to surrender to the authorities to placate them.
- * A Ninja who disobeys an order of the Elders of his Clan, or of his leader on a mission, shall be put to death.

In designing a specific Clan, the Gamesmaster may wish to develop particular laws and traditions for the Clan. Regrettably, there is very little accurate data on the workings of Ninja Clans, due to their understandable secrecy about their existence during the heyday of Ninjutsu.

1080.0 CREATING A CHARACTER

This chapter contains a guide to the process of creating a Player Character for **BUSHIDO**. A general outline of the procedure is followed by the necessary tables. Terms not explained elsewhere are defined as they occur. Otherwise, refer to the relevant section of the rules for the terms used here.

* To begin a character, first consult the Birth Table. This table is not intended to reflect a complete cross-section of the population of medieval Japan. It is our distillation of the sources we feel most likely to produce the type of hero essential to the **BUSHIDO** philosophy. Should you be outraged by this particular table, you should feel free to construct your own.

This table provides the initial On with which the character starts. This may be modified by his choice of Profession. It also gives his Rank, an abstract rating of his family's position in his Caste. The Rank Factor (Abbreviated as RF) is 3 if High, 2 if Middle, and 1 if Low. The "Money Dice" figure is explained in the rules on Inheritance, below.

This table also lists any Skills and Goods with which a character begins due to his birth in a particular Caste.

* Once a Player Character's birth has been determined, the player may choose the Profession his character will enter. A Professional Summary Table is provided below, but you may wish to review the Profession descriptions starting with section 1070.0 before deciding. The character's Profession will affect his Attribute scores and the rest of his development.

* After deciding on a Profession, allocate 60 points among the Attributes, subject to the rules in section 1041.1. Remember that the Profession modifies these allocations.

* With the Attributes determined, calculate the character's Abilities and Capabilities, following the formulas given in their descriptions.

* The character's birth and choice of Profession determine some of the Skills with which he will start his game life. If the player has not already done so, he should now choose the rest of the Initial Skills from those available to the character's Profession. Calculate Initial Skill Scores and Raw BCS values.

* At this point, check the character's inheritance, as explained below, to determine the exact amount of money he starts with, the quality of any swords he inherits, his Armor Class if his Profession is Bushi or he is of Buke Caste, and any other pertinent factors governing initial goods.

* Roll for the character's age. All Player Characters enter the campaign at the age of 15+1D6, or 16 to 21.

* This step is your first opportunity to indulge in role-play with this character. Think about the character's past, goals, and basic psychology. If the Gamesmaster is using a table to determine the exact location of the character's place of birth and you have not checked it yet, now is the time.

* During the outfitting step, the character has a chance to spend his inheritance to upgrade his equipment and to gather goods to prepare himself for the adventures ahead. Check with the Gamesmaster to see where the character is entering play, as this may affect the availability of goods and their prices.

* The last step isn't really a step in the process of creation, but the first step on the path to adventure. Tell the Gamesmaster that your character is ready to being play.

1080.1 USING THE CHARACTER RECORD SHEET

A master copy of the Character Record Sheet is provided with this game and permission to photocopy this sheet is hereby extended. If photocopying facilities are not available, simply copy the relevant information onto a sheet of scratch paper.

As the character process proceeds, enter the results on the Record Sheet. We recommend using pencil, since many of the values will change during the campaign.

When entering Skills, underline or mark with an asterisk those in which the character will receive a bonus. This makes play flow more smoothly. Skills designated as Freely Improvable can be circled or checked so that they can be easily identified later.

Use of the Character Record Sheet keeps the numbers needed during play handy. You should always keep values up-to-date.

1081.2 BIRTH TABLE

Die Roll	Caste	Rank	Initial On	Money Dice
1	Buke: Samurai in service*	High	60	6
2-3		Middle	40	5
4-5		Low	20	4
6-9	Samurai	High	45	5
10-14		Middle	30	4
15-20		Low	15	3
21-27	Ronin	High	30	4
28-35		Middle	20	3
36-45		Low	10	1
46-52	Heimin: Farmer	High	15	3
53-60		Middle	10	2
61-70		Low	5	1
71-73	Artisan	High	9	3
74-76		Middle	6	2
77-80		Low	3	1
81	Merchant	High	3	5
82-83		Middle	2	4
84-85		Low	1	3
86-89	Eta: Ninja	High	(5)**	4
90-94		Middle	(3)**	3
95-00		Low	(1)**	2

* The character, in his own right, is assumed to have sworn fealty and is obligated to an NPC Daimyo. The player may elect to leave this service. In this case, the character is treated in all ways as an ordinary samurai of the appropriate rank.

If the Samurai remains in service to his Lord, the Gamesmaster will use the rules governing Retainers, in Book 2, to determine his stipend or fief, and to keep track of his obligations to his Lord.

** On is received only if the character chooses a Profession other than Ninja. The character is assumed to have been adopted by a Heimin family after proving unsuitable for Ninja training.

Initial Skills

Buke: Katakana at (2 x Wit) + (10 x RF) Initial Age
Hiragana at (2 x Wit) + (10 x RF)
Kenjutsu score +5 in initial score
Court Dance
choice of 1 Fine Art
All Samurai: +5 to Bajutsu score
Kanji at (2 x Wit)

Heimin: Katakana at (2 x Wit) + (10 x RF) + Initial Age
Popular Dance
Farmer: choice of 1 Practical Art
choice of Hunting or Fishing
Artisan: choice of 1 Craft
choice of 1 Practical Art
Merchant: Commerce
Hiragana at (2 x Wit) + (10 x RF)
choice of 1 Fine or Practical Art
Eta: Katakana at (2 x Wit) + (10 x RF)
Hiragana at (2 x Wit) + (10 x RF)
choice of 1 Practical Art

1082.0 PROFESSIONAL SUMMARY TABLE

Profession		Attribute Modifiers	Hit Point Die
Bushi	<p>INITIAL SKILLS: Kenjutsu; Kyujutsu; choice of any 2 Bugei; choice of 1 from: Armory, Bowyer, Go, Musical Instrument, Physician, Hawking. If character is in service add Bajutsu.</p> <p>INITIAL GOODS: a bow of proper man-rating, choice of type; a quiver; 4D6 arrows of any type of head; a weapon for each Bugei*. If character is not of Buke Caste, add a Wakizashi for Kenjutsu.</p> <p>Armor: Buke add 1D3 to Armor Class of armor; other receive suit of Ashigaru-style armor of Armor Class Rank Factor + 1D3. If there is no appropriate suit of armor in the Armor Class listing that corresponds to the indicated Armor Class, the character starts with no armor.</p> <p>NOTES: Any character from a Caste other than Buke choosing this Profession immediately gains 5 points of On.</p>	<p>STR + 10 DFT + 10 SPD + 5 HLH + 15 WT - 5 WL + 0</p>	1D10
Budoka	<p>INITIAL SKILLS: Atemi-waza; Jujutsu; choice of 1 Bugei; choice of 1 Bonus Skill; choice of 1 Practical Art</p> <p>INITIAL GOODS: a weapon for each Bugei.*</p> <p>NOTES: Buke choosing this Profession lose half of their Initial On.</p>	<p>STR + 5 DFT + 10 SPD + 10 HLH + 10 WT + 0 WL + 0</p>	1D10
Gakusho	<p>INITIAL SKILLS: Sacred Dance; Rhetoric; choice of Bujutsu or Jujutsu; choice of 2 Fine Arts; choice of 1 Yoga.</p> <p>Buddhist: Butsu-do. Shinto: Shinten.</p> <p>INITIAL GOODS: Clerical Garb; Pilgrim Staff (Bo)</p> <p>NOTES: Initial On becomes 20.</p>	<p>STR - 5 DFT + 0 SPD + 0 HLH + 0 WT + 10 WL + 15</p>	1D3
Shugenja	<p>INITIAL SKILLS: choice of 1 Bugei; choice of 1 School of Magic; choice of 2 Fine Arts; choice of Bonus Skill.</p> <p>INITIAL GOODS: stout staff (Bo); a weapon for Bugei.*</p> <p>NOTES: double all Literacy scores. All Buke who choose this Profession have their Initial On halved.</p>	<p>STR - 5 DFT + 0 SPD + 0 HLH + 0 WT + 10 WL + 15</p>	1D3
Ninja	<p>INITIAL SKILLS: Ninjutsu; Kenjutsu; choice of Atemi-waza or Jujutsu; Kuji-kuri; choice of any 2 Bugei; choice of any 2 Ninja Bugei; choice of any 2 Practical or Ninja Arts; Clan Dialect at (50 + Initial Wit).</p> <p>INITIAL GOODS: Ninjato and scabbard; a weapon for each chosen Bugei*; Ninja suit; 2D5 + Rank Factor of Task Points to acquire Gimmicks.</p> <p>NOTES: Only a character born to the Ninja Caste may choose this Profession.</p>	<p>STR + 5 DFT + 10 SPD + 10 HLH + 10 WT + 0 WL + 0</p>	1D6
Yakuza	<p>INITIAL SKILLS: Sumai; Gambling; choice of 1 Bugei; choice of 1 Bonus Skill; Yakuza Dialect at (50 + Initial Wit).</p> <p>INITIAL GOODS: Dice; a weapon for each Bugei*.</p> <p>NOTES: All Samurai who choose this Profession have their initial On halved.</p>	<p>STR + 0 DFT + 10 SPD + 5 HLH + 5 WT + 10 WL + 10</p>	1D6

* The character may choose one weapon whose use is covered by the Bugei, if any are. Ninja may choose a Gimmick weapon or the ordinary type but not both. If a pair of weapons is required, he will receive them unless they duplicate a single weapon for another Bugei. Thus, A Samurai who chooses Ni-To-Kenjutsu will receive no weapons for that Skill, since he already has the Dai-sho for being

Samurai. Shurikenjutsu allows the character 1D6 shuriken and Yarinage-jutsu allows 1D3 javelins of either type. Remember that some Bugei do not use weapons (as Jujutsu), while others enhance or modify weapon use (as Iaijutsu), and thus gain the character no more weapons.

Initial Goods

Samurai in service:	Good Court Garb
All Samurai	Good Samurai Garb
	Good Winter Garb
Ronin:	Average Samurai Garb
	Average Winter Garb
Farmer:	Average Peasant Garb
	Average Winter Garb
	stout staff (Bo)
	straw hat (kasa)
	straw raincoat (mino)
Artisan:	Good Peasant Garb
	Good Winter Garb
	set of tools for his Craft
Merchant:	Superior Peasant Garb
	Superior Winter Garb
	Porter's trunk
	Strongbox
Eta:	Average Peasant Garb
	Average Winter Garb

Inheritance

Buke:	the Dai-sho (Katana and Wakizashi)
	chance of Warhorse
All Samurai:	Armor Class of 2D3
Ronin:	Armor Class of 1D3 + 1
Merchant:	chance of Workhorse

1083.0 INHERITANCE

Each character begins play with a sum of money. This represents his early savings, parting gifts from parents and/or relatives, or even ill-gotten funds. The source of the money is left to your discretion.

For the character, roll the number of dice indicated on the Birth Table. For Gold coins, the die is 1D3; for silver, the die is 1D6; and for copper, the die is 1D6 and the total is multiplied by 10.

If the character receives any swords, consult the Sword Quality Table below.

Buke may inherit armor of the samurai style. They receive a suit having the Armor Class indicated by the dice given in the Birth Table. Should they choose the Bushi Profession, they add the results of the armor die roll to get the final Armor Class of the suite of armor. If the final Armor Class does not exist in the Armor Class Listing, the character receives no armor.

Should the possibility of a horse be indicated, the character has a percent chance equal to his initial On. Buke receive a warhorse, while merchants receive a workhorse. Of course, saddle and bridle or pack frame comes with the horse.

Sword Quality Table

Quality	High Rank	Middle Rank	Low Rank
Master	1	N/A	N/A
Superior	2-4	1	N/A
Good	5-8	2-4	1
Average	9-17	5-16	2-15
Inferior	18-20	17-20	16-20

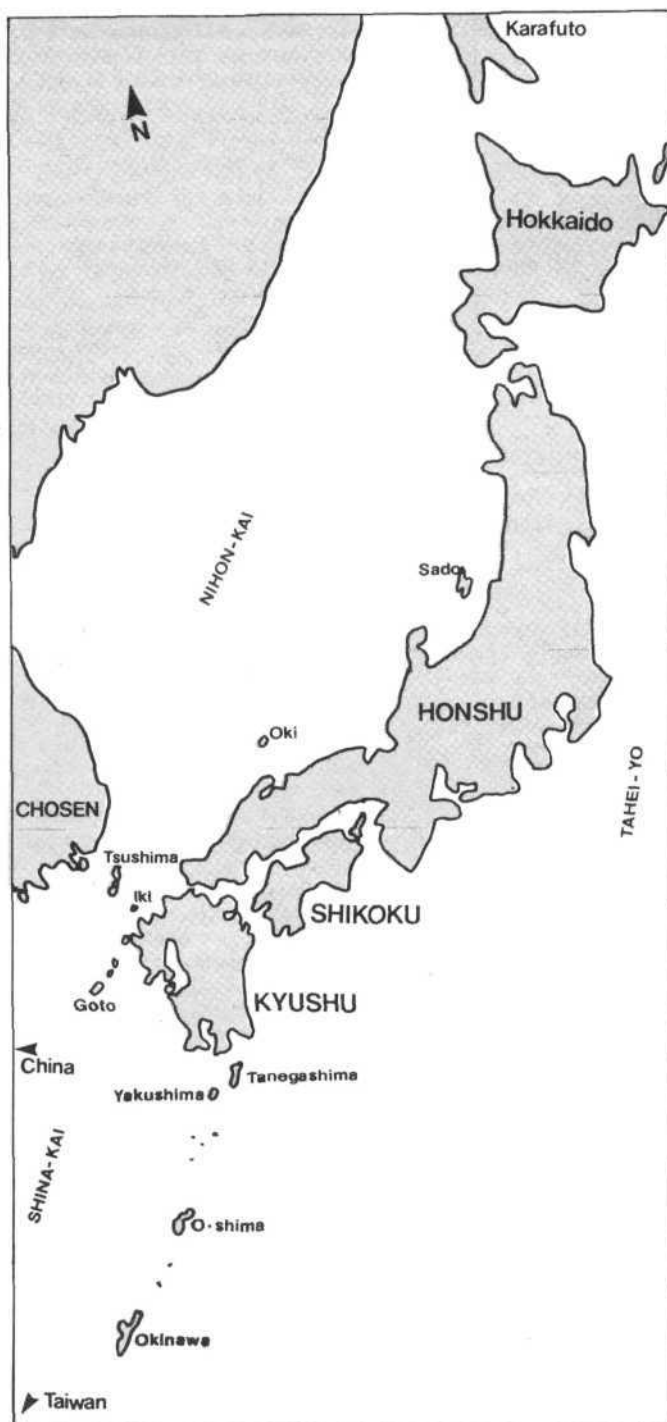
Samurai in service: -2 Samurai: -1 non-Buke: +2

1090.0 CONCERNING NIPPON

When we refer to "Nippon" in **BUSHIDO**, we are not necessarily speaking of Japan! In order to make this a game combining a maximum of excitement and flexibility with reasonable historical accuracy, we have combined elements from many different periods in Japanese history. We have also redefined or even invented a word here and there to make the rules easier to handle. We are, after all, creating a gaming fantasy here, not history.

We have defined Nippon as the country where **BUSHIDO** occurs. Nippon is very similar to medieval Japan, but the two are not identical. When we talk about the way things are in Nippon, please realize that this may not be the way they were in Japan. On the other hand, when we do make a statement about Japan, it is as accurate as the sources we use can guarantee.

"Nippon" is one of the Japanese words for "Japan." It is derived from a Chinese term which means, roughly, "The Place Where The Sun Rises." As you may know, another name for Japan is, in fact, The Land Of The Rising Sun. This chapter will examine the land, its people, their customs, and the way these factors can influence the campaign.



1090.1 THE ISLANDS

Geographically, Nippon consists of four main islands and over a thousand minor ones. The principle island in the chain is Honshu, on which the great cities of Kyoto and Yedo stand and where Emperor and Shogun have ruled throughout history. Hokkaido, north of Honshu, is a land of mystery, covered with icy mists and largely unexplored. It is the last refuge of the Ebisu (Northern Barbarians), known to Westerners as the Ainu. Of Caucasian rather than Mongoloid derivation, they were the original inhabitants of Nippon before having been displaced by the proto-Japanese nomads of the 9th or 10th century BC. The Ebisu have a tribal culture, ruled by shamans who mix magic and religion in large doses. Their cults center around totem animals, especially the bear.

Kyushu is an island of highly independent Samurai clans. It has traditionally been a thorn in the side of whatever central government rules on Honshu. Shikoku is a small and barren island, a place of small holdings in the main. It is usually dominated by Honshu politics.

The islands are places of equal harshness and beauty. Almost 25% of the land area consists of inaccessible mountain peaks. Barely 10% of the land can be called easily cultivated. To wrest a living from the barely arable soil of the other parts of Nippon, the people of Nippon have had to develop a system of agriculture that far outstrips any others of their time. Many of the exquisitely picturesque mountains are active volcanoes, which can still erupt without warning in a fury of fire and death. Nippon is shaken by hundreds of earthquakes each year. While most are minor tremors, a significant fraction are man-killing explosions of nature's anger. In the aftermath of these shocks, coastal dwellers flee for the hills, for they know that the great tsunami ("tidal waves") will soon thunder in from the sea.

1090.2 HISTORY IN THE CAMPAIGN

The historical setting of the campaign is a matter which the Gamesmaster must consider at some point. It need not be laid in any actual period from Japanese history, but it will be wise to leave the details fluid for the early part of the campaign, until a suitable political climate suggests itself to match the intentions of the players and the Gamesmaster.

Questions which need to be considered include:

Is there any strong, central government, or does local authority rest solely with the Daimyo (or other local ruler)? If there is a Shogunate, is it strong or weak? If weak or absent, are there any Daimyo in a position to strike for the Shogunate? How decadent is the top faction in Nippon? How easily may a lone adventurer rise in power?

In campaigns based on most periods of Nippon's history, we may discount the Imperial Court in considering political power. The question of political climate then boils down to the power structure as it exists between the Shogun (if there is one), the Daimyo, and any other strong factions (religious orders, commoner's leagues, etc.).

Under a strong Shogunate, social conventions will be rigid, with advancement from the class of one's birth very difficult. Bearing arms and wearing armor in urban areas will be severely controlled by law, and possibly forbidden to those not of Buke rank, or not in their retinue. Duelling and feuds will also be subject to strict legal control, requiring official authorization. Crime is punished with dispatch and usually by death. Local laws are subject to reversal by the Shogun's officials.

Battles between Daimyo are forbidden. The only large scale military activity will be between the Shogun's army and those who threaten the peace of the realm: rebellious Daimyo, peasants in revolt, militant religious orders, and foreign invaders. In the regime of Toyotomi Hideyoshi, warriors seeking experience of battle could join his forces in the invasion of Korea.

Subtle, political scenarios will be an excellent source of color in the campaign. Player Characters will find many opportunities for missions as agents of the Shogunate, or its foes, as spies, couriers, or agents provocateurs. They will find the only real path to power is to lie in service to the Shogunate or its supporters, or else the service of a very powerful opponent of the regime. If the Shogunate is oppressive, the Player Characters may find a satisfactory role as defenders of the oppressed, especially if they are of Heimin birth or members of the Yakuza Profession, or belong to a Ninja Clan with a more elevated social conscience than is usual.

Goods and training are easily accessible in such a society. The economy usually prospers, since the roads are kept quite free of brigandage in the main provinces, promoting trade. Academies of the martial and peaceful arts flourish. Warriors deprived of their main employment in the time of peace turn their studies to the perfection of their skills for philosophical ends. Religious freedom is usually maintained, with public interest in new sects high. The organized religious groups are defensive of their prerogatives however, and internal strife is often violent. Tolerance for those existing outside of society's bounds is low: Ronin, Yakuza, and Ninja had best walk softly in areas under Shogunate control.

In a weak Shogunate, life is somewhat more exciting. The Daimyo, militant clergy, and leagues of independent landholders among the Buke (Ji-zamurai, or "Country Gentry"), sensing the loosening controls of the Bafuku, will be jockeying for maximum advantage, paying lip service to the regency unless in outright rebellion.

The motivation of the various factions will differ according to their philosophy and their power. The greatest Daimyo will be looking for their own entry into the Shogunate. Lesser lords will either be gauging the field of potential winners, looking for the best ally, or will be busily expanding their own holdings in the absence of a ban on internecine warfare. Independent factions (monasteries, landholders' leagues) will be buttressing themselves against the coming disorders, securing their areas and possibly linking their fortunes with one of the major political factions.

Battles large and small abound in this kind of era. Travel is risky outside of strongly policed provinces. Yakuza are the main power in villages and along the high roads, often receiving protection money from the inhabitants and travellers as well as stipends from the authorities to prevent trouble. Ninja will find business in espionage and assassination booming. Brigandage in outlying areas is strong.

The economy suffers under the reduced amount of trade. Training in the more esoteric Bugei is hard to find, as the emphasis is on strictly utilitarian combat skill. Religious innovations will have to provide material protection or strong divine assistance to attract a following. Where once a monastery could rise by the efforts of a holy preacher with a strong doctrine, it now takes military force to acquire and hold the territory. Abbots study the arts of the warlord as well as the doctrines of the Buddha.

Player Characters in this milieu find opportunity on every hand. They may hitch their fortunes to the rising star of some great lord, in the great game for the Shogunate. This can lead to a dramatic rise or fall in their careers, as their lord prospers or fails. Lone wolves, the Ronin or other freelance warriors, may travel freely, offering their services as their finances or consciences direct. Solitary students of the occult flourish, as do the Ninja, since the factions are always in need of professionals who are not directly linked to their group, for those delicate missions that are part and parcel of the intrigues of the time.

The most chaotic campaigns occur in periods when no central authority exists and there is no one faction strong enough to seek to impose such authority. Even then the Imperial Court commands only the most perfunctory respect.

Countless border clashes occur between neighboring provinces, shifting the border a few Ri, only to see it shift the other way in the next squabble. Bandits reign unchecked in the remoter areas, since the Daimyo hoard their troops near the capital in the event of attack. The Yakuza who devote themselves to protecting their areas can gain great power, while their less ethical counterparts are a scourge beyond description. Religion that does not back its teachings with a strong military arm receives short shrift. And given the temper of the times, rivalry between sects is settled by battle as often as by rhetoric.

This environment is open for Player Characters who enjoy wandering Nippon in search of adventure without hindrance by overly strong social or legal constraints. Those acting outside normal social bounds may conduct themselves as heroically or brutally as they wish, defending the victims of the time's excesses or committing those same excesses themselves. Those joining their fortunes to those of a group will protect the group's interests fanatically, since this affiliation represents their island of stability in an age of eternal flux.

For Gamesmasters seeking a climate in which Player Characters have a good chance to gain personal political power, this offers interesting possibilities. In the uncontrolled atmosphere of the period, a strong character, especially one who gains the trust and loyalty of an area's inhabitants, may find himself rising to leadership of that area. Player Characters with sufficient strength might be in a position to bid for the Shogunate themselves.

1090.3 POLITICAL DIVISIONS OF NIPPON

Medieval Nippon consisted of 68 provinces. In eras when many Daimyo were contending for power but lacked a strong political base, it would be rare for any single lord or faction to dominate an entire province. In an age of powerful rulers, a single Daimyo might well control one or more whole regions.



1091.0 STRUCTURE OF NIPPON'S SOCIETY

Nippon's social structure has remained remarkably stable throughout its history, although the rigidity of that structure has varied considerably according to the times. The Castes and divisions of society are here listed in descending order for quick reference.

THE IMPERIAL COURT

The Emperor
Retired Emperors Called Dajo-ko, or Dajo-hoo if they become priests.

The Imperial Family
Court Nobles Called Kuge.

THE SHOGUNATE

The Shogun Also may be called "Kwampaku" or "Taiko".

The Shogun's Clan
Shogunate Officials Bugyo (Commissioners)
 Kairei (Deputies)
 Metsuke (Censors)

THE BUKE

Daimyo Always Head of their Clans.

Ranks of Daimyo were:

Kokushu. Income of 500,000 Koku/yr.

Ryoshu. Income of 100,000 Koku/yr.

Joshu. Income of 10,000 Koku/yr. or more.

Samurai (Retainers to a Daimyo)

Hatamoto Clan Elders, Advisors, Supervisors.

Ranks were:

Kodai-yoriai. Income of 1000 Koku/yr.

Yoriai. Income of 500 Koku/yr. or more.

Kofushin. Income of 100 Koku/yr. or more.

Gokenin Managers, Senior Members of Clan.
 50 Koku/yr. or more.

Samurai Retainers (Members of Clan).
 Receive stipend and/or fief.

Ji-zamurai Landholding Samurai without retainer affiliation.

Samurai by birth but with no holdings or affiliation.

Ronin by birth and station.

THE PRIESTHOOD

Members of the Clergy, no matter what their birth Caste.

THE HEIMIN

Peasants Hyakusho Farmers, woodsmen, fishermen

Artisans Shokunin. Craftsmen, porters, manufacturers.

Merchants Akindo. Tradesmen, peddlers, large merchants, etc.

THE YAKUZA

Gang Leader Oyabun.

Underleaders Chunin.

Gang Members Kobun.

Unaffiliated Yakuza

THE NINJA

Clan Head, Elders, Advisors Jonin.

Supervisors, Managers Chunin.

Members, Senior Members Genin.

Unaffiliated Ninja (Regarded with deep suspicion by all)

ETA

Local headman of

Eta village Denzaemon

Handlers of dead animals Honin

Handlers of human dead Hinin

This list is arranged to show the overall social precedence in Nippon. As we discussed under Status (section 1062.0), a Peasant can outrank a Samurai in fact, though in theory the Samurai always outranks the Peasant. Uncalled for rudeness on anyone's part, no matter what his social position, was regarded as poor form. If it becomes germane, the Gamesmaster may wish to penalize those who are rude to technical inferiors whose social Status is nonetheless greater than their own. The appropriate penalty would be a multiple of the Status of the insulted party.

For example, a brash young Samurai is offensive to a village headman. The Samurai's social Status is 25, the Headman's is 35. For minor infractions, the difference involved would be subtracted from the Samurai's On, a 10 point loss. For major rudeness, the young warrior loses On equal to the headman's Status, or 35 points. If the Samurai injured or killed the peasant on the strength of their respective classes, even though the old man has more influence than the warrior, the penalty would be two or three times the headman's Status.

Rude behavior by the inferior in such a matter releases the polite restraints of the superior. Insults were not to be tolerated in a shame-oriented culture like Nippon's. Vengeance is a fine old art in the nation's history.

1091.1 THE BUKE

The Buke comprise the military aristocracy of Nippon. Strictly speaking, only the Samurai, from Daimyo to Ji-zamurai, are member of the Buke. However, we include the Ronin in this class for campaign purposes. Therefore, the Buke may be defined as characters whose families are of the military classes, trained in arms, or characters elevated to those classes by their own efforts. This leaves the Ashigaru, the Bushi of Heimin origins, a commoner, on the outside of the Buke, although most such characters are bending every effort to get in.

The Samurai, are either landholders or the retainers of landholders. If they are independent owners of an income of 10,000 Koku per year or more, they are considered in the Daimyo class, although merely holding such property does not confer Daimyo status. Such characters, in turn, have followers, soldiers, to defend their property. These are Samurai in the true sense, as the word derives from a term meaning "Service." Minor landowners among the Buke are "Ji-zamurai," which may be rendered as "Warrior-farmers." The term "Country Squire" is more indicative of their social position. They may also have retainers, but do not possess the authority to elevate them to the ranks of the Samurai. This important privilege is reserved to Daimyo.

The Ronin are individuals or families which were members of the Samurai class, but for one reason or another have lost that status. A Samurai could be discharged by his overlords, becoming a Ronin. The destruction of his Clan also leaves the survivors as Ronin. A family that maintains its warrior heritage could pass the Ronin classification on to children, so that a Player Character can be born a Ronin. Families that entered other pursuits, farming, manufacture, trade, assumed the social position associated with their new calling.

1091.1a Names Among The Buke

Just as the Buke bear two swords, so do they bear two names. The family name is usually the Clan's name. The personal name is used by friends, retainers, and relatives. A character might change his name upon achieving a high rank and would certainly do so in changing his Profession. Taking a new name to mark some notable undertaking or event in one's life was also a common practice.

Great nobles, the rulers of a Province, might also receive the honor of adding their Province's name to their own. The young lord Asano, whose death begins the tale of the 47 Ronin, was also known as Kotsuke-no-Suke, a name he held in his position as Daimyo of Kotsuke. Another form of this honorific was to refer to the individual as "-no-Kami" of a Province, literally "the superior one." The Daimyo "Musahshi-no-Kami Shinmen Uesugi" would thus be identified as Lord Uesugi, of the Shinmen Clan, ruler of Musashi province.

1091.2 THE HEIMIN

The Heimin, the class of commoners, consists of the Peasants (Hyakusho), the Artisans (Shokunin), and the Merchants (Akindo). They generally are considered to rank after the priesthood in society, although some theories of rank place the Peasants immediately after the Samurai in the hierarchy. In a nation where the economy is based almost entirely on agriculture, this is understandable. As in feudal Europe, it was rare to call up one's armies from the farming families, since without their labors the crops would be lost and even the greatest victor needs food. However, certain Peasant clans would act as Ashigaru, Peasant-Warriors, in the service of a Daimyo or powerful Ji-zamurai, augmenting the Buke forces. The other two Castes, the Artisans and Merchants, were townsmen. They lived in town or city providing a creative service, were more highly regarded than the Merchants. Indeed, Artisans who produced weapons and armor, especially those who forged swords, occupied a special niche in society.

Merchants were fairly universally despised. On the one hand, the practice of commerce on a large scale was looked down on.

Scrambling after profit openly was considered ill-bred, though many a Daimyo was just as greedy, if he could disguise his activity in the commercial arena under the appearance of some more acceptable pursuit. Merchants often acted as fronts for noblemen in this manner. Another, quite understandable reason for the Merchants' bad reputation was their position as moneylenders. Throughout history, no one has ever loved a moneylender. Daimyo could run up colossal debts to the local Merchants in their thoughtless spending on war and its weapons, it would be a matter of the deepest shame to renege on such debts, and the upshot was that Merchants were unpopular with the free-spending Buke. Other Heimin, suffering under grinding taxes, often had to borrow from the Merchants just to stay alive. Again, such debts do not do much for the popularity of the lender.

Artisans and Merchants in large cities usually organized into large guilds (Za). These often filled the same position as the clan did in Peasant society. Cities were also organized into wards, or neighborhoods, each with its own militia/police, fire department, sanitation workers, etc. In times of strife, wards could become armed sanctuaries for their inhabitants against the depredations of bandits, unscrupulous Ronin, or even the looting ranks of the local Buke.

1091.2 Names Among The Heimin

Heimin possess only one name, usually a "nickname" based on their occupation, reputation, appearance, etc. They do have a family name, but it is rarely used and in a sense has no legal existence. Among themselves, on formal occasions, Heimin will use their full names. As far as the Buke are concerned, Heimin have only one name, just as they bear only one sword (if that many). The commonest names are along the lines of "Rich Merchant," "Old Gardner," and so on.

1091.3 THE ETA

The Eta were a Caste of Pariahs, untouchables. Living in villages set aside from regular dwellings, they handled work considered unclean by the regular citizenry of Nippon: butchering, tanning, execution of common criminals, burial of the dead. Their Headman in a given area, the Denzaemon, administered justice, collected fees for their services, and acted as spokesman on those rare occasions when the authorities interested themselves in Eta activity.

While the Ninja Caste is technically part of the Eta class, their relationship to society is unique.

1092.0 CUSTOMS IN NIPPON

Nippon has an ancient culture, one where time has tested each innovation for value. We cannot hope to give an accurate or complete picture of Nippon's traditions in this section, but we hope that what is here will serve as a foundation, which interested gamers can supplement with further research.

1091.1 COURTESY

The rigorous customs governing public behavior in Nippon were born of necessity, as a large population was packed closely together to minimize the loss of arable farmland for dwelling spaces. Living under such close conditions, a society must have customs to replace the lost privacy of its members. Nippon allows its people to avoid confrontation by courtesy, to maintain private emotions of great intensity behind blandly polite masks and to express those emotions in elaborate forms of speech and art.

In the preceding section, we looked at the hierarchy of Nippon's society. The proper mode of address and behaviour from one character to another is based on that chart and modified by Status. A character may employ one of three modes of behavior in the campaign at any given time:

Superior Mode: Characters using superior mode are behaving as if they were superior to those they are addressing.

Equals Mode: The character using Equals Mode implies that he has equal rank with the character he is addressing. This is the normal mode of behaviour between members of the same class in informal situations, even when the characters have disparate Status in the group or class.

Inferior Mode: The character acknowledges that he is socially inferior to the character he is addressing.

As many people know, the way in which one speaks another's name in Japan can indicate which mode you are using. To use the name alone is Superior Mode, and not very polite at that. The use of the honorific "-san" as a suffix is usual, the equivalent of our own "Mister" or "Miss." To use "-sama" implies great courtesy and is

usually found in Inferior mode, implying the superior position of the person named.

Fine tuning the Mode employed may be achieved by further defining one's behaviour as "Polite," "Neutral," or "Impolite." The Polite form uses all the flowery honorifics possible, defers to the other character, and avoids any type of confrontation if possible. Neutral form is the usual use of the Mode, without any extra courtesy or the lack of it. Impolite form is the bare minimum necessary to maintain the social decencies. It implies arrogance, surliness, or ill-concealed anger.

A word needs to be said about the notorious custom of "Kirisute-gomen," or "Killing and Going Away." This was the right of the Samurai to cut down any member of a lower class who offended him. In **BUSHIDO**, any character who is attacked has the right to defend himself. Thus, trying to cut down this defenseless Peasant can turn out to be trickier than expected when he turns out to be the village's 5th Level Budoka. Peasants who won such fights in Japanese history were guilty of murder and tortured to death. In Nippon, however, a character may always provide his right to life and freedom in open combat.

1092.1a Courtesy Of The Sword

Especially among the Buke, there was particular courtesy in the wearing and handling of the two swords worn as a mark of rank. All males of the Buke were entitled to wear a Katana and a Wakizashi, the "Daito" and "Shoto." Worn together, this pair of weapons was called the "Dai-sho."

Any insult paid to the sword was an insult to the wearer and could be avenged only by the use of the sword. Even touching the scabbard of a Samurai's weapon was a fighting insult. Crowded streets could erupt into bloody brawls as two warriors, their scabbards clashing as they passed, whipped their blades free to avenge the insult.

The Katana is worn stuck through the Buke's sash. When not meant for use, it is worn with the blade pointing to the ground. This is a sign of peaceful intent, since an Iaijutsudraw, a sudden attack, is not possible with the sword in this position. Bearing the sword with blade facing upwards is the usual position. Bearing the sword with the blade facing upwards is the usual position for ready use. It is considered a challenge to grasp the hilt of the weapon and turn it from the "peaceful" to the "ready" position.

Upon entering a house, courtesy demanded that the Samurai remove his Katana, still scabbarded, from the sash and leave it at the entrance. In noble or wealthy houses, a servant was posted by the door to receive these weapons. The weapon would be placed in a special sword rack, to be returned to the owner as he left. In a friendly household, a visitor removed the Wakizashi when he sat facing his host, laying it beside him. In a house where things were less relaxed the guest retained his shorter weapon.

Coming into the presence of a Daimyo, only his personal guard and his most trusted followers were permitted to retain the Katana. One of the supreme marks of trust which a Daimyo could bestow was this right of entry to his presence while fully armed.

1092.1b Courtesy In The Home

There are several constants in house courtesy in Nippon, from the greatest palace to the humblest hovel. The one most familiar to Westerners concerns shoes: they are not worn. Upon coming indoors, polite individuals remove their sandals and go in stocking feet. Floors in Nippon are neither waxed nor washed but are either swept clean or covered with tatami (straw mats). The only way to protect them from scuffing and outside dirt is to leave footgear at the door.

The interior of many Nipponese buildings were a single, open area. Rooms were defined by placing "Shoji," the unique, paper screens of Nipponese architecture, on special tracks or supports, to provide privacy. Since a closed paper screen is not a particularly soundproof barrier, when privacy from eavesdroppers was desired the characters would open all the screens in the room wide, so that no one could approach unobserved. In larger buildings, with sturdy walls, matters were otherwise. For the same reason, loud noises, uproarious behavior, and similar invasions of others privacy were frowned on in the house.

1092.1c Courtesy On The Road

Travel on the high roads was controlled by both law and custom. To preserve the packed dirt surface from ruts, wheeled traffic was strictly forbidden. The only exception was an enclosed carriage used to transport the Emperor. Buke who could afford it usually travelled by horse when on military missions or travelling with a retinue. Those not able to afford mounted travel (fodder for the horse

was often more expensive than overnight accommodations for the rider in roadside inns) either walked or hired a "Kaga" (sedan chair). Way stations along the road were about 15 to 20 miles apart and also had inns, customs houses, and all the facilities needed by travellers.

Etiquette for roadside meetings with superiors was simple: get off the road and bow when the Daimyo rides by. Right of way was to be surrendered to superiors whether mounted or afoot. Getting in the way of a mounted party or a racing Kaga was asking to be run down anyway.

Law enforcement on the high roads varies widely. In the station towns and in the vicinity of Daimyo who exercise strong controls, the roads are safe, well policed, and peaceful. On more remote stretches, the sole keeper of the peace was usually the Yakuza Gang which collected protection money on it.

Even in the periods when the bearing of arms by Heimin was strictly regulated, a traveler could apply for a permit to carry a Wakizashi while on the road with very little trouble.

1092.2 DUELLING

Duels could be fought for cause, that is, to avenge some insult or injury. They could be fought to establish the superiority of the contestants, the one over the other. Duels could be fought to the death, to the collapse of one contestant, or with non-lethal weapons such as the Bo-ken (solid wood sword). They could also be fought to first blood (ie. until one contestant was wounded) but due to the hot temper of the Nipponese fighting man, such Duels usually escalated into mortal combats. Any insult (real or imagined) was grounds for blood, and as to time and place, there was no time like the present and no place like here.

To be a Duel, a fight must be preceded by a challenge and the challenge must be replied to. This may be explicit as in "I challenge you to a duel" or it may be implied. If a character disagrees with or insults another character and the two of them agree to fight, the challenge has been given and accepted though the term "duel" might never be mentioned. The reason for a duel need not be a disagreement or an insult. An opportunity to gain On is sufficient reason.

It is considered very bad manners to fight a Duel with a friend or even with a companion of the moment. It is doubly rude to do so when the combatants are cooperating in an adventure. The Gamesmaster should not force Player Characters into Duels against their will, nor should Player Characters lightly challenge one another. The bad feeling which this can engender among players is too dangerous to the campaign to be trifled with. Only when the Duel is the only way two Player Characters can settle their differences within the campaign should this last resort be taken.

1092.2a Non-Lethal Duels

Characters may fight a Duel using weapons which do only Subdual Damage, or Bugei of a similar nature. For example, unarmed combat is usually non-lethal, unless the Duellists go in for chokes, or follow-up subdual holds with bone-breaking techniques. Similarly, Duels in Kenjutsu, Sojutsu, Naginatjutsu, etc., may be fought with wooden weapons, which do Subdual damage exactly equal to the Lethal damage done by their metal counterparts. The wooden Katana is called the "Bo-ken" (Stick Sword). Similar forms exist for most of the warrior's weapons. These are appropriate for settling questions about the superiority of two fighters, or two styles of fighting, when insults have not been added to the challenge. Such Duels are fought until one contestant is knocked out.

An even safer form of Duel is available to those wishing to show fighting style. All weapons are made of wood but even with these, no blows actually land. All attacks are "pulled" at the last instance, so that pure fighting skill is what counts, not brute strength or the use of high-quality swords. Such "sparring" Duels are fought for points. When an "attack" succeeds (the BCS roll is successful), the Effect Number for the blow is added to the running total kept of the Effect Numbers by the two contestants. After fighting for a set number of Detailed Turns, the contestant with the highest total wins.

Sparring Duels are commonly fought between students from the same Ryu, or to enter a martial Academy.

1092.2c The Occult Duel

This section applies only to the magic-using Professions: the Shugenja and Gakusho. The Occult Duel is fought on the Astral plane, the world of "Kakuri-yo," the realm of the unseen. If both combatants are physically present then the Duel can only be entered by mutual agreement. If one of the opponents is present Astrally, then the other may engage him at will, since the Occult Duel is the normal mode of combat between Shugenja or Gakusho on the Astral. But unless the combatants bind themselves to "terms" beforehand, the

loser is only forced back into his body, without owing any obligation to the winner.

Before entering the Occult Duel, the combatants will agree on the terms. These can range from simple "mastery," in which the winner is satisfied with the On gained by victory, to a wager of wealth, knowledge, or some powerful artifact, to an oath by the loser to serve the winner for some specified period or in the performance of some action. When it is a killing matter, the terms may require that the loser will commit seppuku (suicide). Such lethal terms are rare, usually they are sought only between bitter enemies.

The two Duellists will perform a joint ritual to prepare for the Duel, which projects their essences into Kokuri-yo. There, they will strike occult blows at each other, turn and turn about, until one is defeated. An average BCS used for the attack is derived from the Magic Capability and the BCS in one of the Schools of Magic. While the choice of School may be set in the arrangements before the Duel, it is usually up to the magician or priest at the time of the attack, and he may use any School he wishes during the Duel, changing from turn to turn. Gakusho use their knowledge of the Yogas in the place of a School.

The combatant with the higher Power score makes the first attack in a given turn of the Duel. If both opponents have equal Power scores at the start of a turn, then they should roll dice for priority, high score attacking first. There must always be a single attacker and a single defender at a given moment in the Duel.

The attacker averages his raw Magic Capability with his Raw BCS in the School of his choice. To this averaged, Raw BCS, he adds his Level. This is his Base BCS. The defender reduces this by his Magic Resistance and adds to that resistance a bonus equal to his Knowledge in the School being used to attack, divided by 10. The Base BCS minus this defense is the adjusted BCS for the attack. If the attacker makes the BCS die roll successfully, then he reduces the defender's Power score by his Effect Number plus his Level.

A Critical Success on the BCS die, roll adds 1D6 to the Effect Number. A Critical Failure allows the defender to make an immediate, extra attack. Critical die rolls, either Success or Failure, on such an extra attack have no special effect. They count as simple successes or failures.

A less formal Occult Duel is fought without entering the Astral plane. The contestants direct pretty beams of colored light at one another, using only the base Magic Capability and their normal Magic Resistance. Such sparring is not considered dignified and one rarely sees older occultists engaging in it. It is left to the apprentices. The Duel in this case is fought for points, as is sparring with Bugei. Gakusho engaged in an Occult Duel use their Knowledge of the Yogas to correspond to the Schools, unless fighting another priest.

Gakusho rarely engage in the Occult Duel among themselves, preferring to engage in theological debate using Rhetoric (Mongaku). Occult Duels are commonest between opposed members of different religions: Shinto vs. Buddhist. Members of the same religion do not use the Duel to settle disputes as to whose doctrines are purer, since they do not feel that winning the Duel necessarily proves one correct.

Power lost in the Occult Duel must be regained at sunrise in the same way as other Power expenditures.

1092.3 BLOOD FEUD

As a consequence of Nippon's traditions, the strong emphasis on ties of kin and blood, the lack of social "safety valves" for redressing grievances, and the uncertain nature of authority in times of unrest, the Blood Feud was a highly refined means of revenge. A "doctrinal" Blood Feud may be incurred by a Player Character under the following circumstances.

- * Publicly killing a member of a Clan of any kind, a Yakuza Gang, or an established School of the martial or magical Arts. This may or may not include religious groups, depending on their handling in the campaign. Members of Shinto shrines would be more likely to offer an occasion for a Blood Feud than would Buddhists.

- * Killing anybody in sight of a family member or where report of the action could be carried to the family.

- * Publicly contributing to actions involving a severe loss of On to a character who survives, or to actions severely harming some group's status.

"Publicly" in this context means in the sight of witnesses or under circumstances where the action might become known AND when the Player Character's identity is known. This is automatic if operating in an area where the Player Character makes his home, if the Player Character is wearing a "mon" (heraldic emblem) of his Clan (if a member of the Buke), or if he declares his name in

connection with the action. The Gamesmaster may also adjudicate that the character's identity is known if he has recently done any notable deeds in the area.

If none of these conditions are met, the Player Character's identity may still be determined by rolling on his social Status. If this die roll succeeds, then his reputation is known to the onlookers and he is therefore identified.

The chance of incurring a Blood Feud, if known to be responsible for the offending action, is determined by rolling the social Status of the individual killed or dishonored, or the social Status of the group head, which of course is based on a score of 100 times the Group Status Modifier, if the group as a whole was insulted. If the roll is successful, then a member or members of the group have taken mortal offense and will not rest until they or the offender are dead.

If the approximate Status of the killed/offended party is not easily ascertained, assume a 10% chance of a Blood Feud resulting from the offending action.

1092.3a Results Of Incurring A Blood Feud

A simple Blood Feud involves tracking down the offender and killing him. The character who has declared the Feud often thinks simple death too good for his victim and will plot an elaborate vengeance on him, his house, and friends. In doctrinal Blood Feuds, the Non-Player Character pursuing revenge will take one or two courses:

Legal Feud: Samurai will pursue Legal Feuds 80% of the time, with Ronin and other classes doing so 60% of the time. In a Legal Feud, the character pursuing the Feud registers his intent with the authorities. Unless a victim is a member of the Buke, the authorities will take no action to interfere. If the victim is in the Buke, but is not a member of the local aristocracy, they will forbid the Blood Feud if the Player Character can make a social Status roll. If he is a member of the local ruling Clan, they will forbid the Blood Feud. If this happens, there is a 60% chance the feuding NPC will switch to an Illegal Blood Feud.

In a Legal Feud, notice is served on the victim that he is the target of a Blood Feud. Thereafter, he is in danger of being attacked at any time. There is a cumulative 5% chance per month that an attempt will be made to kill him. Thus, in the first month, there is a 5% chance of attack. In the second, if nothing happened last month, a 10% chance and so on until the Gamesmaster's secret die roll shows him that this is the month.

If the Feud is from a poor or unskilled source, then a personal attack will be made by the feuders upon the victim. If the Feud proceeds from a group, or from an enemy able to hire or command assassins, then an attack may be made by underlings of the enemy. If the Player Character survives the assault, then the Feud will lie dormant for 1D6 months before the 5% per month chance begins over again. Clues as to the whereabouts of the main enemy will be valuable sources of adventure for the victim of the Feud in the meanwhile.

Only if and when the main enemy behind the Blood Feud is slain, or the victim is slain, naturally, will the Feud end.

Illegal Blood Feud: No warning of the Feud is given until the first attack. If the Feud is being pursued by a member of the Buke, the first attack will almost never be meant to kill the victim. Instead a member of his household, or a friend, or a servant, will be murdered and his head delivered to the victim. Stuck in the head's ear is an Aiguchi, or stiletto. It bears the "mon" of the killer and publicly announces the Blood Feud. Going to the authorities to seek protection from an Illegal Blood Feud is permitted at this point, but loses the Player Character On for his lack of courage. There is a 1% chance each month that the authorities will catch the enemy, and if they do, he will be executed and the Feud will end.

Once this initial challenge is delivered, there is a 5% chance each month that the victim will be attacked again. But this time, the attack will be led by the main enemy, in a final showdown. Such a confrontation will be in an ambush, if possible, far from any interference that might aid the victim. Again, seeking the enemy so as to attack on one's own initiative is quite permissible and will provide material for numerous scenarios.

Poor or common enemies will usually seek to kill the Player Character in the first attack in either case.

1092.3b The Enemy

The enemy is a Blood Feud will be a relative of the slain individual who is being avenged. Naturally, if the Feud is to repay a non-fatal dishonor, the enemy will be the wronged character himself. Assuming that it is a death that is being avenged, the enemy will be of the same Profession as the dead man, but with a randomly assigned Level. If the dead man was not a member of a Profession, the

Gamesmaster may choose one at random or leave the enemy in the same condition, working through hirelings for the rough stuff. If the offended party is a group member or the group as a whole, then the enemy will be a member of the group, with any special abilities or resources that may indicate.

The Gamesmaster should not throw the full resources of the group at the Player Character. The assumption is that only a small number of group members are actively seeking his blood.

The main enemy, if of sufficient rank or wealth, will have 2D6 of Levels available to turn into hirelings. Assume that the most powerful hireling available can have a Level no higher than the Player Character's Level/2. The Gamesmaster is again warned not to throw overwhelming force at the Player Character. Blood Feuds should challenge the intellect as well as the sword-arm. Cunning plots, false leads, and dark alleys are part of the game here.

To spice the Feud up, allow the enemy one or more "specialists." A Ninja is the obvious choice, unless the enemy IS a Ninja, in which case all the hirelings/assistants will be Ninja and the Player Character is in deep trouble. Yakuza are also willing to hire out in such matters and are cheaper than Ninja.

The Blood Feud can be as simple or elaborate as necessary, but rather than make it cut-and-dried, the Gamesmaster would be better advised to put it on hold until he has a good idea for a really exciting one.

1092.3d Player Characters Starting Blood Feuds

There will be times when the Player Characters have a legitimate reason to start a Blood Feud. They may plan their strategy any way they wish. If a Legal Feud is pursued, they may use their Status to try and overcome any resistance by the authorities. If they engage in an Illegal Blood Feud, then they will be criminals in the area where they finally kill their victim. Assume that Player Characters will not swear a Feud against a puny enemy. Once alerted to his danger, their enemy will surround himself with guards. His agents will seek for the Player Characters unceasingly. The final showdown should be epic.

If the Blood Feud has just cause, then the Player Characters involved should gain On for killing their victim as if they had won a Duel to the death with him. This is awarded even if the Player Characters die in the attempt, as long as they succeed in slaying the enemy as well.

1092.4 SEPPUKU

Few Japanese customs have more fascination for the Westerner than the careful codes of conduct surrounding "Seppuku," or Ritual Suicide. While generally a prerogative of the Buke, Seppuku is the accepted response to an intolerable dilemma for any member of society. Except under very abnormal circumstances, Seppuku will wipe out any major loss of On, or similar disgrace.

Under what circumstances would a Player-Character be considered to have grounds for Seppuku? Let us examine the possibilities:

- * To atone for dishonorable actions. A character who has lost a major amount of On in a shameful manner, possibly enough to reduce his Level, may perform Seppuku. This will re-establish his On at its normal level at the moment of death, which will in turn increase his Karma (see below) for purposes of reincarnation.

The Gamesmaster may withhold the Player Character's right of Seppuku if the suicide will leave some great harm unavenged or still at large, which the Player Character must overcome before he is free of obligations. Once this is done, if the player still feels honor demands such a course, he may commit Seppuku.

- * To preserve endangered honor. A Player Character facing certain dishonorable defeat may commit Seppuku to avoid that defeat. The obvious example of this is when surrounded by foes on a lost battlefield.

- * To resolve an intolerable conflict. A character ordered to perform some dishonorable deed by his lord faces a tortuous dilemma. If he obeys, he is shamed and if he disobeys he is dishonored. Seppuku is an acceptable, even laudable, way to resolve such conflicts.

- * To reprove one's Lord. If a Samurai's Daimyo, his overlord, is behaving wickedly, foolishly, in a manner not to his good or the good of the Clan, Seppuku is one way of reproofing him. Such deaths were held in great reverence since they showed perfect devotion to the Lord. The proper term for this type of Seppuku is "Kanshi."

- * To show impotent rage against an enemy. When confronted by an enemy whom one was unable to harm, committing Seppuku publicly while declaring the fault to be so-and-so's was an excellent way of showing hatred. Reduce the On of an enemy so embarrassed by the

social Status of the suicide. This form of Seppuku is called "Funshi." It is cause for a Blood Feud if the suicide has surviving kin willing to pursue the Feud. Characters who commit Funshi and successfully complete the "three cuts" of formal Seppuku may return as Specters, angry ghosts, to take revenge on their enemy. A character who completes the three cuts is allowed a Will ST. If this succeeds, the suicide will return as a ghost in 2D3 months and begin haunting the character who caused their Seppuku. This assumes that the body is not given proper burial with the Segaki ceremony.

* To expiate crimes. Buke convicted of capital crimes commit Seppuku rather than face shameful execution. Only the wickedest criminals are denied this right. Treason is one such crime, in which the criminal forfeits his right of Seppuku.

Seppuku for other reasons may be considered valid. But the following reasons for Seppuku are NOT acceptable and will cost the suicide Karma:

* The get rid of a Player Character one dislikes. There may come a time when a player gets tired of a character. This is not sufficient reason for Seppuku. While the player can probably steer the character into some dilemma where Seppuku is acceptable, simply killing him from boredom or petty anger is not in keep with the ideas behind **BUSHIDO**.

* To avoid facing a challenge. This does not mean a challenge to a Duel. Seppuku to avoid certain defeat (if that is the case) is quite justifiable and might even count as Funshi, according to the circumstances. We are referring to Player Characters who suicide when the campaign is not going the way they want it to. This form of Seppuku, reproving the Gamesmaster as it were, is a warning signal that the game is not fun anymore. We do not recommend allowing it unless the player refuses to discuss the matter.

In short, any character may commit Seppuku at anytime, but the necessity for the act and the motives behind it will determine what effect this has on the character and on the campaign.

1092.4a Performing Seppuku

When performed with full solemnity, Seppuku requires at least two characters: the principle (who is performing Seppuku) and a second (who bears a drawn Katana). Seppuku on the battlefield, or in punishment for some crime, will be attended by witnesses for the victorious army or the court.

A formal Seppuku consists of the "three cuts." In order to complete all three, the principle must roll an Average Saving Throw combining the Will and Health Saving Throws for each cut. If he fails to make one of these Saving Throws, it is assumed he has signalled the second to strike with the sword, putting him out of his misery.

The second can gain or lose On for his part in the ceremony. He will roll on his raw Kenjutsu BCS. He adds the Effect Number of the roll to his On. A failed roll means a loss of On. A Critical Success adds On equal to the social Status of the principle to the second's score. A Critical Failure loses him a like amount.

Less formal Seppuku was common. Lovers, forbidden to marry, often used poison or leapt from clifftops. Mount Fuji is a popular place for suicides, where a leap into a fiery crater guarantees a quick end. Formal suicide by women of the Buke was performed by cutting the throat with a Tanto and was called "Jigai." A second still attended in such cases.



1093.0 RELIGIOUS BELIEFS

Religious life in Nippon was not often accorded the same overwhelming importance as it received in mediaeval Europe. Devotion was divided between two faiths: Shinto and Buddhism. Most non-clergy were nominal members of both religions.

Shinto, "the Way of the Gods," concerns itself with proper worship of the numerous Gods of Nippon, who have been honored since history began in that nation.

Buddhism is a more structured religion, with numerous sects organized into formal hierarchies. It seeks to cultivate the ethical values of its members, bringing them closer to "Nirvana," a state of enlightenment in which the illusory nature of the world is revealed.

According to the philosophy of "Ryobu-Shinto" ("Equal Way of Buddhism and Shinto"), which was formulated in the 9th century by the great teacher Kukai (known today as Kobo-daishi, or "Saint" Kobo), the Shinto and Buddhist pantheons are identical. Each is an aspect of the other. Thus, Amaterasu, the great Kami of the Sun, Queen of Heaven, is identified with Sakyamuni, the Buddha Gautama, founder of Buddhism. Other great Kami are equated with the major Buddhas and Bodhisattvas, while lesser spirits in Shinto have their counterparts in the ranks of "angels" (devas) in Buddhist teachings. There is thus no discrepancy in worshipping each set of deities in its own way, since all worthy acts are equally acceptable to the Gods. There is a deeper meaning to "Ryobu-shinto," as studied by priests at advanced levels, where this identity between the two faiths becomes a very real spiritual truth. For non-priests, however, the results of this belief are as follows:

* Any layman may receive blessings or other benefits from Gakusho of either faith. He is likewise vulnerable to their curses.

* Where differences exist between the religions, for example, if aid is needed that only one of the two can provide, it may be freely sought by any character, including priests of the other belief. For example, Shinto has no burial ceremony or rites for the dead, other than exorcisms to ward off ghosts. Buddhism provides this service for the people of Nippon. On the other hand, ceremonial blessings for crops are the preserve of Shinto, Buddhism offering no counterpart.

* A character suffering from "sin" or "pollution" according to the tenets of one religion may not be prevented from receiving benefits from the other religion. A wounded or illcharacter is taboo in the eyes of Shintoism, but a Buddhist Gakusho may treat him freely, incurring no penalties for the act and in fact, gaining merit in the eyes of the Buddha for his deeds.

* Spirits (Kami, Buddhist deities) of either pantheon, while more willing to assist those especially dedicated to them, will not withhold aid to any character once their aid is successfully invoked. Therefore, a Shinto priest could summon a Kami's aid even if the party to be aided contained Buddhist clergy.

Differences between the two faiths and the rules governing characters outside the Gakusho Profession who wish to dedicate themselves to a particular religion follow in the next two sections, discussing Shinto and Buddhism separately.

1093.1 SHINTO

For game purposes, the unique qualities of Shinto may be summarized as follows:

Shinto deals with matters in this life, marriage, the harvest, warding off material evil, etc. It concerns itself with the hereafter only insofar as it impinges on the daily world: exorcising troublesome spirits, warding off ghosts, etc. Curiously, the gates of this world, birth and death, are outside of Shinto's preserve. The actual acts of birth and death are regarded as unclean, taboo, by Shinto priests and it is their Buddhist counterpart who officiates at the bedside when life enters or leaves the world. But once the child is born, he is carried to the local Shinto shrine to receive his name in the sight of the Kami, who are asked to protect the newborn from harm. And once the burial is over, the spirit of the deceased is worshipped at the family shrine as an honorable ancestor, a Kami of the family.

The principle concern of Shinto is proper worship of the Kami. The word "Kami" is impossible to render accurately into English. In one sense, it may be translated as meaning "Superior." A Kami in the religious sense is a spirit, a deity, representing some element of nature or the world around us. There are great Kami who are deities of such natural phenomena as the Sun, the Moon, the Sea, Volcanoes, Earthquakes. There are lesser Kami who govern a mountain, a part of the country. But Kami also exist as Gods of man's world. There are several Kami who are worshipped as governors of the rice crop. Kami may exist for buildings, rivers, even individual

rocks and trees. In the home, there are Kami who rule the kitchen, the hearth, the roof-tree. Shinto is animistic in origin. It derives from early beliefs that all of nature is alive and aware. Kami are, in a sense, the living soul of things in nature.

1093.2 BUDDHISM

From its origins in India in the 5th century BC, Buddhism has travelled far and undergone many changes in its outward form. The original message of the Lord Buddha (Sakyamuni Gautama) was modified by Chinese philosophies, Tibetan demonology, and the native beliefs of Shinto, into a uniquely Nipponese variation.

There is no single "True Way" in Nipponese Buddhism, but rather a series of sects, each with its particular hierarchy. The distinctions among these sects is not of much importance to the laymen of Buddhism. Except for commoners under the temporal rule of a local Temple or monastery or Daimyo who are adherents of such a sect for political reasons, the people of Nippon will happily attend one sect's rites today and another sect's tomorrow. Nor do the beings of the Buddhist pantheon evince any preference for one sect over another.

Buddhism teaches that all existence is sorrow. All beings (human and otherwise) are caught in a recurring cycle of death and rebirth. In each reincarnation, beings learn more and more of the true nature of the universe (it is all illusion) and are drawn closer and closer to true Enlightenment. Those who achieve this are called "Buddhas," which may be translated as "Enlightened Ones." The basic message of the Gautama directs his followers to identify the sources of sorrow in the universe, eliminate them, and to seek the Buddha nature in themselves. For those unable to perceive the more esoteric meanings of these terms, the religion teaches kind actions, non-violence, and good works to correct the sorrows of existence. More dedicated Buddhists tend to practice deep meditations and physical austerity to push their minds and souls into the state of enlightenment.

One of the differences between the original message of the Lord Gautama and that of his Nipponese adherents is the extensive pantheon of Gods, "angels," and lesser spirits. In almost every sect, except those of the strictest purists, these beings receive reverent worship. In the division of labor which is part of the harmonious relationship between Buddhism and Shintoism, Buddhism provides rites dealing with subjects taboo in Shinto: birth, death and funerals. Ceremonies are not overly concerned with daily life, but seek rather to prepare the congregation for the attainment of Nirvana. Buddhist priests also tend to matters of medicine and healing, fields which Shinto Gakusho approach reluctantly due to the risk of Pollution.

1093.3 PIETY

The vows kept by Gakusho may be adopted by lay persons, non-priests, who wish to dedicate themselves as Pious Buddhists or Shintoists. Being Pious in one religion implies that the character attaches more importance to that faith than the other. Piety confers the following advantages and obligations on the character:

* Characters may call upon his Gods once per day in each of the following situations:

- To seek to exorcise evil spirits, as a Gakusho does.
- To heal damage as a Gakusho does.
- To receive damage bonus to blows in a fight with evil creatures.
- To resist evil magic (bonus to all Saving Throws and Magic Defense).

In each case, an average BCS is calculated based on the Will ST and the BCS in Theology for the character's religion. If there is no score in the Theology Skill, the average BCS may still be calculated. The Effect Number of the BCS roll determines the amount of bonus received from the Gods, or the "Magic BCS" for the characters to use the power, as appropriate. Failed rolls have no effect.

* Characters add 5 times their Level to Reaction Rolls and effective Status in dealing with the Gods.

* On for religious actions concerning the character's faith should be increased. Pilgrimages should receive more On than usual, as should On for overcoming enemies of the religion. Similarly, On lost for actions regarded as sinful or dishonorable by their religion will cost characters more On than usual.

* Pious Buddhist laymen may call upon the Buddha Amida at their deaths. If successful (check with Will ST) they will add 1D6 to their Karma. Pious Shintoists may do the same calling upon Amaterasu.

Pious laymen will be liable to incurring Sin or Pollution just as Gakusho are. Each such Sin/Pollution will reduce their effective Level by 1 in using the benefits of Piety. If the effective Level in this regard is reduced to 0, they lose all such benefits.

1093.4 RELIGIOUS OFFERINGS

Characters making Pilgrimages, visiting local Shrines or Temples, requesting clerical assistance, etc., should make offerings to the Gods and their priests.

Offerings directly to Gakusho are divided by the priests between their own pocket and the coffers of a Shrine or Temple. Player Gakusho who do not thus divide Offerings made to them incur a Sin/Pollution. The split is 50-50.

Player Characters should make offerings for services received from other Player Characters directly to a Shrine or Temple.

Typical rates for services are paid in copper by Heimin and silver by Buke. They are as follows

Casual visit to Shrine/Temple:	5 coins
Major visit to Shrine, for Pilgrimage, giving thanks for divine help,	
Festivals, Purification:	Pay social Status of character
Retreat, living on premises:	10 x social Status per month.
Clerical magic:	Power cost of Spell.

1094.0 WOMEN IN NIPPON

In Nippon, women have a less restricted social role than they did in historical Japan. But nonetheless, Nippon is a patriarchal society. Men are in charge of most activities and women who do exercise power, especially political power, usually do so from "behind the throne." There were exceptions. The legendary Empress Jingo, later enshrined as a Kami, personally commanded an invasion of Korea. Tomoe Gozen, wife of the famous general Kiso Yoshinaka, rode into battle by her spouse's side. Historians unanimously praise her fighting skill, cunning generalship, and superlative riding ability.

In the romantic world of the "chambara" (Japanese historical-adventure films), women have appeared as co-stars and are increasingly showing up as the protagonists in films depicting their adventures as wandering Bushi (Bonin), Budoka, even Yakuza Gang-leaders and "Kunoichi" (female Ninja).

In the Arts, women invented the novel as a Japanese literary form, with Lady Murasaki Shikibu's famous work, "The Tale of Genji." Her contemporary, Sei Shonagon, produced "The Pillow Book," a witty, at times biting, journal of daily life in the Heian Court.

The following section discusses the social structure within which women function in the campaign. It is aimed at helping to develop the portrayal of female Player Characters in such a way as to differentiate them from their male counterparts in a manner at once in keeping with Nippon's culture and 20th century attitudes.

1094.2 WOMEN, CASTE, AND PROFESSION

The traditions under which the female Player Character was raised will certainly influence how she would be likely to pursue her career in the campaign. It may also require the player and Gamesmaster to make certain assumptions about her past.

In general, it may be stated that a woman in Nippon travelling freely about the countryside as a wandering member of a Profession has to some extent severed her connection with her family. This may imply that she has moved into a Profession where such a division is normal, as in the case of the female Gakusho. Or she may have no living family. Without Clan protection, her prospects are grim. She may be a young widow. In this case, women remained with their husband's Clan, but were regarded as the poorest of poor relations. A woman might seek freedom by pursuing life as a wanderer rather than accept the grudging charity of her in-laws.

The proudest tradition of the Buke is their military training. Women in this Caste are not denied this birthright. The traditional weapons of the female Buke are the Naginata (glaive), the Tanto (dagger), the Yari (spear), and the Uchi-ne (light javelin). Shurikenjutsu, using the Tanto or Aiguchi, was also taught to most women of the military aristocracy. Training in Kenjutsu was not uncommon and many women in the Caste sought mastery of more esoteric weapon forms.

Based on legends and historical incidents in the saga of Nippon, many women, their male relatives dead or captured, proved their expertise in the Bugei of strategy (Chikujo-kutsu and Senjo-jutsu) at the head of the Clan's armies or within its fortresses. Study in these Bugei would therefore be a logical choice for the female Buke, especially one who functions as a Bushi.

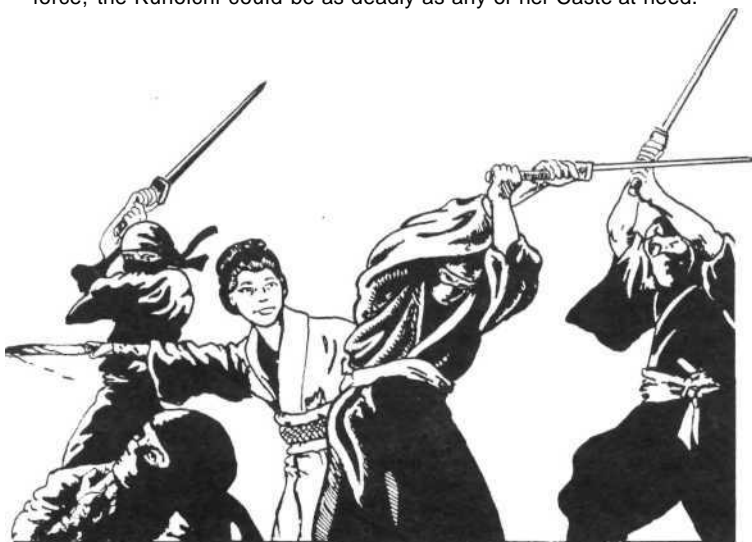
Women of the Heimin would be trained in such Skills as will make them useful to their families and will increase their marriageability. Rarely would they receive martial training. It would be rare for a female Player Character of Heimin birth to become a Bushi. If of a martial bent, it is much more likely that such a woman would train as a Budoka.

The most likely Profession for a woman of either Caste who desired freedom from the constraints of her upbringing would be that of Gakusho. Especially among the Buddhists, entering the priesthood implied severing of family ties, even as the Buddha left his wife and children to seek enlightenment. A Shinto priestess who entered a Shrine would likewise transfer her allegiance from her family to her new group.

A Heimin woman who disdains the bonds placed upon her sex by Nipponese culture might enter the Yakuza. While she would have to prove her right to act as an equal among her rough-hewn companions, the loose community of the Profession would recognize her right to independence.

Women who choose solitary pursuit of knowledge would be likely to study the occult arts, becoming enchantresses. While the majority of female magicians in Nipponese legends are of the "wicked old witch" variety, the field is not restricted to such characters.

A special word needs to be said about the female Ninja, or "kunoichi." Besides training in the same secret Skills as male Ninja, the Kunoichi learned to use her gender as a weapon in her role as spy or assassin. While usually employed as an intelligence gatherer or to infiltrate a site preparatory to opening its defenses to a Ninja assault force, the Kunoichi could be as deadly as any of her Caste at need.



1095.0 DAMAGE, HEALING, AND DEATH

When characters are successfully attacked, suffer a fall, a burn, drown, etc., the results of the mishap are expressed as some amount of damage. Careful track must be kept of the amount and type of damage affecting a character.

1095.1 LETHAL AND SUBDUAL DAMAGE

Lethal and Subdual damage directly affect the Hit Point Ability. When damage of either type is suffered it reduces the Current Hit Points. When this total falls below 1, the character is unconscious.

If the total Lethal damage suffered exceeds an amount equal to the character's Permanent Hit Points plus his Level, then he is dead. Otherwise, even if the Hit Points are reduced below 0, he is only unconscious.

Subdual damage simulates shock and minor damage. It is not in itself fatal. Subdual Damage done to an unconscious foe is counted as Lethal Damage: crushing bone, smashing tissue, eventually killing.

A character can also "Slaughter" a helpless foe. This requires that the attacker has some means of inflicting Lethal Damage (even 1 point) and that he spend a full Detailed Turn of uninterrupted effort in killing the victim. If the attacker is not interrupted (by becoming Engaged, hit with a missile weapon or Spell, etc.) then on Action Phase 1 of the Detailed Turn, his victim will be dead.

Lethal Damage heals slowly in the absence of magical cures, recovering points on a daily basis. Subdual Damage heals more quickly. See the rules on Healing, below.

1095.1a Critical Damage

A Critical Disable Effect in combat can inflict this damage, as can certain other forms of danger. Critical Damage afflicts a particular limb or area of the body. It represents severe tissue damage. Until Critical Damage to a given area is completely healed, the affected area will not function.

1095.1b Attribute Damage

This is damage done directly to an Attribute value, lowering the current score. It represents massive trauma to the body's systems and is usually caused by Poison, Plague, or Spells.

Proper treatment is required to avoid such damage becoming permanent. This can be complete rest or the attention of a doctor or Gakusho using healing magic. For every week a character goes without actively trying to heal damage to an Attribute, the permanent Attribute is lowered by 1 point. When the current and permanent scores are equal, this process ends. Points lost in this manner may be gained anew by training or exercise, but may not be restored by either natural or magical healing processes.

1095.1c Other Types of Damage

In the campaign, situations may occur where some other means of measuring damage is needed. One that is mentioned in these rules is bone breakage.

Broken bones require 100 days minus the character's Health Attribute to heal. This Health value is the permanent Health Attribute at the time of the break. This time figure may be reduced by the attention of a physician.

Severed limbs are handled similarly. The stump is tender, still healing, for the same period of days (100-Health). At the end of this time, after also healing any Critical Damage suffered by the limb, the stump is capable of taking a prosthetic attachment. This could be a wooden leg, a hook for a hand, or whatever seems appropriate. There are some Japanese adventure films where a mutilated fighter has a weapon of some kind permanently built onto the remains of an arm, creating a unique kind of character. Even a simple hook, replacing a hand, would permit the character to design a Bugei (as if designing an Okuden) using the prosthetic to Strike as a Tanto or execute a Remove Weapon Disarm.

1095.2 HEALING

Unless receiving magical healing, characters must depend on their Healing Rate to reduce their damage and restore their Hit Points, Attributes, etc. All such natural healing is measured on a day-to-day basis. The adjusted Healing Rate is used to reduce current damage levels at sunrise of each day that begins with a character still having damage.

1095.2a Adjusted Healing Rate

The base Healing Rate (section 1043.4b) is modified based on two considerations: the conditions under which the healing character spent the previous day and the kind of medical care available at the time that the Adjusted Healing Rate is calculated and applied.

Modifications for the "day before" are as follows:

Day spent at rest (no activity at all):	
In the open	+0
In crude shelter (camp, tent)	+1
In comfort (inn, house)	+2
In luxury (best inns, fine home, good food)	+3
If character fought that day:	-(6-Level)
If character travelled that day:	
Less than half BMA	-2
Over half BMA	-4
Over normal BMA	-6
On horseback	Increase penalty by 50%
In Kaga (sedan chair)	Increase penalty by 75%
In litter	Halve penalty.
If character is Studying or performing Research:	
In Bugei	-(10-Level)
Other Skill	-(6-Level)

Modifiers based on care given at the time of healing include:

Attended by character making successful	
BCS in Physician Skill (Igaku):	+1
Use 1 medical kit "Unit" (1 per day maximum):	+1
Use Healing Drug:	+1 or
	+ Level of Drug
	(see below)

Magical healing is not restricted in the time or frequency of its uses in the basic campaign. Gamesmasters wishing to control the overly generous use of magical healing may apply the following Optional Rule:

Each application of a healing Spell will reduce the base Healing Rate of the recipient by 1 point. This is restored at a flat rate of 1 point per day. If a character's base Healing Rate is 0, healing magic will not work for him.

1095.2b Applying The Healing Rate

Having calculated the adjusted Healing Rate, it is applied in the following manner. Note that an Adjusted Healing Rate of less than 0

is treated as being equal to 0! Negative scores in this area do not make things worse.

Reduce Lethal Damage total by the adjusted figure. Restore current Hit Points an equal amount.

Reduce Critical Damage by the Adjusted Healing Rate/2. Divide this figure evenly among Critically Disabled areas of the body if more than one is so afflicted. If there is an odd point leftover, or more areas are affected than there are points of Healing Rate, the player controlling the character may assign the points concerned as he will.

Damage to Attributes is handled separately. It requires that the character has spent the previous day completely at rest. He will recover his base Healing Rate/2 for each such day. A successful Physician BCS die roll by a character attending on the patient will increase this by the Effect Number of the die roll divided by 10, rounding up.

Healing broken bones or the stumps of severed limbs with the help of a character using Physician Skill will decrease the time needed for a complete cure. If the attending physician can make a successful BCS roll for that day's treatment, decrease the time needed to heal by the Effect Number/10, rounding up, as well as decreasing it by the usual 1 day figure.

1095.2c Healing Subdual Damage

Subdual Damage is healed much more quickly than is Lethal Damage. If the character rests completely, he regains his base Healing Rate for every 10 minutes he rests. If he is active (moving, fighting, etc.) he regains the base Healing Rate every hour.

If resting, the character may improve the healing process in one of several ways. If he has the Meditation Skill (Za-zen) he may roll his BCS in the Art, adding the Effect Number to his Adjusted Healing Rate for that 10 minute period. Failed BCS rolls have no effect. Critical Success restores all Subdual Damage at once. Another character may attend the patient with the Physician Skill or he may use Massage Skill to hasten the process. Again, success with the BCS roll adds the Effect Number to the Adjusted Healing Rate for that 10 minute turn. If the Massage BCS die roll fails, the masseur's clumsiness has reduced the rate of healing, to half the base Healing Rate. The user of Physician Skill faces no such penalty. Again, in either case, Critical Success immediately cures all Subdual Damage.

1095.2d First Aid

Immediately after a combat in which a character has suffered Lethal or Subdual Damage, first aid may be applied to his wounds. Up to 3 points of damage suffered in the fight just past may be healed on the spot, by the following means:

- Applying a Bandage (see Equipment List) heals 1 point of damage.
- Using one Unit from a Medical Kit (see Equipment List) heals 1 point.
- A successful roll by a character using Physician Skill heals 1 point.

Each character may benefit from each of these methods only once per combat. The players must indicate that first aid is one of the first things they will attend to after the game leaves Detailed Action Scale, or they lose the opportunity to apply it. For example, if the players indicate that their characters will search the bodies of their late foes, post a lookout against further danger, and then say, "Oh yes, we will also put on bandages and have Ito make Igaku rolls for all the wounded guys," the Gamesmaster is justified in refusing to allow it.

1095.3 DISEASE

More than foemen's steel or the talon's of monsters, the Nipponese adventurer fears the invisible attack of illness. There are two kinds of disease used in **BUSHIDO**: infections and Plague.

1095.3a Infection

Infection can be contracted from wounds inflicted by dirty weapons, the teeth or claws of carnivores, traps smeared with dirt or dung that pierce the skin (like the pongee stick), etc. Applying first aid to the wounds will negate the chance of infection. Otherwise, the character must make a Health ST. If this fails, the wound is infected. Until he throws off the infection, he will not heal any other form of damage at all. The character rolls his Health ST every morning, until he makes it. This indicates a cure. He will begin to heal normally again the following day. If under the care of someone with Physician Skill, the Physician may also roll his BCS to cure the infection. If he makes it, the condition is cured. Using a Medical Kit Unit will increase both patient and physician's die rolls by 1. If the Health ST to throw off the infection Critically Succeeds, the character will begin healing normally that morning. If it Critically Fails, the character will contract one of the Plagues, described below.

1095.3b Plague

Plagues are diseases attacking an Attribute. They can cripple or kill. If a character contracts a Plague, the Gamesmaster assigns it a

Level, which measures how rapidly it will advance in the patient's system. Initial Levels are rolled for on 1D3.

A character can catch a Plague by close exposure to a character who already has it, by eating meat from an animal which had the Plague, by entering a building exposed to the Plague, by drinking infected water, etc. The Gamesmaster may set up "traps" of this nature wherever he sees a logical reason for them to exist. Characters with Physician Skill are allowed a roll on their BCS as a "saving throw" to detect the presence of contagion. The Astral senses of a Shugenja or the Perception of Truth of a Gakusho will also reveal the nature of the situation.

Upon being exposed to the contagion, the character must roll a Health ST, with a penalty equal to the Level of the Plague he is exposed to. If it is successful, he will not contract the Plague from that source. If it fails, he has caught the disease.

Plague-stricken characters do not heal any other form of damage until they are cured of the disease, exactly as with infections. Each morning, the victim may roll his Health ST. If it succeeds, the Level of the Plague is reduced by 1 point and the character will suffer no damage from the disease that day. A physician may also use his BCS to try and reduce the Level of the Plague. If his BCS roll succeeds, the Level is reduced by 1 and again, the disease makes no further advance in its course. A Critical Success on either die roll cures the disease at once.

If both the Saving Throw and Igaku BCS roll fail, then the disease will reduce its target Current Attribute by its Level. If the victim's Saving Throw Critically Failed, the Level of the Plague increases by 1.

If the Attribute affected is reduced to 0, the victim enters a Crisis. He is allowed a final roll on his Raw Saving Throw in the Attribute, using his Permanent value, at no modifiers, to throw off the Plague. If this fails, the results are as follows, based on the Attribute affected.

Strength or Health	Victim dies.
Deftness or Speed	Victim is paralyzed.
Wit or Will	Victim is insane.

Only magical means can now cure the disease, allowing restoration of the lost Attribute points. Victims of fatal Plagues who are resurrected return to life cured but with the Affected Attribute at 1 point.

Curing a Plague does not restore Attribute Points already lost. These must be healed normally or by magic.

In determining the nature of a Plague, the Gamesmaster may randomly assign a target to the disease, rolling 1D6. A 1 = Strength, 2 = Deftness, etc. Or he may simply assign the Attribute by decree. Characters infected with Plague from the same source will, of course, contract the same kind of Plague at the same initial Level.

1095.4 POISON

All Poisons in Nippon have the following characteristics:

Level: This is the intensity of the Poison, the rate at which it attacks its victim.

Mode: This is the manner in which the Poison is introduced into the victim's system. These means include Injection, Ingestion, Inhalation, or Contact.

Speed: These are Slow, Fast, and Lightning. They set up general time scales under which the Poison will work, which can be varied by the Poison's maker or the Gamesmaster.

Type: This can be Lethal, Narcotic, Paralytic, or Disabling. Each attacks different Attributes and has different effects.

Poisons occur in natural attacks by venomous creatures, and can be manufactured by Ninja, using their Yogen Skill. Herbalists (those using Herbalism Skill) can learn to make a given Poison. Designing the recipe for the hellish drug is a Task. Its value is equal to the cost of a Dose of the Poison with Level 1 effect. The Task Turn is 10 days. The Task Points are derived from the BCS in Tenyaku, with Enhancements allowed for a Library. Learning the recipe from a Ninja adds the Ninja's Level/2 to the Task Points.

1095.4a How Poison Works

A character must be exposed to a Poison in the correct Mode, for example, being struck by a Shuriken coated with poison having the Injection Mode. He must make a Health ST to avoid its introduction into his system. If the Saving Throw fails, he has been exposed to the Poison and must try to throw off its effects.

A poisoned character will face damage from the Poison, according to its Type, after a period of time determined by its Speed. He will again roll a Health ST. If this succeeds, he reduces the Level of the Poison by 1 and suffers no additional damage from it until the

next time cycle has passed. When the Level is reduced to 0, he has thrown off the Poison and it will harm him no further. A Critical Success reduces the Level to 0 at once. A Critical Failure on his Saving Throw increases the Level by 1. A character may use Physician or Herbalist Skill to treat the victim of a Poison, rolling at the same time the victim does. Treat these as additional Saving Throws, including the potential results of Critical Success or Failure.

Poison reduces the target Attribute by its level at the end of the appropriate period of time.

If a character is exposed to more Poison before he has thrown off the last dose, the current Level of the Poison he is suffering from is increased by the new dose's Level/2. This assumes he is being hit with the same Poison. Different Types of Poisons are dealt with separately. But if a character is suffering the effects of a Level 2 snakebite, and is bitten again, then if his Health Saving Throw against this new exposure fails, he will be fighting a Level 3 Poison.

1095.4b

Injected Poisons are introduced into the victim's system by way of cuts, stabs, stings, bites, etc. If they are used on weapons, the weapon must be capable of doing Lethal Damage, which will penetrate the skin of the target. Such Poisons will not work on blunt weapons. Almost all animals poisons are of this Mode.

Ingested Poisons are introduced into food or drink. Victims are then exposed to the Poison if they consume the poisoned material.

Inhaled Poisons are prepared as perfumes, incenses, or smoke-making compounds. One Detailed Turn of breathing the poisoned air will usually expose the victim to the material. If the area is well-ventilated, then more time may be required. Poisoned smoke is about the only effective form of Inhaled Mode Poison for use outdoors.

Contact Poisons expose their victims to the Poison by way of prolonged contact. They are usually used to lay traps, being placed on clothes, bedding, armor, etc. for use by the victim. The only form of natural "attack" using this kind of Poison that spring to mind would be that of poisonous plants, such as poison ivy.

1096.4c Poison Speeds

The usual kinds of Poison used in combat are Lightning and Fast. Slow Poisons will more often be found in assassinations, especially if the assassin does not wish the use of Poison to become known.

Lightning Poison takes effect as soon as the victim is exposed to it, in the very same Action Phase. If he fails to resist the exposure, the victim immediately rolls his Health ST. If this fails, the Poison will reduce the Attribute affected by its Type by its Level. Each Action Phase thereafter, including Action Phase 1, the process continues until the victim succumbs totally to the Poison or throws it off. The campaign remains in Detailed Time until the situation is resolved. The victim's BAP is also the Poison's "BAP."

Fast Poison operates on a Detailed Turn by Detailed Turn basis. If the victim does not resist exposure, then he must roll to try and throw it off on Action Phase 1 of every Detailed Turn thereafter until he succeeds or until he succumbs.

Slow Poison is any Poison that is not resolved in Detailed Time. If the victim is exposed, the process to see if he throws the Poison off or if he succumbs will occur on the time basis set for that Poison. This can be a period ranging from minutes to days.

The Speed of the Poison also determines the rate at which lost Attribute points are recovered. Victims of Slow Poison recover their values on a daily basis, exactly as with other forms of Attribute damage. Victims of Fast or Lightning Poisons do so on an hourly basis, counting each hour as a day. All rules governing Healing apply.

1095.4d Poison Types

Lethal Poison directly attacks the current Health Attribute of the victim. If this is reduced to 0, the victim receives a final Saving Throw on his Raw Permanent Health ST. If this succeeds, the victim is alive, but in coma, with his Health at 0. Otherwise he is dead.

Narcotic Poisons attack the victim's current Strength Attribute. If this is reduced to 0, the victim will pass out, remaining unconscious for 1D3 hours per current Level of the Poison. A Physician or Herbalist can administer an antidote for Narcotic Poisons if they have one, which will restore consciousness 2D6 minutes after being given.

Paralytic Poison attack the current Speed Attribute. If this is reduced to 0, the victim is paralyzed. The effect is similar to that described above for Narcotic Poison.

Disabling Poisons cause Distractions to the victim. They do not attack an Attribute, but rather cause disorientation and confusion, as with certain modern riot control gases. In any Detailed Turn in

which the victim does not save against the current number of Distractions, he suffers their effects for that Turn. If the Distractions exceed the victim's current Will Attribute, he will be totally disoriented, unable to function at all.

This latter effect lasts for 1D10 minutes per Level of the Poison. The treatment of a Physician or Herbalist will reduce this by the Effect Number of their BCS die roll in minutes. Each application of the treatment requires 1 Medical Kit Unit and 5 minutes of uninterrupted work.

The Gamesmaster may wish to design other Types for inclusion in the campaign.

1095.4e Society and Poison

Nippon regarded Poison as cowardly and dishonorable. Any character using it would lose On equal to his social Status. If it was used publicly against a victim of any stature, the Status of the victim would be added to the penalty. Ninja, lacking On, are not affected by this ruling, and in fact, are the only Profession where the use of Poison is not only allowed but almost expected.

Public use, sale, or manufacture of Poison is illegal and punishable by death. Doctors of good reputation would be permitted to carry Narcotic drugs as anaesthetics.

One form of Poison which is not illegal is alcohol in the form of Sake (rice wine) or its more powerful cousin, a brandy made from plums. Consuming a full flask of Sake counts as exposure to a Level 1 Slow Narcotic Poison. The mode is, of course, Ingestion. An equivalent amount of Brandy counts as Level 2 Slow Narcotic Poison. The time cycle used is 1 minute.

1095.5 DRUGS AND HERBALISM

Nippon had an extensive science of herbal remedies. A character with any BCS in either Herbalism (Tenyaku) or the Ninja Skill of Yogen (Chemistry) can compound any of the following recipes.

1095.5a Available Drugs

The following Drugs may be made by any character using Herbalism or Yogen. The prices given are the List Price for finished Drugs. All Drugs are A Class goods.

Healing Salve Cost: 2 Silver/Dose Level: 1

May be applied to bandages to increase their healing capability in first aid from one point of damage to two.

Stimulant Cost: 5 Silver/Dose Level: 1

The initial Dose has the following effects:

- Heals 1D6 of current Subdual damage.
- +1 to Base Action Phase
- +1 to all Physical Attribute Saving Throws.
- 1 to all Mental Attribute Saving Throws.

The effects of this initial Dose last 1D3 hours. Further Doses taken while the initial Dose is active will only reduce Subdual Damage. None of the other effects are repeated. Once the initial Dose wears off, the character takes 1D6 of Subdual damage and may not safely use the drug again until he has had a good night's sleep. If he does take another Dose, he must make a Health ST, at a penalty to the total number of Doses he has taken that day. If this succeeds, treat the new Dose as an initial Dose. If it fails, the character will take 2D6 of Subdual damage and may not use the Stimulant Drug again until he has rested up (good food and sleep). Further use of the drug will immediately cause the character to suffer Subdual damage equal to his current Hit Point Ability, rendering him unconscious.

Poison Antidote Cost: 5 Silver x Level of Dose. Level: Varies.

There are two kinds of Antidote. A General Antidote, useful against all Poisons, which increases the Saving Throws of the Poison's victim by its Level. One Dose does so for one Saving Throw.

There are also Specific Antidotes, which automatically reduce the Level of the Poison by their own Level. The Specific Antidote to a Fast Lethal Injected Poison must be designed to work solely against Fast Lethal Injected Poisons. Specific Antidotes are useless against Poisons other than those they are designed to counteract. Specific Antidotes must be administered by a character using the Herbalist or Physician Arts. If the BCS die roll fails, treat it as a General Antidote. If the die roll is a Critical Success, increase the effective Level of the Antidote by 1.

Antiseptic Cost: 1 Silver/Dose. Level: 1.

The use of this medicine on infected wounds will prevent or cure Infection in one day.

Plague Cure Cost: 2 Silver x Level of Dose. Level: Varies.

Plague Cure acts on Plague as exactly as Antidotes do on Poisons. General and Specific Cures are available.

1095.5b Making Drugs

To make Drugs or Poisons, the character must have a kit or shop in which to do so and he must also procure a sufficient stock of raw materials. Raw materials for Drugs are to be found only in the Mountains, rare herbs which will not grow in warmer climes. These materials are also the basis for synthesized Poisons. Poisons may also be made from the natural venom of poisonous animals, which reduces the Task Value of the process. In making natural-base Poisons, the Poison made must be of the same Type as the original, though Level, Mode, and Speed may be altered.

Foraging for herbal bases for Drugs or Poisons must be performed in the Mountainous areas of Nippon. It is a Task, with a 10 day Turn, using the BCS in Herbalism or Yogen. The Effect Number represents the number of "Units" of herbs gathered. Failed BCS rolls have no effect. A Unit of Herbs costs 1 Silver Piece and constitutes "B" Class goods.

Manufacturing Drugs is a Task with a Task Turn of 5 days. The Task Points gathered in a given Turn are divided by the score rolled on 1D3 to determine the number of "Unit Points" garnered. With most Drugs, 1 Unit of herbs plus 1 "Unit Point" can be turned into 1 Dose of Level 1 Drug. The upper limit on this process is the amount of herbal raw material available. Thus, a character who wishes to make 1 Dose of a Level 1 Drug must have acquired 1 Unit Point and 1 Unit of herbs. Two Unit Points and two Units of raw materials could be made into two Level 1 Doses or one Level 2 Dose of a Drug. The conversion of these into finished Drugs is assumed to occur during the Task period spent in generating Unit Points.

Certain Poisons require more work and care. The values are listed below along with the List Price for all Poisons.

Poison	Cost (In Silver)	Notes
Lethal:		
Injected	20 x Level	2 Unit Points per Unit of raw materials
Inhaled	50 x Level	2 Unit Points and 2 Units of raw materials
Other Lethal	10 x Level	Normal requirements
Lightning Poisons	Double Cost	+1 Unit Point per Dose
Paralytic	25 x Level	Normal requirements
Narcotic	10 x Level	Normal requirements
Disabling	5 x Level	Normal requirements

The Gamesmaster may introduce other Drugs (beneficial or harmful) into his campaign as he sees fit. Player Characters may also devise new compounds, by the permission of the Gamesmaster. After player and Gamesmaster have worked out how the Drug works in game terms, the character embarks on a Task, with a Value assigned by the Gamesmaster. Once this is completed, using the Herbalism Skill to derive Task Points, with a Task turn of 10 days, then the Player Character has worked out the recipe for the new Drug and may make it whenever he pleases. He will gain On for publishing the formula. If he keeps it a secret recipe, he may charge whatever the market will bear for his remedy.

A Ninja buying ready made poisons at a Home or Allied Clan Base will receive a percentage discount equal to half his group Status.



1095.6 DEATH

When a character dies in **BUSHIDO**, from damage, from Poison, by accident, in a battle, or even from old age, the question that arises is: "Is he dead or is he DEAD?"

A dead character may be resurrected by the action of a Buddhist Gakusho or by a God of either pantheon who has the power of Resurrection. Certain very powerful magical items, called Enchantments, also have this power. Characters with Ki can also try to push back the veil of death. If any of these means is tried and fails to work, then the character is dead beyond hope of resurrection.

1095.6a Karma

In Nippon, it is believed that the dead will be reborn unless they die with an overwhelming desire to perform some action in this life or if their burial rites are not performed properly (the Segaki ritual of Buddhism). Individuals who fall into these latter categories will return as some form of ghost. The Gamesmaster may wish to have Player Characters who fit the description do likewise. However, in the main when a Player Character dies permanently, then it will be necessary to calculate his Karma.

The Player Character's Karma score at the time of his death will influence initial Attributes of his next character of the same Profession, and may also be used to modify the determination of the Birth Caste. It is calculated as follows:

Per point of Ki	+1
Died in combat	+1
Committed Seppuku to preserve Honor	+5
Committed Seppuku to restore lost Honor	+1
For every full 100 points of On	+1
Died for noble cause (eg. to save Lord's life)	+1 to 5

Bad karma: Each factor on this list loses Karma at the rate shown.

Shameful Death (Execution)	-1D3
Commit Seppuku for bad reasons	-1
Die with Level reduced due to loss of On	-5 and do not count On for Good Karma
Die with On lower than 0	-1 per 10 points

The player will apply the Karma for a dead character to the next Player Character he designs of the same Profession as the deceased character. He may do so in one of two ways:

* Initial Attribute Increase. The player may add the Karma to the 60 points allocated for Initial Attributes. Thus, a player loses a Bushi who had 4 points of Karma at the time of his death. For the next Bushi Player Character he designs, the player will have 64 points to allocate among the initial Attributes.

* Birth Caste. The player may instead opt to add or subtract his available Karma/5 to the die roll for Birth Caste on his next Player Character of the appropriate Profession. Gamesmasters are warned that this can lead to a preponderance of Samurai in service or Ninja in the campaign, and he may not wish to allow it.

Players who lost a Ninja are allowed to add their dead Player Character's Level plus 7 to the Birth Caste die roll, in an attempt to get another Ninja birth. If this fails, the karma for the dead Ninja is lost.

The Karma accrued by one dead character may be applied to only one new character. One cannot combine the Karma for two dead Bushi to benefit a single new character.

Gamesmasters may wish to put an upper limit on Karma. Deceased characters with over 50 points of Karma will not reincarnate as humans. They will become lesser Kami or Buddhist Spirits, depending on their religion. Such beings are not Player Characters, but they will remember their former companions. The Gamesmaster should allow special intervention by the new godling on behalf of his friends, especially if they establish a Shrine or Temple for his worship. The new Spirit will have a Rank equal to his Karma/10.

1100.0 EQUIPMENT AND OUTFITTING

During their adventures, characters will require food, lodging, the refitting of weapons and armor, and the goods and services which exist in a sophisticated society. This chapter discusses the commonest factors to be considered when outfitting characters in this way. As the campaign grows, most Gamesmasters will find it necessary to add their own refinements to this admittedly cursory material.

11101.0 MONEY

Nippon's economy is based on the rice crop. All finances are counted in terms of the "Koku," a measure of rice sufficient to feed one man for one year (at a subsistence level). This is about 5 bushels in Western measurement.

Currency is in copper or bronze, silver, and gold. Gold is rarely seen outside of the coffers of Daimyo, and even they usually conduct their business in silver. Values of this coinage have shifted over the centuries, and there is no fixed way to set up a "historical" currency in the game. The following system is used to impose a uniform value on currency in the campaign:

A copper coin is the basic unit of money. We will refer to coppers, or copper pieces, in talking about them. A copper represents the cost of a bowl of rice and a cup of cha (tea), which is viewed as the bare minimum needed to feed a man for one day. 30 of these coppers equal 1 silver piece. 12 silver pieces equal 1 gold piece. A gold piece is also equal to 1 Koku of rice.

The monetary system in **BUSHIDO** is thus based on the calendar. Coppers are "days," silver pieces are "months," and a gold piece is a "year." The Gamesmaster may also wish to introduce intermediate coins: a larger copper coin, worth 10 ordinary coppers, as the "week," and the silver "tael," a Chinese currency, worth 3 silver pieces, a "season" on the money calendar. A large gold coin, the Koban, was irregularly minted by the greater Daimyo and by the Shoguns, with a value ranging from 3 to 5 Koku. Use of such coins can cut down on the amount of clanking currency the characters must haul around with them. The Encumbrance on all coins, no matter what their denomination, is .02, or 50 to the pound.

1101.1 PRECIOUS AND SEMI-PRECIOUS GEMS

Gemstones are rated with a Value of 1 or more. When buying or selling stones, this Value is the number of D6 rolled to determine the exact price, for "Precious Stones," the result of the die roll is in gold pieces. For "Semi-Precious Stones," the die roll is the cost in silver. The usual range of the Gem's Value is 1 to 6, but larger, ultra-valuable gems can be introduced by the Gamesmaster which have higher Values. Gems are a favorite method of storing wealth, since they concentrate high value in a small package. A Gem has an Encumbrance of .01 times its Value. An opportunity to buy or sell Gems counts as an A Class product. In buying the Gem, the character states the Value of stone he wishes, the appropriate number of dice are rolled, and the result is his cost. In selling the stone, roll the same number of dice, and the result is what he receives for it.

1101.2 TRADE GOODS

This is an abstract means of measuring the value of bulk goods: cloth, pottery, dry goods of all kinds, condiments and sweetmeats, etc. Trade goods will rarely be bought by Player Characters, but can crop up as a less portable form of loot to be found in bandit hideouts, monster lairs, etc. Yakuza who engage in Burglary of merchant shops and warehouses will often include this kind of prize in their haul.

10 pounds of Trade Goods will be worth 1 die of some type in money. The values are as follows:

Class of Good*	Die Type	Money Type
A	1D3	Gold
B	1D6	Silver
C	1D3	Silver
D	1D6	Copper

Thus, a heap of Trade Goods turns out to contain 50 pounds of Class A goods, 70 pounds of Class C, and 120 pounds of Class D. Its total value is 5D3 gold, 7D3 silver, and 12D6 copper. A successful BCS roll on the Commerce Skill will identify the Class of Trade Goods. If characters try and take only the good part of such a hoard without such knowledge, the Gamesmaster may impose an arbitrary mix of materials on them (for example, for every 10 pounds they take, 6 will be of the best Class, and the other 4 will be less valuable). Trade Goods may also come in units of more than 10 pounds per piece. A shipment of painted screens (Class A or B) might run 15-20 pounds each.

1101.3 MONEYLENDERS

Most wealthy merchants also acted as moneylenders. Interest rates with collateral, were high. Unsecured loans were usurious. The interest on a loan for which the borrower can offer good security will be equal to 100% minus the borrower's social Status. For loans without collateral, assuming the borrower can get one, the interest would be 100% PLUS 2D10%.

A character with an outstanding debt at the beginning of a new calendar year will lose On equal to the amount of the debt in silver. This includes interest due.

1102.0 GOODS, SERVICES AND EQUIPMENT

While adventuring through Nippon, the characters will find themselves in need of various goods, equipment and services from time to time. The availability of such things will depend on the location. The exact availability and price may be decided arbitrarily by the Gamesmaster, or he may use the suggested base prices given here and determine availability and price modification using the chart below.

To use the chart, cross-index the type of location in which the characters find themselves with the class of goods desired. The chart will yield two numbers. The first is the percentage chance of finding the desired goods. The second is the percentage of the base price that is being asked for the goods.

Location	Class of Goods			
	A	B	C	D
City (Class A)	100/100	100/100	100/150	100/200
City (Class B)	80/150	90/100	100/125	100/150
City (Class C)	40/200	80/125	100/100	100/100
Town (Class D)	20/250	60/150	80/100	100/100
Village (Class E)	10/300	30/200	60/100	100/50

If the Gamesmaster wishes to simulate the rarity of certain items, he may require an availability check for each one of these items the characters seek to buy. Thus, the first rare book the characters look for would have the base availability, the second would be at -20%, the third at -40%, etc. If the availability roll fails, it will at 1D6 weeks before availability may be checked again.

The Gamesmaster may find that a randomly generated location, as found in Book 2, will have altered probabilities of available goods, and he should modify the percentages to reflect the situation as he sees it. Also, if he designs a particular location, the Gamesmaster may wish to have specific percentages for certain goods or entire classes of goods that are at variance with the chart. If he feels that this will aid his campaign, he should feel free to do so.

1102.1 EQUIPMENT LIST

Armor Cost, Weight, and Class all are Variable. See section 1103.6.

Armorer's Kit: Cost 10s; Weight 3; Class B

This kit contains the basic tools needed for field repairs.

Armorer's Workshop: Cost 10g; Weight 100; Class B

This consists of the tools and materials needed for proper repairs to armor. It does not include the rent or purchase of a place to work.

Bandages: Cost 1s; Weight .5; Class B

This is a package of 6 rice paper bandages that have been impregnated with healing herbs. If applied immediately after a combat, a bandage will heal 1 point of Lethal damage. Only one may be used after a given combat.

Belt Pouch: Cost 2c; Weight negligible; Class D

This container will hold up to 4 pounds of small items.

Books: Cost Variable; Weight 1 to 3; Class A

These can be on numerous subjects. Reference materials, used in building a library as described under Tasks, section 1123.0, cost 2D6 gold pieces per "point" of value, and a given book, either a scroll or pages pressed between wooden boards, contains 1D10 points. Price on specific books will be set by the Gamesmaster according to the value of the contents or their rarity for collectors.

Bowyer's Kit: Cost 10s; Weight 3; Class B

This kit contains the basic tools needed for field repair.

Bowyer's Workshop: Cost 10g; Weight 50; Class B

This is the equipment for a full bowyer's workshop. With this and a place in which to work, a character using Bowyer Skill can make or repair bows and arrows.

Clothing: Cost, Weight and Class all Variable. See section 1103.0.

Diviner's Scrolls: Cost 1g to 10g; Weight 2; Class A

These are required in the long form of the Divination Art. They contain excerpts from the astrological almanacs and the I-Ching.

Doctor's Kit: Cost 5g; Weight 3; Class B

This is a small case containing 10 Units of disposable medications and various reusable items (acupuncture needles, flasks, etc.). It may be used by any character with a score in Physician (Igaku) Skill to enhance healing. Units for the Kit, expended during use, cost 4 silver pieces each, and are also Class B goods.

Drugs: Cost Variable; Weight .5/Dose; Class A

See section 1095.5a for details on available Drugs.

1103.0 CLOTHING AND ARMOR

In **BUSHIDO**, the clothes and armor worn by the characters are abstracted into what are called Armor Classes. Each Armor Class is assigned a number. In normal combat, this number is subtracted from the Basic Chance of Success of an opponent making an attack on the character. This represents the increasing difficulty of injuring a better armored man.

Armor Classes 0 to 2 represent the various forms of clothing worn by the inhabitants of Nippon. All other Armor Classes indicate that the character is wearing some form of armor. The above applies to human and humanoid characters. The Armor Class given for a non-humanoid character may refer in part to its ability to avoid an attack, as well as to the natural value of its hide. Some non-humanoids also wear "armor" of sorts, which is factored into the Armor Class figure.

1103.1 CLOTHING

The various forms of garb worn are broken down into several types which are explained in the Armor Class listing. All are simplifications of the clothing worn in feudal Japan.

Clothes may be classed as Inferior, Average, Good, or Superior. This refers to the quality of the materials and the workmanship involved. It does not alter the protective value of the garments. The quality of the garments will affect how long they may be worn until they drop one class. Thus an Average garment worn for 3 years will become an Inferior garment for all purposes. Inferior garb that drops a value has been reduced to rags.

In a Caste society such as that in Nippon, clothes are an important part of a first impression. All must be as it should be. Peasants should wear peasant garb, and Samurai should wear Samurai garb. To dress as other than one's station might be taken as an insult by one belonging to the Caste being imitated. In some cases, this could have a positive effect, and in others a dire negative effect. The Gamesmaster should apply a modifier to initial reaction rolls for non-player characters upon meeting characters dressed in ways other than those that their stations allow. The exact value of the modifier should reflect that nature of the sartorial indiscretion. Remember that in status-conscious Nippon, ANYONE dressed in the Inferior garb for his station will receive a negative modifier, as he is not showing proper appreciation for his lot in life.

Clothing Class	Lifespan
Inferior	1 year
Average	3 years
Good	10 years
Superior	25 years

1103.2 ARMOR

The various forms of Japanese armor are even more complex than everyday clothing. We have made some gross over-simplifications in order to have an easy-to-use system for the game. Armor is divided into two styles (not counting the Ninja; see below): Samurai and Ashigaru. Samurai-style is taken to be the elaborate system of laced plates and full helmets so often seen in Japanese prints and painted screens. Ashigaru-style represents simpler forms of plated or brigantine-type body armors and partial helmets worn by non-Buke warriors. In **BUSHIDO**, the two styles are incompatible and parts may not be interchanged.

Each style has Partial and Standard forms and Samurai and Ninja styles have a Complete form. The form refers to the number and kind of pieces composing the suit of armor. Both styles are graded as Light or Heavy. The grade refers to the material composing the plates and solid pieces of armor. Light usually indicates a lacquered leather, while Heavy means metal plates.

In Japan, armor was only worn during wartime and while on military duty. At least that was the case for law-abiding citizens. In strife-torn Nippon, the rule is somewhat more lax. Any Armor Class up to 3 may be worn publicly. Wearing heavier armor without legitimate cause (and legal right) will bring suspicion of banditry or other evil intent upon the character. Armor in purely social situations is considered both suspicious and rude.

1103.3 NINJA ARMOR

As usual, the Ninja do things somewhat differently. Ninja armor usually consists of fine linked rings of metal called mail. Ninja can wear their armor under their garb, thus concealing it. Ninja armor is incompatible with other forms of armor.

Ninja armor can be silenced, but this costs twice the normal price. If the armor is not silenced, it subtracts its Armor Class number from any Ninjutsu rolls the Ninja must make while wearing the armor.

1103.4 DONNING ARMOR

If a character is attempting to upgrade his Armor Class during a Detailed Turn, he must choose the Don Armor Action. This will consume his whole Turn. Each Turn thus spent will allow him to accumulate a number of points equal to his Maximum Number of Actions. The number of points needed to achieve an Armor Class is equal to that Armor Class's number. Each Armor Class up to the desired final Armor Class must be achieved. That is, a character in Armor Class 2 who wishes to don his Partial Heavy Samurai Armor (Armor Class 5) must accumulate a total of 3 + 4 + 5 points for a total of 12 points. These points must be accumulated all at once without interruption. If the character is interrupted during any Turn, any points accumulated up to that point that cannot be immediately translated into an Armor Class are lost.

A character may be interrupted in several ways. A hostile character moving to engage the character donning armor is the most common. A successful missile or magical attack will accomplish the same thing. The Gamesmaster may adjudicate other interruptions if he feels the circumstances warrant them. Any attacks made against the character use his Armor Class as of when he began to don the armor, until an interruption results in an Effective Armor Class.

E.G., Shimitsu is interrupted while donning his armor. He has thus far accumulated 12 points and this Turn would have added 2 more. He started at Armor Class 3. Due to the interruption, he loses the 2 points for that Turn. He will also lose any points that cannot be immediately translated into a new Armor Class. Shimitsu's player now calculates a new Armor Class. Four of the 12 points will raise the Armor Class to 4 and five more will raise it to Armor Class 5. The remaining three points are insufficient to allow Shimitsu Armor Class 6 and are therefore lost. If Shimitsu can start again to don his armor, his accumulated total will begin at 0, but his Effective Armor Class until then will be 5.

1103.5 SCAVENGING ARMOR

Characters may attempt to retrieve usable pieces of armor from fallen foes. Such armor must be of the same style as their own. That is, Ashigaru to Ashigaru, Samurai to Samurai, and Ninja to Ninja.

If the fallen foe's Armor Class exceeds the scavenging character's Armor Class, the scavenger may increase his own Armor Class by 1. Each character may make only one attempt to scavenge a given body, even if the body's Armor Class is significantly higher than the character's. Increasing the Armor Class number will cause the designation of the form and grade of the armor to change to the appropriate description for that Armor Class.

If a complete exchange of armor is made, the character will have the Armor Class of the armor he has just acquired. Remember that to achieve Armor Class 9 or 10, the complete suit must be acquired and then "fitted" to the character. Fitting is a Task for an Armorer. It has a Task Point value of 5 and a Period of 1 day.

1103.5a OPTIONAL RULE: DAMAGE TO ARMOR

The Gamesmaster may wish to represent the damage to armor or clothing that occurs when its occupant is killed. This may be done by rolling 1D10 and subtracting the result from the fallen foe's Armor Class. This is the Effective Armor Class available for scavenging.

Forms of attacks such as Throws and Grapples will have little effect on the armor. In these cases, the Gamesmaster may waive the die roll or roll on a smaller die such as a D6 or a D3.

The wear and tear on armor may be simulated by rolling a D6 for any Player Character who has received at least one Lethal damage type wound in a fight, and lowering the character's effective Armor Class by the result. This damage could be repaired by a character with Armoring Skill. Field repairs can be made with a simple BCS roll. This roll receives a negative modifier equal to the number rolled on the armor damage die. A Successful roll restores one-half of the lost value. Permanent repairs are a Task with a Period of 1 day and a Task Point value equal to 3 times the difference between the armor's normal Armor Class and its Effective Armor Class.

E.G., poor Shimitsu has his Heavy Samurai armor damaged. The D6 result is a 4, leaving him with an Effective Armor Class of 7-4, or 3. He has an Armoring Skill BCS of 12. The armor damage die result modifies this to 8. The BCS roll is a 7, which allows him to make field repairs to raise the Effective Armor Class by 4/2, or 2, to Effective Armor Class 3 + 2, or 5.

To make proper repairs, he must have sufficient time to accumulate Task Points equal to 3 times the difference between the new Effective Armor Class and the normal Armor Class. Since this difference is 7-5, or 2, he need only accumulate 6 Task Points.

1103.6 THE ARMOR CLASSES

Armor Class 0

NAKED: self-explanatory

UNDERWEAR: consists of loincloth (fundoshi) and possibly an undershirt

Cost: 2c Weight: 0 Class: D

Armor Class 1

PEASANT GARB: consists of fundoshi and a shirt, sometimes trousers

Cost: 5c Weight: 1 Class: D

SAMURAI GARB: consists of fundoshi and kimono, sometimes the divided skirt (hakama)

Cost: 5s Weight: 2 Class: C

BUDDHIST ROBES: simple robes and clothing suitable for travel

Cost: 5c Weight: 2 Class: C

Armor Class 2

WINTER CLOTHES: consists of padded versions of Armor Class 1 garb. Lack of appropriate clothing in cold weather subjects character to a 5% per month chance of contracting a non-communicable Plague.

Cost: twice normal Weight: twice normal Class: as appropriate

SAMURAI COURT CLOTHES: consists of fundoshi, kimono, hakama, and an overrobe (katagima). Formal kimono and the overrobe bear the Mon of the wearer's clan.

Cost: 1g Weight: 5 Class: B

PRIESTLY CEREMONIAL ROBES: consists of robes worn for ceremonial purposes only. Buddhist style is distinct from Shinto. Note that Shinto priests when not wearing ceremonial robes wear clothing as appropriate to their station outside the priesthood.

Cost: 1g Weight: 5 Class: B

NINJA GARB: see Appendix 2 for full explanation. Note that Ninja garb counts as being padded for winter.

Cost: 10s (to Ninja only) Weight: 4 Class: not pertinent

Armor Class 3

PARTIAL LIGHT ASHIGARU ARMOR: consists of a light body armor and a shallow broad helmet (jingasa)

Cost: 8g Weight: 15 Class: C

PARTIAL LIGHT SAMURAI ARMOR: consists of a light body armor with a full helmet (kabuto)

Cost: 9g Weight: 15 Class: B

Armor Class 4

LIGHT ASHIGARU ARMOR: adds arm and lower leg protection

Cost: 10g Weight: 20 Class: C

LIGHT SAMURAI ARMOR: adds lower leg and arm protection

Cost: 11g Weight: 20 Class: B

PARTIAL NINJA ARMOR: consists of a mail body protection

Cost: 15g Weight: 20 Class: not pertinent

Armor Class 5

PARTIAL HEAVY ASHIGARU ARMOR: as above, but of "heavy" materials

Cost: 12g Weight: 25 Class: B

PARTIAL HEAVY SAMURAI ARMOR

Cost: 13g Weight: 25 Class: B

Armor Class 6

HEAVY ASHIGARU ARMOR

Cost: 17g Weight: 30 Class: B

COMPLETE LIGHT SAMURAI ARMOR: adds full limb and face protection

Cost: 20g Weight: 30 Class: B

NINJA ARMOR: adds arm and hand protection

Cost: 20g Weight: 30 Class: not pertinent

Armor Class 7

HEAVY SAMURAI ARMOR

Cost: 25g Weight: 40 Class: B

COMPLETE NINJA ARMOR: adds head and leg protection. May only be concealed under full Ninja garb.

Cost: 25g Weight: 40 Class: not pertinent

Armor Class 8

COMPLETE HEAVY SAMURAI ARMOR

Cost: 30g Weight: 50 Class: B

Armor Class 9

SUPERIOR HEAVY SAMURAI ARMOR: must be used as complete suit and must be fitted to character or it functions as Armor Class 8 in all respects except weight.

Cost: 60g Weight: 60 Class: A

Armor Class 10

MASTER HEAVY SAMURAI ARMOR: must be used as complete suite and must be fitted to character or it functions as Armor Class 8 in all respects except weight.

Cost: 90g Weight: 65 Class: A

When purchasing Armor to upgrade an existing Armor Class, within the range of Armor Class 3 to 8, the cost of doing so is equal to the difference in the costs between the lower Armor Class and the higher. One cannot upgrade from Class 2 to 3, since Class 2 is only clothing. Armor Class 3 must be bought complete. Likewise, adding more pieces to Armor Class 8 will not upgrade the Armor to Class 9, since this is an integral suit of armor.

1104.0 WEAPONRY

The weapons of Nippon are many and varied, as befits a land of warriors. The weapons appearing in the game are the major forms that are used in Nippon. In some cases, several minor variations on a weapon are subsumed within a game designation.

Swords

In the game, swords can be of one of several qualities: Inferior, Average, Good, Superior, or Master. This affects the chance to hit a target, and the damage done to a target. The accompanying table shows these effects. Other weapons are considered of Average quality. An enterprising Gamesmaster may wish to allow the presence of other weapons, with blades similar to a sword's blade, to be of varying quality. If he does this, the Master designation should still be restricted to swords. Swords are the Wakizashi, the Katana, and the No-dachi.

Weapon Quality	BCS Mod.	Damage Mod.	Price Mod.
Inferior	-1	-1	50%
Average	+0	+0	100%
Good	+1	+1	500%
Superior	+2	+2	750%
Master	+3	+3	1000%

1104.1 HAND-HELD WEAPONS

The various hand weapons used in **BUSHIDO** are rated for the following factors used in play:

Damage

This is the kind of die rolled when a successful attack is made using this weapon. Some weapons have a number added to the die roll. The designation L or S follows the damage die to indicate whether the weapon does Lethal or Subdual damage respectively. Thus a weapon rated as 2D6 + 2, L would do the result of two six-sided dice plus two points in damage of Lethal type, to a character who was the target of a successful attack with that weapon.

If a character receives a damage bonus due to Strength, this is added to the results of the damage die and any modifiers due to the weapon. The weapon's quality is also taken into consideration in this way. Any bonuses achieved in this way do not alter the type of damage done by the weapon.



Range

This refers to the optimal engagement distance for the weapon. The significance of Range is explained in the combat rules, see section 1116.3.

Size

This refers to the way that the weapon is normally wielded. The designations 1H, 1½H, and 2H mean that the weapon is used one-handed, one- or two-handed, and two-handed. The effects of this are explained under the Weapons Use Ability as derived from Strength, see section 1043.1d.

Weight

This refers to the actual weight as well as the wieldiness of the weapon. It is not just a simple measure of poundage.

Minimum Strength

This refers to the minimum value necessary in the wielder's Strength Attribute required for normal use of the weapon. The rules on Weapon Use, under Strength Abilities, section 1043.1d, gives details.

Attack Forms

Some of the weapons have specialized attack forms, or allow the user various options for employment of the weapon. These special attack forms are described in section 1117.1.

1104.2 WEAPON DESCRIPTIONS

Alguchi

A Knife designed especially for thrusting. It is easily concealed and often poisoned. When used in a Thrust, the alguchi does it normal damage die and is not subject to the usual reduction for Thrusting. The alguchi may also be Thrown using Shurikenjutsu.

Bo

Formally called the Rokushakubo (Six-Foot Staff), this weapon is comparable to the European quarterstaff. Due to the nature of its use, a Second Strike is allowed. This is a common weapon for travellers and pilgrims and is favored by priests, whose bronze-shod staves made admirable weapons.

Club

This weapon may be acquired from shrubbery or some other source of wood. It may be used in lieu of a hand blow while using Brawling Capability. The Gamesmaster may wish to alter the damage done by a club if it has been modified by such means as fire-hardening or studding with nails. This is primarily a weapon for untrained fighters, as a true warrior wishing to employ a stick in combat would use a proper Jo stick and Jojutsu.

Fumata-Yari

The fumata-yari is a polearm carrying a spear head and a barbed hook. The hook allows a Disarm attack and the spearhead allows a Thrust. The unwieldy balance prevents this polearm from having a Butt Stroke.

Jitte

The jitte is an iron baton about 18 inches in length. It is fitted with a blade-catching tine to allow a skilled user to attempt to wrest an opponent's weapon away. This was a popular weapon with police forces, as it allowed the disarming and capture of unruly swordsmen.

Jo

The Jo is a hardwood baton from 2 to 4 feet long. In the hands of someone unskilled in Jojutsu, the weapon functions only as a club.

Kama

The kama is a short-handled farmer's sickle. As such, it is most often found as a weapon of peasants who have developed its use as a weapon when forbidden formal weapons by overlords.

Katana

The katana is the famous "Samurai sword." The blade has a length of about 2 feet and the handle is about 1 foot long. Though primarily designed for two-handed use, a katana is well-balanced enough to be used with only one hand. A user of the katana may Thrust.

Kawa-naga

The kawa-naga is an improvised weapon. It is basically a grappling hook on a rope or chain. Sometimes the end of the rope is weighted. Its use is governed by Kurasi-jutsu.

Kiseru

The kiseru is a truly odd weapon. It is a 2- to 3-foot-long tobacco-smoking pipe. Some were even fitted with handguards to make them more functional as weapons. This weapon is favored by Yakuza as it does not at first appear to be a weapon at all.

Kusari-gama

The kusari-gama is a combination weapon made of a kama and a weighted chain. Its use is governed by Kusari-jutsu.

Kyotetsu-shoge

The Kyotetsu-shoge is a peculiar flexible weapon of the Ninja. One end consists of a double-edged knife that is enhanced with a sharpened, curving hook. At the other end of a rope, usually made of the hair of a woman or horse, is a metal ring. Besides all the attacks possible with similar flexible weapons, a Ninja may use this weapon as a grappling hook. A Ninja using this weapon normally uses his full Kusari-jutsu score.

Manrikigusari

The manrikigusari is a length of chain that is weighted on each end. The chain may be anywhere from 1 foot to 4 yards long. Each yard of length represents one of the Range groupings in the game. The weapon may deliver any of its attacks to the maximum length of the chain. These include a Trip, an Entangle, or a normal damaging attack.

Masakari

The masakari is a single-bitted, short-hafted axe. As it is fitted with a spike on the end of the haft, it may be used to Thrust.

Nagamaki

The nagamaki is a short-handled version of the naginata. A Thrust is permitted.

Naginata

The naginata is a polearm carrying a curved blade on the end of a 4- to 6-foot haft. As it is a polearm, the user is allowed to perform a Butt Stroke. The sword-like nature of the blade allows a Thrust.

Ninjato

The ninjato is the straight sword of the Ninja. It is usually shorter than the katana by several inches. For game purposes it is treated in all ways as the katana, except that it is not found in Good, Superior, or Master qualities.

No-dachi

The no-dachi is the Japanese equivalent of the European greatsword. As with all swords, a Thrust is allowed.

Nunchaku

This weapon was developed from an agricultural flail. It consists of a pair of 1-foot-long clubs, linked by several inches of chain or rope. One of the clubs is held while the other is whirled at high speed. Due to its great speed and maneuverability, a Second Strike is allowed.

Ono

The ono is a large poleaxe. Unlike most polearms, it cannot make a Butt Stroke, due to its bulk and mass. The mass compensates for this lack, however, since a target is exposed to a Bash attack when hit by the weapon.

Rock

An ordinary rock, when held in a hand for a Strike, causes that hand to do more than normal damage. This technique is only useful when using a character's Brawling Capability. Rocks may also be thrown using this Capability. The standard Bugei training never deals with such a crude weapon.

Sal

The sai is another agricultural tool turned weapon. It is a blunt iron spike fitting with quillons that are long, curved, and sharp. A normal strike with the weapon does 1D5 of Subdual damage. A Thrust does 1D3 of Lethal damage and is not subject to the normal reduction. In addition, the sai may be used to Disarm opponents.

Sasumata

The sasumata is a polearm designed as a restraining device or "catchpole." It may deliver an Entangling attack which does no damage, or a Butt Stroke for 1D3 of Subdual damage.

Shuko

In BUSHIDO, we use the term shuko to refer to the weighted and sometimes studded gauntlets worn by practitioners of atemi-waza to increase the damage done by their hand blows. The weapon strongly resembles the ancient Roman cestus.

Shuriken

Shuriken are metal throwing weapons which come in a variety of forms. They may be simple steel spikes or multi-pointed stars. The latter were preferred by Ninja, while the former were preferred by Bushi. The star forms were often pierced to make a whirring noise. Shuriken were not designed as lethal weapons. Their primary

1104.3 Weapons Chart

Weapon	Damage	Range	Size	Weight	Min. STR	Attack Forms*	Bugel	Price	Class of Goods
aiguchi	D3,L	short	1H	.5	2	thrust	tantojutsu	1s	A
bo	D6,S	long	2H	6	8	second strike	bojutsu	5c	D
club	D3+1,S	medium	1H	2	2		(brawling)	2c	D
fumata-yari	D6,L	long	2H	11	20	disarm	sojutsu	14s	A
jitte	D5,S	short	1H	5	7	butt stroke disarm	jittejutsu	7s	D
jo	D6,S	medium	1H	3	5		jojutsu	4c	D
kama	D6,L	medium	1H	5	7		kamajutsu	1s	D
katana	D6+2,L	medium	1.5H	5	15	thrust	kenjutsu	100s	A
kawa-naga	D3/hook	varies	2H	1/hook plus rope	10	special thrust	kusarijutsu	2s plus rope	C
kiseru	D6+1,S	medium	1H	5	10		kiserujutsu	1s	C
kusari-gama	kama plus	manrikigusari							C
Kyotetsu-shoge "knife"	special D5,L	varies short	2H	10	10	(thrown) entangle trip	special kusari-jutsu (shuriken-jutsu) kusari-jutsu	20s	Ninja
"rope"	D5,S	long							
manrikigusari	D5,S	variable	2H	2/yd.	10	entangle trip	kusarijutsu	1s/yd.	C
masakari	D6,L	medium	1H	9	15	thrust	masakarijutsu	10s	C
nagamaki	D6+2, L	long	2H	10	15	thrust	naginatajutsu	12s	B
naginata	2D6,L	long	2H	12	20	thrust butt stroke	naginatajutsu	15s	A
nekode	+3	short	1H	2 each	10	as flexible	atemi-waza	6s each	Ninja
no-dachi	2D6,L	long	2H	8	22	thrust	kenjutsu	150s	A
nunchaku	D6,S	short	1H	2	15	second strike	nunchaku-te	1s	D
ono	2D6,L	long	2H	20	21	bash	onojutsu	15s	B
rock	+1	short	1H	1	2	weapon	(brawling)	0	N/A
sai	D5,S	short	1H	5	7	disarm thrust	sai-te	6s	C
sasumata	special	long	2H	12	11	entangle	sodegaramijutsu	12s	B
shuko	+2	short	1H	2 each	7		atemi-waza	4s each	A
shuriken	D6,L	N/A	N/A	.25	2		shurikenjutsu	1s	A
sodegarami	D6,L/S	long	2H	12	11	throw	sodegaramijutsu	12s	B
tanto	D5,L	short	1H	1	5	thrust	tantojutsu	3s	A
tessen	D5,S	short	1H	3	7		tessenjutsu	5s	A
tetsubo	2D6,S	long	2H	25	20	bash	bojutsu	20s	A
tonfa	D6,S	medium	1H	3	10		tonfa-te (atemi-waza)	10c	D
uchi-ne	D3,L	N/A	1H	2	10	N/A*	yari-nage-jutsu	4s	C
wakizashi	D6,L	medium	1H	3	10	thrust	kenjutsu	75s	A
yari	D10,L	long	2H	10	10	butt stroke (thrust)	sojutsu	12s	B
yari-nage	D6,L	(medium)	1H	5	15	(special)	yari-nage-jutsu	8s	B
yawara	+2	short	1H	.5	2	N/A*	atemi-waza (jujutsu)	15c	D

Bows (see Kyujutsu, in section 1053.1)

* All weapons except those with a * may make a Strike attack.

purpose was to distract or to serve as a vehicle for the introduction of poison into a victim's system.

Sodegarami

The sodegarami (Sleeve Tangier) is a polearm with a head covered with many barbs intended to catch a person's clothing. It may be swung to deliver a blow which causes Lethal damage if the barbed head is used and Subdual damage if the back end is used. The heavy head unbalances the weapon, preventing its use for a Butt Stroke. The sodegarami has a special attack capability. It essentially allows a long-distance Jujutsu Throw. Success is determined as for a Jujutsu Throw, except that the character's Sodegarami-jutsu Skill is used in place of Jujutsu.

Tachi

The tachi is essentially a katana. The different designation refers to the mountings of the blade and the way in which it is worn. For game purposes, it functions in all ways as a katana.

Tanto

The tanto is the Japanese dagger. It may be used for a Thrust, or it may be Thrown using Shurikenjutsu. Although popular as a weapon with the lower classes, it is traditionally practiced as a weapon form by noblewomen.

Tessen

The tessan is the iron war fan of the Samurai. It can be used as a bludgeon for Subdual damage.

Tetsubo

The tetsubo (Iron Staff) is a fearsome weapon. It usually takes the form of a tapering wooden shaft that is splinted and studded with iron along its thicker upper half. In some cases it is made entirely of metal. Unlike the normal bo, it is not allowed a Second Strike due to its massiveness. It does, however, make a Bash attack when it strikes.

Tonfa

The tonfa was developed as a weapon from a handle for turning millstones. It is a 12- to 18-inch shaft of wood, fitted with a short handgrip that is set at 90 degrees to the shaft.

The tonfa has an additional use to a character with Atemi-waza Skill. Used by such a character, it adds 1D3 of Subdual damage to any other damage done by handblows. The Basic Chance of Success for using this technique is derived by averaging the character's score in Tonfa-te and Atemi-waza. The BCS derived from the averaged scores may not exceed the character's BCS in Tonfa-te. Remember that the tonfa in this case is being held tight in the hand and only has the Range of a hand (Short as opposed to its normal Medium).

Uchi-Ne

The uchi-ne is a lighter version of the yari-nage. It is totally unsuitable for hand-to-hand combat.

Wakizashi

The wakizashi is a short sword. It is essentially a short-bladed (18

to 24 inches) katana. It is the second sword of the Dai-sho and the most common sword found in the possession of non-Buke castes. It may be used to Thrust and it may be thrown using Shurikenjutsu.

Yari

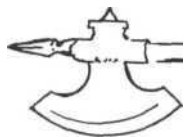
The yari is a straight-bladed spear. Both Butt Strokes and Thrusts are permitted, but the yari may not be Thrown.

Yari-nage

The yari-nage is the Japanese javelin. Although not well suited for it, the yari-nage may be used as a hand weapon. It is primarily designed to be Thrown. Thrusts are permitted.

Yawara

The yawara is a small wooden dumbbell-shaped object used to enhance the effects of certain unarmed combat techniques. When used with Atemi-waza, it adds 2 points of Subdual damage to what is otherwise done. When used with a Jujutsu Hold, it increases the user's Effect Number by 2.



1110.0 TIMESCALES

In playing **BUSHIDO**, time in the campaign assumes a very fluid nature, moving quickly or slowly at the will of the Gamesmaster and the necessities of play. There are several Time Scales used:

Strategic Scale

Used to resolve long distance travel, long-term healing, etc.
1 Strategic Turn = 1 game day.

Tactical Scale

Used to resolve movement or actions in a limited area, within the space of a single day. 1 Tactical Turn can vary from a few minutes to an hour.

Detailed Scale

Used to resolve combat or other situations where precise character timing and actions must be controlled exactly. 1 Detailed Turn = 6 game seconds.

Downtime Scale

Used to resolve actions requiring days of character application. Study, research, and large Tasks are performed in Downtime. This Time Scale also comes into play between gaming session in the campaign.

Realtime Scale

It will sometimes be necessary for the game time to match exactly the time it takes players to perform some action. This is rare, since the plans it takes players minutes to set up are executed in seconds by the characters. However, when the Gamesmaster feels it is warranted, he may inform players that the time they are taking to resolve a disagreement, or set up a battle plan, or what have you, is being assessed against their characters as well.

For example, a group of gamers are beginning their regular **BUSHIDO** session. The Gamesmaster first declares that 2 months of Downtime have passed. The players allocate this to study, jobs, research, etc. Having brought their characters up to date, the players now send them out crawling the lower tea houses in search of some adventure. They find it when a gang of brigands jump them in a dark alley. The pub-crawling was conducted in Tactical Time. Actually, the Gamesmaster simply rolled a die to see how long the characters trundled around the back streets before running into the planned fight. Upon beginning the combat sequence, the game goes into Detailed Time, where it will remain until the fight is over. In the loot from the vanquished robbers, the Player Characters find a scrap of paper with a map leading to the main adventure prepared for them by the Gamesmaster. They head home to doctor their wounds and plan the trip. The campaign now enters Strategic Time, first to cover the several days of healing the characters need, then to govern their travel to the spot indicated on the map. During the week or so of travel in this segment of the game, the characters have several encounters on the road, entering the appropriate Time Scale to cope with each.

This is the usual flow of game time. Once the gaming group is used to the fluid nature of campaign time, the different scales slide smoothly from one to the other, as needed

1111.0 STRATEGIC TIME SCALE

This Time Scale is principally used to measure travel progress, although normal healing is also measured on it. Travel assumes 10 hours of more or less continuous movement during the day. Longer periods of travel imply a "Long March" option, as described below.

1111.1 MOVEMENT IN STRATEGIC SCALE

The Base Movement Allowance measures movement in Strategic Time. It may be modified by the use of the Bugei, Hayagakejutsu, as described in section 1053.1. The BMA equals the character's movement for the day in "Ri," a Japanese measurement equal to 2.5 miles (or 4 kilometers). The map included with this game is scaled in hexagonal grids of 3.3 Ri (8 miles), so that movement on this map permits 1 "hex" to be covered for every 3 points of BMA. Charitably, we may make that, "every three points of fraction thereof," so that BMA/3, round up, becomes the number of hexes per day moved on the **BUSHIDO** map.

Terrain and road conditions modify this rate of movement as follows:

Travelling on major road:	+100% to effective BMA
On minor road:	+50% to effective BMA
In Clear Terrain	No effect on BMA
(0-1000' above sea level)	
In Rough Terrain	-25% to effective BMA
(1000-2000' above sea level)	
In Mountainous Terrain	-50% to effective BMA
(over 2000' above sea level)	
Heavy snow on ground	-25% to effective BMA

For example, Hirato sets out on a journey. The weather is crisply cold but clear. He is travelling along the great Tokaido Road for the leg of his journey, along the east coast of Nippon. His BMA is 4. For the first day of the journey, Hirato moves a number of Ri equal to 4 x 2, or 8, since he receives the bonus for being on a major road. This covers 8/3, or 2.6, rounding up to 3 hexes on the **BUSHIDO** map. Leaving the Tokkaido, Hirato travels along a small, tributary road on the next day. His effective BMA is now 4 x 1.5, or 6, for 2 hexes on the map. The third day sees Hirato leaving the plains for the foothills (Rough Terrain). He is still on the minor road, so his effective BMA is 4 x 1.5 x .75, or 4.5. Rounding this to the nearest whole number we get 5 Ri travelled, for another 2 hexes on the map. Leaving the road, Hirato travels another day, moving 4 x .75, or 3 Ri, for only 1 hex. As his route leads him higher into the mountains, he moves at a maximum rate of 1 hex per day, since his BMA will continue to shrink.

If conditions alter during the day's travel, the character's BMA may be recalculated. Subtract the points from their effective BMA, as modified by the conditions governing their journey during the day to that point, for the distance they have moved already. The remaining points of BMA are multiplied by the new modifiers to determine how much movement they still have coming. For example, Hirato had an effective BMA of 8 for his first day of travel. If he had left the Tokkaido and moved into Rough Terrain, having travelled 4 Ri on the road first, then his movement expenditures would have run something like this:

BMA is 8 to start with, due to modifiers for major road. Leaving the Tokkaido after travelling 4 Ri leaves Hirato with BMA of 4. Entering Rough Terrain multiplies this by .75, for a new BMA of 3. Hirato will get only 1 hex of movement instead of the 2 he might have expected.

1111.2 LONG MARCH

Characters wishing to travel a greater distance than their BMA allows incur a penalty of 1D6 Subdual damage for each extra Ri travelled.

1111.3 MOUNTED MOVEMENT

Mounted characters move using their horse's BMA. If they wish to use a Long March while mounted, they must roll a Bajutsu BCS for each extra Ri travelled. When they fail in this, or if the horse's Subdual damage exceeds its Hit Points, then the beast has floundered and will go no further.

Horses will not cross Mountainous Terrain except on a road of some sort.

1111.4 KAGA TRAVEL

Travel by Kaga is measured by the average BMA of the bearers. Regular Kaga bearers are average men, with a BMA of 3 each. Yakuza bearers are faster, having a BMA of 5 if they are Classic Yakuza, and therefore much more sought after. A team of Kaga bearers may be paid double the usual fee to jog rather than walk. They will cover 50% more ground in this manner but will be totally fatigued after half a day's journey. If sufficient funds exist to pay for

relay teams, however, a total distance of 3 times the usual BMA can be covered, by changing bearer's at mid-day.

Passengers in a Kaga suffer 1D3 of Subdual damage per 3 Ri travelled at the normal pace and 1D6 if the bearer's are jogging.

1111.5 SEARCHING IN STRATEGIC SCALE

Characters wishing to search a hex of the Nippon map for a location that is not in their direct line of travel must spend additional time in that hex. This is represented by expending 1 point of BMA to "conduct the search." This allows a roll to see if a Hidden Thing is perceived. Success meaning that the location has been sighted. Use the Wit of the character with the best chance to make the Saving Throw.

Groups may not split up to search a hex. Such behavior is assumed in the mechanic that allows the Saving Throw.

These searches are only good for finding substantial items such as castles and dwellings. Looking for a lost pearl with this method is not allowed.

1112.0 TACTICAL TIME SCALE

Movement in cities, buildings, Places of Mystery, and the like, are measured in Tactical Time. The most usual Tactical Turn is 10 minutes, but the duration can vary from 1 minute to 1 hour. Tactical Time is used for many activities in the field: small repairs, building traps, preparing ambushes, giving first aid, etc. It is the flexible interface between the large chunks of time dealt with in Strategic Scale and the very small time segments of Detailed Scale.

1112.1 MOVEMENT IN TACTICAL TIME SCALE

Characters may choose one of three rates of movement in Tactical Scale:

Cautious Walk

Characters move slowly, keeping their senses honed for danger, or simply taking in a fairly full view of the surroundings. Saving Throws to detect Hidden Things are at normal value when moving in this manner. The Cautious Walk covers 5 yards times the BMA per minute.

Normal Walk

Characters move at a normal walking pace. They cannot be overly observant at this pace and receive -1 to all Hidden Thing detection rolls. A Normal Walk covers 10 yards times the BMA per minute.

Run

Characters run like blazes, at 20 yards times BMA per minute, they may not attempt to detect Hidden Things at this pace. Characters can maintain this rate for only a few minutes at a time without fatigue setting in. After Running for a period of minutes equal to their Healing Rate, characters who continue to run will suffer 1D3 Subdual damage per minute they run.

1113.0 THE CALENDAR AND CLOCK

Time measurement in **BUSHIDO** will often be a compromise. Japanese measures add color to the campaign. Western measurements will often be necessary for clarity.

1113.1 THE YEAR

A year is 360 days long, divided into 12 months of 30 days each. Each month is also divisible into 3 Weeks, each of 10 days. These weeks are always linked to the same phase of the moon. The full moon occurs during the second week of a month.

1113.2 THE DAY

The Japanese begin their day at 11PM. The 24 hours of the day are divided into 12 "Toki," each 2 hours long, each named for an animal in the cycle of the years. Each Toki is split into a "greater" and "lesser" hour, which is in fact 60 minutes long. Thus, the "Lesser Hour of the Rat" (Sho-Ne-no-Toki) begins at 11PM. At midnight, the "Greater Hour of the Rat" (Sei-Ne-no-Toki) begins. "Ne" (Rat) is in the possessive form with the suffix "-no," modifying "Toki," (hour), for the term Ne-no-Toki. The prefix "Sho" is used for Lesser and "Sei" for Greater. Continuing the cycle, at 1AM, Sho-Ushi-no-Toki, the Lesser Hour of the Ox begins, followed by Sei-Ushi-no-Toki at 2AM, and so on, through the cycle of 12 animal names.

English Name	Japanese Name		
Rat	Ne	Horse	Uma
Ox	Ushi	Goat	Hitsuji
Tiger	Tora	Monkey	Saru
Hare	U	Cock	Tori
Dragon	Tatsu	Dog	Inu
Serpent	Mi	Boar	I

1114.0 DETAILED TIME SCALE

This scale of play is used for situations where the specific actions of the characters and the time it takes to resolve those actions are followed in detail, as in combat.

The Detailed Turn represents approximately six seconds of real time. Each Detailed Turn is broken down into a number of Action Phases. The exact number of Action Phases, or AP, is determined by the characters involved in the situation. The number of Action Phases in a given Detailed Turn is equal to the Base Action Phase of the character with the highest value in that Ability.

Once the number of phases is known, the Gamesmaster will use that number to begin a countdown of Action Phases on each Detailed Turn. As the countdown proceeds, each character, will have a chance to act. Those with multiple opportunities due to a high Maximum Number of Actions may act on each of their Available Action Phases.

Each action taken during a Detailed Turn will "occur" on a given Action Phase. When the countdown reaches an Action Phase in which a character may act, the player must inform the Gamesmaster of the Option taken by the character at that point. Together the Gamesmaster and the player will determine the results of the character's Option before proceeding to the next Action Phase in the countdown. In some cases, an Option will be started when the player announces the character's Option and resolved on an Action Phase later in the countdown.

Action Phase 1 is the bookkeeping phase of the Detailed Turn. No character may act on Action Phase 1. This is the phase on which poisons take effect, fires to their damage, alterations to character Attributes take effect, etc.

To understand the following sections the player may wish to review these concepts:

- Base Action Phase (section 1043.2a)
- Maximum Number of Actions (section 1043.3a)
- Base Movement Allowance (section 1043.3b)
- Zanshin (section 1043.7b)

1114.1 ACTIONS WITHIN A DETAILED TURN

A character may select an Option in order to perform some sort of game action. In general, an Option may be chosen on each Action Phase on which the character can act. Some Options will prevent the character from initiating other Options during the same Detailed Turn.

Depending on the Option chosen, the character may move, fight, defend, perform magic, give commands, perform actions, etc. Some of these Options require a Basic Chance of Success roll to determine if they are accomplished. Others succeed automatically and still others merely advance the character's progress in a task.

Each opportunity that a character has to select an Option is called an Available Action Phase. The character's Maximum Number of Actions represents his total of Available Action Phases in a Detailed Turn.

A character's Zanshin determines the type of Action Phase available to him. The types of Action Phases are:

Basic Action Phases

All characters have a Basic Action Phase. This phase functions as the first of the Primary Phases allowed to a character due to Zanshin. A character may choose any action on his Basic Action Phase. Some Options may only be chosen on the Basic Action Phase and these eliminate any other Available Action Phases for that character on that Detailed Turn. Normally a character's Basic Chance of Success is at full value on this type of Action Phase.

Primary Action Phases

Under normal circumstances a character will have from 1 to 3 Primary Action Phases as determined by his Zanshin. The first is his Base Action Phase. Others will be available as allowed by his Maximum Number of Actions. Note that a character may be allowed 2 Primary Actions by his Zanshin but only have 1 Action Phase available to him due to a low Maximum Number of Actions. This situation represents a character whose mental domination of his surroundings exceeds the limits of his physical shell. A character's Basic Chances of Success during a Primary Action Phase are at full values.

Secondary Action Phases

These Action Phases are all Available Action Phases which exceed the number of Primary Actions allowed by the character's Zanshin. All of the character's Base BCS values are halved before applying situation modifiers on a Secondary Action Phase.

For example, Hosei has a Base Action Phase of 9, a Maximum Number of Actions of 3, and a Zanshin of 2. He would thus have a

Basic Action Phase available on Action Phase 9 of the countdown during the Detailed Turn, a Primary Action Phase on Phase 6, and a Secondary Action Phase on Phase 3.

1114.2 EFFECTS OF PRE-EMPTION AND SURPRISE

If a character initiates an Option and thereby causes the Gamesmaster to declare that Detailed Time Scale is necessary, the Gamesmaster may decide that the character has "pre-empted" the other characters involved. This means that the countdown of the Action Phases for the first Detailed Turn will begin on the Base Action Phase of the character who initiated the Option which caused Detailed Time Scale to be used. Any characters who have higher Base Action Phases are treated as if they had done nothing until this point in the countdown. This situation prevails only on the first Detailed Turn. All subsequent turns begin, as usual, at the Base Action Phase of the character with the highest BAP.

When a character is in a position to surprise another character and thereby initiate Detailed Time Scale, the controlling player may choose the Action Phase on which the countdown will begin in the first Detailed Turn. Once the phase is chosen, the Detailed Turn proceeds as if a character had pre-empted the situation and the pre-empting character's Base Action Phase was the phase chosen by the player whose character has achieved surprise.

A surprised character may only use his Defense Ability if he makes a Deftness Saving Throw.

1114.3 PRIORITIES OF ACTION PHASES

During the course of a countdown on a Detailed Turn, several characters may have Available Action Phases at the same time. Actions will be resolved in order of the type of Action Phase with Basic Action Phases preceding Primary Phases and Primary preceding Secondary. If there is still a conflict, the players controlling the characters may roll a die; high score resolves first. If the Gamesmaster wishes, he may consider such actions simultaneous. It is up to the Gamesmaster to resolve any conflict arising from the interactions between Options chosen by the characters.

All actions that occur on an Action Phase are considered simultaneous for purposes of damage given or taken. Thus, a character making an attack with a Secondary Action Phase, who is killed on that Phase by a character making an attack with a Primary Action Phase, still gets to resolve his attack before he dies.

1115.0 DETAILED TURN OPTIONS FOR ACTION

The various Options available to a character are presented here. If a player wishes to have his character perform some action not covered by these Options, the Gamesmaster should feel free to add such an Option to the list after defining the effects of such an action.

Basic Options may only be chosen for a character on that character's Basic Action Phase. Primary Actions may only be chosen for the Basic Action Phase or a Primary Action Phase. Secondary Actions may be chosen on any Available Action Phase.

1115.1 BASIC OPTIONS

Walk

The character may move a number of yards equal to his Base Movement Allowance. Such movement is subject to the rules in section 1116.0. This Option may not be chosen while the character is Engaged by an opponent.

Cast Spell

This Option is chosen by any character wishing to use magical or mystical energies. No movement is allowed. Using this Option while Engaged requires a Will Saving Throw by the character; if it fails, his Detailed Turn is wasted.

Charge

This Option allows only straight-line movement. The character may move up to twice his Base Movement Allowance in yards. The character may execute an attack at the end of his charge. This will be resolved on Action Phase 2 of the countdown after all other actions on that Action Phase are resolved. The Option is only available to Unengaged characters. The character must cover at least 3 yards to receive any BCS or Damage benefits due to Charge Movement.

Close To Engage

This Option allows Unengaged characters to move up to one-half their Base Movement Allowance in yards and execute an attack on the same Action Phase.

Leap

This Option is only available to Unengaged characters. It is used for all normal leaps (section 1044.3) as well as for the Heroic Leap (see Karumijutsu, section 1053.1).

Run

This Option, available only to Unengaged characters, allows the character to move up to twice his Base Movement Allowance in yards. This movement is subject to the rules for movement in section 1116.0.

Use Dai-kyu

This Option, available to Unengaged characters, allows the character to loose one arrow with a Dai-kyu. No movement is allowed.

Turn and Flee

This Option allows the character to turn in place in preparation to run for his cowardly life. It allows him to leave Engaged status. He may not enter Engaged status with any other character on that Detailed Turn. The turn in place occurs on that Action Phase in which this Option is announced for the character. On the Action Phase closest to halfway between the Phase of the turn and Action Phase 1 the character will execute his run. This is a number of yards equal to his Base Movement Allowance. He must move the total distance unless blocked by a wall, foe, or some other barrier to his progress.

1115.2 PRIMARY OPTIONS

These Options are usable on any Primary Available Action Phases, including the Base Action Phase.

Alter Position

This Option allows the character to stand up from a prone position, kneel down, lie down, etc. If he chooses this Option while Engaged, the character must make a Speed Saving Throw in order to succeed.

Combat Action

This Option allows a character to make an attack using the combat rules in section 1117.0. The character is allowed to move up to 1 yard during the execution of the Option. This movement may occur before or after the attack is to occur, but must be specified before making the actual die roll to resolve the attack.

Don Armor

This Option is available only to Unengaged characters. The character may not move during the Option. He forfeits any Secondary Available Action Phases for that Detailed Turn. See section 1103.4.

Exchange Weapons

This Option, available only to Unengaged characters, allows the character to sheathe or put away one weapon or pair of weapons and ready another. The character is allowed to move up to 1 yard when using this Option.

Give Orders

This Option allows the character to speak in such a way that he may communicate ideas, orders, comments, etc., to other characters. When the Gamesmaster is being strict about communication in Detailed Time Scale, this is the only way for characters to communicate anything other than one- or two-syllable comments.

A character using this Option is allowed to move up to 1 yard.

Mount/Dismount Horse

This Option allows the character to mount or dismount a horse. No other movement is allowed. If the character attempts this while Engaged, he must succeed with a Speed Saving Throw. Bajutsu BCS may be substituted for the Speed Saving Throw at the player's option.

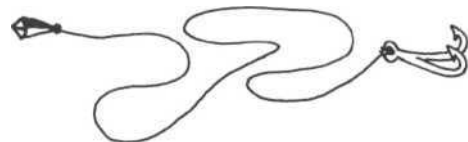
Observe Situation

This Option allows the character to make observations of events and circumstances surrounding him. Without choosing this Option, a character is only aware of what is immediately in front of him or what has been communicated to him by another character using the Give Orders Option.

A character using this Option is allowed to move up to 1 yard.

Use Han-kyu

This Option, available only to Unengaged characters, allows a character to use the Han-kyu to loose one arrow. No movement is allowed while using this Option.



1115.3 SECONDARY OPTIONS

These Options are usable on any Available Action Phase. They allow no movement unless otherwise specified.

Attack

This Option allows a character to make an attack using a Bugei or his Brawling Capability.

Draw Weapon

This Option allows a character to ready one weapon for combat. If the character attempting to do this is Engaged, he must make a Dexterity Saving Throw to succeed in getting the weapon ready. If he fails, any successive attempts will have a positive modifier to the Saving Throw equal to the number of failed attempts. Thus, his chances increase as he continues to get his weapon ready. A Critical Failure will indicate that he dropped the weapon while trying to ready it.

Parry

This Option may be chosen on any Available Action Phase and will remain in effect until the character's next Available Action Phase. If it is chosen on one of the character's Primary Available Action Phases, he is allowed to move up to 1 yard.

The Parry Option is an attempt by the character to improve his defensive position. The player must roll on the character's Raw BCS with the Bugei in use. This will be enacted as follows:

Critical Failure:	No bonus to Armor Class
Failure:	+ 1 to Armor Class
Success:	+(Effect Number/5) to Armor Class
	Minimum bonus is +1

Critical Success: an additional +1 to Armor Class

Gamesmasters should note that a broken weapon cannot be used to Parry. If a character's weapon is broken while he is using the Parry Option, the benefit of the Parry is lost at the end of that Action Phase in the countdown.

Perform Action

This Option allows a character to progress in performing some complicated action during Detailed Time Scale. The action might require a certain number of these Options to be executed, or each choice of this Option might represent a whole or partial Task Turn. The Gamesmaster must decide how this Option will apply based on the nature of the action that the character wishes to undertake.

Sheathe Weapon

This Option allows a character to put away one weapon. If Engaged, he must follow the rule given above for Drawing a Weapon.

Alternatively, the character may use this Option to simply drop a weapon. Even if Engaged, the character will succeed in simply dropping a weapon.

1115.4 THE HOLD OPTION

The Hold Option is a special case. It may be chosen on any Available Action Phase. By choosing the Hold Option, the character is delaying the initiation of an Option. If a player wishes his character to use the Hold Option, he must say so when the Detailed Turn countdown reaches the character's Available Action Phase.

On any Action Phase after the Hold Option is stated and before the character's next Available Action Phase, the character may initiate any Option that would have been available to him on his last Available Action Phase. For purposes of priority of Action Phases, the Hold Option ranks after the type of Action Phase that belonged to the character executing the Hold Option and before any lesser type of Action Phase. Thus, a character who took a Hold Option on Action Phase 6 for a Primary Action and decided to choose an Option on Action Phase 4, would resolve after any characters performing their Basic or Primary Actions on Action Phase 4 but before any characters using a Secondary Action Phase at that point.

1116.0 DETAILED MOVEMENT

In order to deal properly with the movement of characters in the game, particularly when using Detailed Time Scale, some sort of representation is recommended. A table-top surface on which are placed representations of the characters is good. A flexible ruler or measuring tape is useful.

The ground scale (the distance on the table that represents 1 yard to the characters) depends on the representations of the characters. If 25mm gaming figures such as the official Nippon Figures or some other samurai miniatures are used, we recommend that you let 1" equal 1 yard for game purposes. Smaller figures will have a correspondingly smaller ground scale. If miniatures are unavailable or undesirable, players can improvise with cardboard chits marked to indicate the character and the direction in which he is facing.

Sample Character Marker

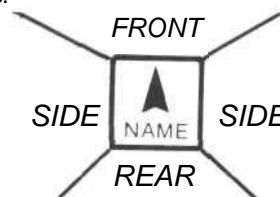


While it is certainly possible to keep track of characters' movement on the Gamesmaster's map, this often leads to arguments over who was where and how long it takes to get from one place to another. It also puts an even greater burden on the already overworked Gamesmaster. We definitely recommend the use of miniatures to add color and character identification to the game.

1116.1 THE CHARACTER ON THE DISPLAY

Prior to getting into the actual mechanics of movement, we must clarify and explain several things. One of these is how the character is represented on the playing surface, and the various gaming concepts associated with that representation.

Each character is considered to have front, side, and rear "facings." These affect how he can attack and be attacked as well as how he can move. The accompanying diagram may be copied onto tracing paper to provide a see-through copy to use when playing. The Gamesmaster is to adjudicate any disagreement as to what facing is in use.



1116.2 ENGAGEMENT STATUS

A character is always in Engaged or Unengaged status. The latter is the absence of the conditions required for the former. In order to place an opponent in Engaged status, the character must:

- be functional. That is to say, conscious, not suffering from a Stun Critical Effect, not tied up, etc.
- have the opponent within the character's front facing.
- be no further away from the opponent than 1 yard more than the Weapon Range of the weapon that the character is using. See below. Throwing weapons and bows do not function in this way.

When a character is in Engaged status, his choices of Options are limited and some Options require Saving Throws to complete. If a character is placed in Engaged status by more than one opponent, he receives no additional penalties. A character's Engagement status should be known whenever he is choosing an Option.

1116.3 WEAPON RANGES

As specified in the section on weapons (section 1104.1), each weapon is classified for Range. Each step represents about 1 yard. The actual position of an opponent relative to the character can modify a weapon's effectiveness due to range. It will also determine whether or not the opponent is Engaged. The chart on the next page shows these effects and the maximum distance at which an opponent may be placed in Engaged status.

1116.4 EXECUTING MOVEMENT

The various Options available to a character can limit the way in which he moves. The basic distance that a character can cover in straight movement during a Detailed Turn is equal to his Base Movement Allowance in yards.

Characters normally move forward within the arc represented by their front facing. If a character wishes to move in a direction other than one covered by this facing or wishes to alter direction one movement is begun, the final distance traveled is shortened to reflect the speed and time lost in turning. For convenience, movement is made in 1 yard increments.

Think of the Basic Movement Allowance as a number of points that the character may expend in order to move. For each point spent, he may move forward 1 yard. To change facing by 60 degrees, he must expend 1 point.

A character who wishes to move sideways or backwards without changing his facing must expend 2 points per yard traveled.

A character who has chosen the Movement, Run, or Turn and Run Options may not deliberately place himself in Engaged status during his movement. Characters choosing Options that allow them to conduct an attack are assumed to move to the most advantageous range for the weapon in use unless they have insufficient movement allowance to reach that range.

Any of the Options that allow the character to move only 1 yard are assumed to allow this movement in any direction, forwards, backwards, or sideways, without penalty.

Actual Range

Weapon Range	Short Medium Long	Contact (Contact)*	Short 0-1 Yd.	Medium 1 Yd.	Long 2 Yd.	Extra- Long 3 Yd.	Maximum Engagement Distance
		+1	+0	-1	NA	NA	1 Yd.
		-2	-1	+0	-1	NA	2 Yd.
		-3	-2	-1	+0	-1	3 Yd.

* Characters grappling

1117.0 COMBAT

In general, using a Bugei in combat is the same as the use of any other Skill. A Basic Chance of Success is determined and then modified to generate an Adjusted BCS. 1D20 is rolled, and if the number rolled is less than or equal to the Adjusted BCS the attack is successful. Differences arise in the stricter control of the modifiers that affect the BCS and in the variety of results that can come with a successful attack due the number of different attack forms possible. BCS die rolls in combat also use special tables for determining the results of Critical Success and Failures.

To make the combat rules more comprehensible, note the following definitions of terms: The attacker is the character attempting to make the BCS roll. The attack is the series of martial actions represented by the BCS roll, the target is the character who is the recipient of the attacker's action.

The most common form of attack is the Strike. Unless otherwise mentioned, this is the form of attack assumed in the rules. Some forms are resolved differently from the Strike. These differences will be mentioned in the description of the attack form and wherever necessary in the rules. If no difference is indicated, assume that the attack form is a Strike.

The procedure to resolve an attack goes as follows:

- determine the character's Base BCS
 - determine the target's effective Armor Class and subtract this from the Base BCS
 - determine all Situation Modifiers and add the total to the BCS
 - make any modifications due to weapon quality.
- The result is the adjusted BCS used to determine the success of the attack.

If an attack is successful, the damage done to the target must be determined. Each weapon is rated for an amount of damage done. The appropriate die is rolled and the score is noted. This number is then modified for any bonuses or penalties due to the attacker's Strength, the quality of the weapon, or the way in which the weapon is used.

Remember that some attack forms and the use of a weapon too heavy for the attacker can reduce the base damage die for the weapon.

1117.1 ATTACK FORMS

Bash

This is a special attack form that is inherent in certain massive weapons. When such a weapon causes damage to a character, the damage done is the percent chance that the target will receive a Bash result. This will drive the character back 1 yard, eliminate his next Available Action Phase, and require him to make a Strength Saving Throw to keep his feet under him. The character may add one-half his effective Armor Class to the number needed to make the Saving Throw. If the character fails the Saving Throw, he will be treated as if he had received a Stun Critical Effect and he will fall prone to the ground.

The chance of a Bash occurring may be enhanced by circumstances as follows:

Target is not on sure footing	+10%
(Treacherous Ground, climbing, running, etc.)	
Target is not on the ground at all	+15%
(leaping, riding, flying, etc.)	
Target is charging the attacker	+5%

Some of the effects of a successful Bash will have to be adjudicated by the Gamesmaster according to the circumstances. If a flying character is Bashed, he will be knocked from the sky and will be subject to a Fall result. A character on horseback may substitute a Bajutsu BCS in place of the Strength Saving Throw to avoid the Bash but, if successful, must make another Bajutsu BCS roll to keep control of his mount.

OPTIONAL RULE: The chance of a Bash may be altered by the relative masses involved. For each 100 pounds by which the attacker outweighs the target, add 5% to the chance of a Bash result. For each 100 pounds by which the attacker weighs less than the target subtract 5%.

Butt Stroke

The Butt Stroke is an attack form available to most polearms. It consists of striking with the end of the weapon which does not have the main armament. A Butt Stroke will do 1D3 of Subdual damage. The Range for a Butt Stroke is Medium. This attack may be made in lieu of the normal attack at full values. Alternatively, it may be made at the same time that a Strike attack is made with the main "business" end of the weapon. In this case, the Butt Stroke is treated as a Second Strike. The character will lose any benefits for Defense with the weapon until the same Action Phase in the countdown on the next Detailed Turn.

Disarm

The Disarm attack is an attempt by the attacker to separate a target's weapon from the target. This may be done by Removing the weapon or by Breaking it. The type of attack must be specified before the attacker makes his BCS die roll.

If the attacker is attempting to Remove the weapon and his BCS roll is successful, the target must make a Strength Saving Throw or his weapon will be thrown 1D3 yards away.

If the attacker is attempting the Break the weapon and his BCS roll is successful, a second roll will be made to see if the weapon breaks. An Average weapon is rated at 6 and a roll higher than that on 1D10 indicates that the weapon has broken. Weapons of other Qualities will add their BCS modifier to their rating. Thus, a Master blade has a rating of 9 and will only break if the die result is 10. The target has the option to release his weapon before the breakage roll is made. This will give the same result as if he had failed his Strength Saving Throw in a Remove weapon attempt.

Weapons allowing a Disarm attack allow a character a special ability when electing a Parry Action. Beginning on the Action Phase in which the Parry Action is selected and continuing until the character can choose another Action, the character may make a Remove weapon attempt on any other character whose attack against the Parrying character fails. Therefore, when an opponent fails his attack the character will roll his raw BCS with the Disarm-capable weapon. If the BCS is successful, the normal procedure for a Remove Weapon Disarm attack is followed. If the opponent has a Critical Failure in his attack against the character, the character's BCS roll to attempt the Disarm receives a +10 to the BCS.

Entangle

The Entangle attack is an attempt to subdue an opponent. If the attacker makes his BCS roll, the target is considered entangled unless the target can make a Speed Saving Throw. If the Saving Throw is made, the target suffers Restrictions equal to the attacker's Effect Number.

An entangled character may attempt to break free on any Primary Action Phase. It requires a Strength Saving Throw to break free. Alternatively, if the character has a cutting weapon available, he may attempt to cut his way free. Attempts to "hit" the restraining cord are at 50% of the character's Base BCS. It requires 5 points of damage to sever a hemp rope, 10 points for a hair or silk rope, and 20 points to sever a chain.

The attacker may attempt to completely subdue the target by thoroughly wrapping him up. Once the target is entangled, the attacker, on each available Primary Action Phase, may accumulate Effect Numbers from his Base BCS. Once the Effect Numbers total 10, the target is totally subdued and incapable of attacking or breaking free. If the Effect Number total reaches -10, the target is freed.

A Critical Success by the attacker on the initial Entangle attack or a Critical Failure by the target on his Speed Saving Throw results in the target being automatically subdued.

Grapple

A Grapple attack is an attempt to get a grip on the target in such a way that he is rendered helpless. Beginning on the Action Phase in which the successful BCS roll is made and continuing on each of his Primary Action Phases thereafter, the attacker accumulates Effect

Numbers. If the total exceeds the target's Strength, he has been totally subdued and is held helpless in the grip of the attacker. If the total is ever less than 1, the grip has been broken and the target is free to act normally.

Once held in a grip the target has limited options. He may:

—wait passively until the attacker's Effect Number falls below 1. This him to make a Strength Saving Throw on an available Primary Action Phase. The Effect Number of this Saving Throw will be subtracted from the attacker's Effect Number total. Players will note that a failed Saving Throw in this case will actually improve the attacker's grip.

—strike with a weapon. This is done with a 50% penalty to the Base BCS. The attack is at Short Range.

—counterattack with a higher form of unarmed combat at his normal BCS. For these purposes Atemi-waza and Jujutsu rank equally. Both are superior to Sumai and all three are superior to Brawling.

If an attacker's grip is broken, the attacker must make a Deftness Saving Throw or fall prone. Users of unarmed Bugei (Jujutsu, Atemi-waza, and Sumai) are allowed to roll on their Base BCS if the Deftness Saving Throw fails. Of course, if the combatants are already on the ground, this roll is unnecessary.

Once a Grapple hold is established, either foe may elect to fall down by selecting an Alter Position Option. This will automatically bring the opponent down as well. The player controlling each character will roll 1D6 to determine which character lands on top. The higher die roll result indicates that that player's character is on top. In the case of a tie, reroll the dice.

This drop to the ground can stun the combatants. A Health Saving Throw is required to avoid a Stun Critical Effect. The character on top adds the basic Armor Class of his opponent to his Saving Throw. The man on the bottom subtracts the Armor Class of his opponent from the Saving Throw.

Hurl Weapon

The attack allows a character to exercise Shurikenjutsu, Yari-nage-jutsu, or basic Deftness in throwing an object already held in the hand.

Second Strike

The Second Strike is a second attack made by a weapon on the same Action Phase as its normal Strike. Each attack suffers a -1 to the BCS in addition to any other modifiers. The Second Strike BCS is 50% of the character's Base BCS for that Action Phase. The damage done and the Range for the weapon are unaltered.

If using a Second Strike, the attacker loses the benefit of any Defense bonus and all attacks against him are at +1, from the Action Phase in which he made the Second Strike until the same Action Phase in the following Detailed Turn.

Strike

The Strike is the standard form of attack. It consists of using the weapon to hit the opponent. If the weapon has an edge, it is presumed to be used. Edged weapons may Strike with the flat of the blade to render Subdual damage, but the damage die is reduced one step and no damage modifiers are used for weapon quality.

Throw

The Throw attack is an attempt to toss the target to the ground. The attacker's Effect Number is the chance in 10 that the Throw will actually occur. A successful Throw will result in the target being tossed 1D3 yards past the attacker if the Toss option is selected, or at the attacker's feet if the Takedown option is selected. The option must be chosen before the die roll is made to determine whether the Throw actually occurs. In either case, the target is supine on the ground and must make a Health Saving Throw. Failure will result in his suffering a Stun Critical Effect, and a Critical Failure will result in unconsciousness.

If the Throw die roll on the 1D10 fails, the target still loses his next Available Action Phase.

Thrust

The Thrust attack uses the point of the weapon in the attack. Damage is reduced by 1 step in the damage dice. See section 1117.4 for the reduction steps. The attacker's BCS receives a +1 in addition to any other situation modifiers. The damage done is the percent chance of a Thrust special effect. A Thrust special effect will force the target back 1 yard and cause him to forfeit his next Available Action Phase. It also requires a Will Saving Throw to avoid a Stun Critical Effect.

Trip

A Trip attack is an attempt to bring the target to the ground. If the

attacker's BCS is successful, the target will suffer a number of Distractions equal to the attacker's Effect Number. Also, if the target fails a Speed Saving Throw, he will fall to the ground. Falling to the ground in this case requires a Health Saving Throw to avoid forfeiting the next Available Action Phase, with a Critical Failure resulting in a Stun Critical Effect.

1117.2 EFFECTIVE ARMOR CLASS

The target's effective Armor Class is the result of his actual Armor Class, his Defense, any benefits due to a Parry Option, and any magical modifications.

All but Defense are explained in the appropriate sections of this book. Defense is an addition to a character's Armor Class that is allowed to a character using a Bonus Skill in combat. This includes unarmed Bugei for those Professions which receive a bonus on them.

The addition to the character's Armor Class is equal to his current Level. Thus, a 3rd Level warrior fighting with a katana will have a Defense of 3, since Kenjutsu is a bonus skill for Bushi.

1117.3 SITUATION MODIFIERS

There are three principal categories of Situation Modifiers. They are:

Distractions

These are things which impinge on the senses of the attacker in such a way as to impair his ability to engage in combat. Distractions may be ignored or limited by successful application of willpower. A character may ignore a number of Distractions equal to his Effect Number on a Will Saving Throw. Such a Saving Throw need only be made once per Detailed Turn.

Distractions include each friendly character within range of the attacker's weapon, something impeding free use of a limb, other things described as placing the character in Engaged status, other things described as Distractions by the rules, and, of course, anything so declared by the Gamesmaster.

Restrictions

These are hindrances to combat due to the environment around the attacker. They may not be ignored.

Restrictions consist of solid objects such as trees, walls, ceilings, etc. which are within Range of his weapons. The value depends on the number of such hindrances within Range.

Circumstances

These are all the factors involved in the situation, other than those mentioned above, that would affect the combat. The accompanying table lists some. The Gamesmaster should feel free to codify others that he feels should be present. Those listed will act as a guide to the values.



CIRCUMSTANCE COMBAT MODIFIERS

Hand-to-Hand Combat

Attacker is:	
on Treacherous Ground	-1
in elevated position	+1
(on horseback, stairs, table, etc.)	
kneeling	-2
prone	-5
in target's side facing	+5
in target's rear facing	+10
disabled in limb	-2 each
unable to see	-(9-Level)
(blind, in total darkness, target invisible, etc.)	
partially blinded (an eye gone, smoke, etc.)	-(6-Level)
charging	+1
target is:	
surprised	+1
in elevated position	-1
kneeling	+2
prone	+5
passive	+5
in attacker's side facing	-5
in attacker's rear facing	-10
unable to see attacker	+(9-Level of target)
partially blinded	+(6-Level of target)
disabled in limb	+2 each
charging	+2
range:	
for each range step away from optimum step	-1

Missile Weapons

attacker is:	
not loosing through front facing	not allowed
disabled in leg	-1 each
disabled in arm	not allowed
unable to see	-(8-Level)
partially blinded	-(3-Level)
engaged and using a bow	- not allowed
engaged and using a hand-hurled weapon	-5
target is:	
passive	+2
engaged in combat	-2
moving	-2
running	-4
range:	
variable: see appropriate Bugei	

1117.4 DETERMINING DAMAGE DONE

Each weapon is rated for a damage die. This is the base amount of damage done when a successful attack is made with that weapon. In some circumstances the rules call for a "step" alterations in a weapon's damage die. An increase means a greater range of possible results and a higher average amount done. A decrease means a smaller range and a lower average. The steps are shown in the accompanying chart. When a weapon is specified as having a flat add to the damage die, this is not affected by a step alteration to the base damage die. For example, a Katana has a damage die of 1D6+2. If the weapon were to receive a step reduction, it would do 1D3+2 points of damage if an attack using it were successful.

Damage Die Step Reduction Chart

	reduction	increase
1 point	1D3 / 1D5 or 1D6 / 1D10 / 2D6 / 2D10	

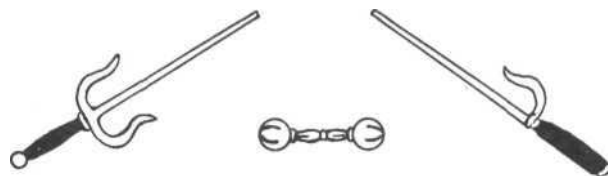
Once the base damage is determined, any additional points of damage due to the weapon's quality, any magical enhancement, or benefits from the character's Strength, are added. If the attack achieved a Critical Success and the effect indicated a multiple damage result, the multiplier is applied to the sum obtained as above.

1117.5 CRITICAL SUCCESS IN COMBAT

A Critical Success in combat represents a particularly damaging blow done to the target. The chance of a Critical Success is determined normally. See section 1051.3.

If the attack form uses an Effect Number to yield the results, add 2D6 to the Effect Number of the BCS roll which gave the attacker the Critical Success.

If the attack form uses normal damage, roll 1D10 and consult the table below.



Combat Critical Success Table

Die	Result
1-3	Double the normal damage done
4-5	Triple the normal damage done
6-8	Special Effect. Roll 1D20 on Special Effect Table below
9	Double damage plus Special Effect
10	Triple damage plus Special Effect

Combat Special Effect Table

Die	Result
1-2	Target Dazed. Target forfeits next Available Action Phase
3-4	Target knocked back 1 yard and Dazed
5-6	Target knocked down
7	Target knocked down and Dazed
8-9	Target Stunned. Target forfeits any Available Action Phases remaining in that Detailed Turn and all on the next Detailed Turn. The target is considered Passive during this time and loses any benefits for Defense
10-11	Target knocked back 1 yard and Stunned
12	Target knocked down and Stunned
13	Target Stunned and must make a Health Saving Throw to avoid being knocked unconscious
14-15	Target's arm or forelimb Disabled*. Roll 1D6: on 1 to 3 it is the right and on 4 to 6 it is the left. The limb will take 2D10 of Critical Damage. This damage is in addition to the damage taken in the attack. The limb is useless until the Critical Damage is healed (section 1095.1a). A Disabled arm reduces the character's Deftness by 50%
16-17	Target's leg or hindlimb is Disabled*. See above. A Disabled leg reduces the character's Speed by 50%
18	Target's eye is struck. Check as above for left or right. A second Special Effect to the same eye will render the character unconscious and a Health Saving Throw must be made to avoid death. A character whose eye has been hit will have his Deftness reduced by 50%. The eye is effectively Disabled. If after the Critical Damage has been healed, the character fails a Health Saving Throw, the blindness will be permanent. This means that the character will lose 25% of his Deftness on a permanent basis unless his sight can be magically restored. Loss of both eyes results in a 50% loss of Deftness. The character is allowed to retrain his Deftness Attribute after being partially or totally blinded
19	Target is rendered unconscious
20	Target is killed outright

* Option Rule: Critical damage done is the percent chance of the limb being severed, if an edged weapon is used, or broken, if a blunt weapon is used.

1117.6 CRITICAL FAILURES IN COMBAT

A serious mistake during combat can have disastrous consequences. If a character exercising a Bugei should have a Critical Failure, roll 1D20 and consult the appropriate table for the form of combat in use.

Critical Failure In Armed Combat

Die	Result
1-5	No special effect. A normal miss occurs
6-7	Attacker gives himself a Daze Special Effect
8-9	Attacker gives himself a Stun Special Effect
10-11	Attacker loses his balance. He suffers a Daze Special Effect and must make a Speed Saving Throw or fall down
12-13	Attacker falls down and suffers a Daze Special Effect
14-15	Attacker falls down and suffers a Stun Special Effect
16-17	Attacker treated as receiving a successful Disarm attack of the Remove weapon form
18-19	Attacker treated as receiving a successful Disarm attack of the Break weapon form
20	Attacker inadvertently hits himself. Attacker receives one-half the damage normally done to a target

Critical Failure in Unarmed Combat or with a Natural Attack Die

Roll	Result
1-5	No special effect. A normal miss occurs
6-7	Attacker gives himself a Daze Special Effect
8-9	Attacker gives himself a Stun Special Effect
10-11	Attacker loses his balance. He suffers a Daze Special Effect and must make a Speed Saving Throw to avoid falling down
12-13	Attacker falls down and suffers a Daze Special Effect
14-15	Attacker falls down and suffers a Stun Special Effect
16-17	Attacker damages the limb used in the attack. It is useless for 24 hours. A Health Saving Throw will reduce the time by the Effect Number in hours. If the Saving Throw fails, the limb has taken Critical Damage equal to the absolute value of the failed Effect Number
18-19	Attacker Disables the limb used in the attack
20	Attacker manages to injure himself. If using a Striking attack, he does one-half the damage normally done to a target. If using some other form of attack, he receives 1D6 points of Subdual damage

Critical Failure for Archery Attacks

Roll	Result
1-5	No special effect. A normal miss occurs
6-8	String frays. Bow functions at 1 less man-rating than normal. If multiple fray results reduce Man-Rating below 1, the bowstring breaks
9-11	String breaks. Bow is useless until restrung. To restring the bow the character must have a spare string. He will choose the Option for Loosing with the type of bow to be restrung and must make a Strength Saving Throw. Additional attempts to string the bow do not receive a bonus. Each attempt stands on its own.
12-14	Bow cracks. The effective man-rating of the bow is lowered by 1. If this reduces the man-rating to 0 the bow is broken
15-17	Bow breaks
18-20	Arrow breaks

Critical Failure with a Thrown Weapon

Roll	Result
1-5	No special effect. A normal miss occurs
6-10	Weapon breaks on impact
11-15	Weapon lost and unrecoverable
16-17	Weapon thrown wildly. All characters in area are possible targets. Gamesmaster determines one at random and uses the attacker's Raw BCS to determine if the weapon hits. Damage done is one-half the normal amount.
18-19	Attacker damages his throwing arm. This has the same result as damaging the limb used in an unarmed combat attack
20	Attacker Disables his throwing arm

1117.7 MOUNTED COMBAT

Being mounted will alter some of the ways a character may act and interact during Detailed Time Scale. For game purposes we will assume that as long as a character is in control of his horse the horse will function with the same Base Action Phase and Maximum Number of Actions as its rider. Should a rider lose control of his horse, the horse will function as its own values.

If the rider is targeted by an opponent using a missile weapon, the modifications to the opponent's BCS due to target movement are based on the movement of the horse. In order to move, the rider selects Options as usual. Normally the choice of a Basic Option precludes the using of any other Available Action Phases on that Detailed Turn. When mounted, the character may use these other Available Action Phases as if they were Secondary Action Phases for him. This applies even if his Zanshin is greater than 1. Thus, a rider with an MNA of 2 could put his mount into motion with a Movement Option and still execute an Attack Option on what would normally be his next Available Action Phase.

When utilizing a Bugei from horseback the character averages his BCS in that Bugei with his BCS in Bajutsu (horsemanship). This may not exceed his normal BCS in the weapon form, since being a good rider does not make you a better fighter.

If a rider wishes to choose a Charge or Run Option for his mount, he must choose a Movement Option in order to accelerate and to decelerate. When using a Run Option, a horse is only allowed to alter its facing by 30 degrees for each movement point spent. In all cases of movement using a Basic Option, a horse must expend one point in actually moving between each expenditure to change its facing.

Whenever a horse is moving using a Charge or Run Option, there is a chance that any characters in the horse's path will be ridden down. The character in the path of the horse must make a Speed Saving Throw or receive damage as if he had been hit by 4 hooves. In any case, the character will be thrown to the ground and must make a Health Saving Throw to avoid a Daze Critical Effect.

The game statistics for horses are given in Book 2.

1117.5 COMBAT ON THE WATER

This section covers combat on the water: that is, combat on shipboard. For modifications when combat occurs in the water see Swimming Capability in section 1044.5.

In Nippon, naval combat consists of boarding attacks made by the warriors on the engaged ships. Archery fire can begin when vessels come within range of each other and the boarding attacks can begin when the vessels have grappled themselves together.

If the vessel is in water that is less than calm, its deck is treated as Treacherous Ground. More severe weather such as a storm would have a greater negative effect on combat BCSs. A typhoon might cause the deck to be treated as extremely Treacherous Ground and yield a modifier of -5. This would also affect movement on such a surface, giving the same modifier to the Saving Throw to remain upright while moving faster than a character's Base Movement Allowance. Note that the Treacherous Ground of a vessel's pitching deck will affect missile fire.

1118.0 FALLS

Whenever a character falls in Detailed Time Scale, he may injure himself. For every 10 feet or fraction thereof of uncontrolled fall, the character will receive 1D6 of Subdual damage. The number of dice of Subdual damage is the chance in 20 that the character will also receive a Critical Effect as if an opponent had scored a Critical Success when attacking the character.

A character may control part or all of his fall. Any character may control a fall of up to his Base Deftness Saving Throw in feet. A character with Karumijutsu may roll a BCS and add the Effect Number to the controlled distance. Thus, a character with a Base Deftness Saving Throw of 7 finds himself falling for a drop of 25 feet. He fails his Karumijutsu BCS roll with an Effect Number of -3. This gives him a controlled distance of 7-3 or 4 feet. The uncontrolled fall is 21 feet. He will take 3D6 of Subdual damage and has a 3 in 20 chance of receiving a Critical Effect.

If the character is falling onto a yielding surface such as marshy ground, the Gamesmaster can reduce the damage die by 1 step.

1119.0 FIRE

The rules concerning fire deal primarily with its use as a weapon. A fire is given a Strength rating, which will determine how much it will burn. If fire is applied to a character wearing clothing or armor, 1D10 is rolled and the Strength of the fire is added to the result. This check is made once for each application of fire, on the Action Phase during which it occurs. If the modified result is less than or equal to the character's Armor Class due to clothing or armor, his apparel has not caught fire. Otherwise it has, and the fire will begin to burn up what he is wearing beginning on Action Phase 1 of the following Detailed Turn. Application of the flame will in any case do 1D3 of Lethal damage to the character.

On each Turn that the character's apparel is burning, the fire will reduce his Armor Class by 1D3. This damage is not repairable in the field by an armorer. When the character's Armor Class has been reduced to 0, the fire will go out. Also for each turn that the character's clothing or armor is burning, he will take 1D6 of Lethal damage from the flames.

A character whose clothing or armor has caught fire may attempt to extinguish it by falling to the ground and rolling about for a full Detailed Turn. A Deftness Saving Throw will extinguish the flames. Help from friends will increase the Saving Throw by 1 per helper, up to 3. Use of a cloak, sand, or a gallon or water will add 5 to the Deftness Saving Throw.

Use of fire against nonliving targets such as building and ships works somewhat differently. The fire's Strength is its chance in 10 of igniting a blaze. If the blaze fails to ignite, its Strength is reduced on the next Detailed Turn and another chance-to-ignite roll is made on Action Phase 1. This process continues until the blaze ignites or the Strength of the fire source is reduced to 0. This is checked for in each Detailed Turn in which the flame is applied to the target. Once the fire has ignited the target, it will begin to consume Structure Points at the rate of 1D3 per Strength Point of the fire per Detailed Turn.

The initial Strength of the fire and the number of Structure Points consumed are added together to give the Intensity of the fire. Attempts to put out the fire must reduce the Intensity to 0. Each

character spending his entire Detailed Turn fighting the blaze may roll a Dexterity Saving Throw and subtract the Effect Number from the Intensity of the fire. Aids such as water, earth, etc., will add to the character's Saving Throw Effect Number. The Gamesmaster must decide on the exact value due to the amount involved and the nature of the fire. The use of "sufficient" water or earth might add 5 against a normal fire. The Gamesmaster may also decree a limit to the number of characters that may effectively fight the fire, due to limitations on space or materials.

If multiple sources of fire are used to ignite a target, each has a separate chance of ignition. If multiple sources ignite the target, the Strength scores of all the fires are combined to determine the damage done and the Intensity.

The use of a quart of flammable liquid to enhance a flame will increase the chance of ignition by 1D6 and will increase the Intensity of the fire by 1D3 for 1D3 Detailed Turns.

Sources of Fire

Source	Strength
Torch	1
Fire arrow	1
Smashed lamp	2*
Contact with fire	Strength of other fire
Spells	Varies by Spell
Dragon fire	3**

* Also uses rules for flammable liquid enhancement

** Dragon flame only has one chance of ignition



1120.0 TASKS

Many activities in **BUSHIDO** are classified as Tasks: manufacturing Artworks, learning Spells, Research, making Ninja Gimmicks, to name only a few.

Using the Task System, the Gamesmaster can assign a value to any aspect of the campaign which the characters need to manipulate, whether creatively or destructively. Anything from bashing down a door to creating a masterpiece can be simulated under the Task System.

1121.0 Task Value

The Task Value is assigned by the Gamesmaster in setting up the Task. It is the number of Task Points which the characters must acquire to complete the Task.

The Task Value measures the difficulty of the Task, how much work must be done in order to complete it. Battering down an iron door will have a high Task Value, due to the amount of sheer, brute labor such a job requires. Painting an exquisite screen, using Painting (Sumi-e) also might have a high Task Value, because of the delicate craft required in the Task.

In simple, physical labor, the Task Value is based on the amount of sweat the character must invest. Most such Tasks will be based on the "Structure" points of the material being manipulated, as described in Book 2, section 2058.1, under Structures. Building a gate or battering it down have the same Task Value. The difference comes in considering the time involved.

In less tangible matters: the producing of Artworks, learning new things, mastering magics, the Gamesmaster, aided by the rules, will have to assign a more arbitrary Task Value, reflecting his view of the Task's difficulty in the context of the campaign.

1122.0 TASK TURN

A Task Turn is the length of time a character must work at a Task in order to try and gain more Task Points. That is, if the Task Turn is 1 minute, then for every minute of work spent on the Task, the character may roll on the BCS or Saving Throw involved, in order to gain more Task Points.

Taken together, Task Value and Task Turn determine the exact degree of complexity involved in performing the Task. A small Task, but one requiring great care, would have a long Task Turn but a low Task Value. Simple Tasks, requiring much work but little care, would reverse this. Producing some truly complex item or knowledge, as is the case with many Artworks, Ninja Gimmicks, and magical artifacts, will have significant scores in both areas.

The criterion for setting the Task Turn is based on the amount of work necessary in order to make a significant advance in completing the Task. Chopping down a door, no matter how strong the door may be, shows some progress with each swing of the axe. Thus, such Tasks have a Task Turn of 1 Detailed Turn. Manufacturing the components of a complicated machine or weapon, as Ninja must do, often requires days for each part. Hence, the Task Turn for most Ninja Gimmicks is 1 to 5 days.

Some Tasks, especially those which are performed "on the fly" during an adventure, have variable Task Turns. A character must spend a number of Turns determined by a die roll working on the Task in order to gain his next advance. The Practical Art of Lockpicking is an example of this.

If the Gamesmaster allows it, spending part of a Task Turn may allow some advance in the Task. The character would roll in order to determine his Task Points as if he had completed the full Turn. The amount gained is multiplied by a factor equal to (Time Spent on Task/Task Turn). For example, a character is working on a Task with a Task Turn of 10 minutes. For some reason, he is interrupted after 7 minutes. If the Gamesmaster permits it, he may roll for his Task Points normally, but will receive 7/10th's of the full amount, or 70% of the Task Points he would have gained for a full Task Turn of work.

1123.0 TASK POINTS

The way in which Task Points are accumulated is the central element of the Task System. The base amount is equal to the Effect Number of a die roll on the BCS or Saving Throw used in the Task. To this Effect Number may be added various modifiers to derive the final amount of Task Points gained in that Task Turn. This figure may be positive or negative, based on the initial Effect Number. A negative number of Task Points may reduce the character's progress to that point, or may simply mean that no progress was made in that Turn. This depends on the Task in question.

A Critical Success in making the roll allows a second die roll to be made immediately. If it also succeeds, then the two Effect Numbers are added together. If the second roll fails, it has no effect on the Task Points. Certain Skills and Tasks will receive specific benefits from Critical Successes.

Critical Failures will, at the least, reduce the Task Point total gained up to that point. The Effect Number of such failures should be added to the Task Points accumulated up to that point, without adding any of the modifiers applying to the Task. Certain Skills and Tasks will receive specific penalties for Critical Failures.

In almost all cases, modifiers to the Task's progress are made to the Effect Number rather than to the BCS. This is because some Skill is required in the area of the Task in order to perform it. All the enhancements in the world will not enable someone ignorant of music to play an instrument. But a fine flute in the hands of a trained flautist will produce better music than a poor one.

1124.0 ENHANCEMENTS TO TASK POINTS

The main sources of positive modifiers to the Effect Number are as follows:

Tools

The proper tools will be necessary for many Tasks. In some cases, tools can be improvised. In others, good tools do better work (giving a larger bonus to the Task Points). An average set of tools will add 1D6 to the Effect Number. A poor set of tools adds only 1D3. Improvised or very shoddy tools add nothing, merely allowing the job to proceed. Better than average tools will increase the normal die roll. Good tools add 2D3 to the Task Points. Very good tools add 1D10 and the tools of a master in the field, themselves works of high art, add 2D6. This may be modified by the Gamesmaster to fit the particular situation: the source of the tools, their relevance to the Task being done, etc.

Related Skills

When another Skill has a bearing on the Task, but is not essential to it, in which case it would be averaged with the main Skill used, its BCS is the basis for a bonus to the Task Points. Add the base BCS/4 to the Effect Number of the main Skill's BCS die roll.

In Tasks where a team approach is possible, having a co-worker who has a related Skill allows the main worker to benefit from his knowledge. But the bonus is based on the assistant's raw BCS, not the base BCS. In any case, only one character's BCS may apply to a given Task. If two characters working on the Task possess a relevant Skill, only one of them may apply it.

Reference Works

A library on a given subject will enhance Tasks in that subject's area. This is restricted to Tasks in the Fine Arts, magical or mystical research, etc. A library may hold up to 99 "points" of knowledge and is used like a related Skill. That is, the library's "score" divided by 20 determines the bonus to the Task Points. Libraries consist of classic

texts on the subject at hand, which can be valuable treasure. A given book or scroll has 1D10 "points" on its subject. A scroll bought on the open market costs 1D6 gold pieces in an A class city. Complete libraries on a given subject are thus quite expensive.

Supernatural Aid

Tasks assisted by spirits, Kami, etc., who have an interest in the matter, will receive a bonus equal to the Spirit Rank of the being who is assisting. Tasks cursed by such beings receive a penalty of the same amount.

Assistants

If the Gamesmaster approves, the character performing the Task may use assistants. The first such individual adds half his Effect Number to the main worker's Effect Number. Other assistants add a quarter of their Effect Numbers to the total. Negative Effect Numbers are added, if the assistant's die rolls fail, since the errors of helpers will serve to set back the work. Critical die rolls by assistants have no special effect for good or ill.

Appendix I: SPELLS

A. SPELL REFERENCE TABLES

(by School and in order of Knowledge Required)

HI-DO (The School of Fire)

— Bind Fire
— Fire Shield
10 Fireflash
17 The Smokes of Nai
20 Fire Eyes[†]
25 Darts of Fire
30 Burning Touch
33 Wings of Heaven[†]
36 Arrows of Fire
40 Road of Fire[†]
50 Fire Blast
52 Fire Blessing[†]
52 Fire Curse
55 Flame Sphere
58 Cloak of Smoke
60 Castle of Fire
66 Storm of Fire
70 Burning Steel
72 Flaming Steel
77 Flaming Doom
80 Smokes of Sleep
85 Walk The Way
of Fire

MIZU-DO (The School of Water)

— Bind Water
— Water Shield
10 Mud
18 Bursting Bonds
24 Mirror of Deception
25 Darts of Water
30 Concealing Cloak[†]
32 Binding of Limbs
36 Arrows of Water
37 Mists of Illusion
40 Road of Water[†]
43 Mask of Deception
47 Dark Circle
50 Dissolving Defense
52 Bless with Water[†]
52 Curse with Water
55 Watery Sphere
57 Swift Stream[†]
58 Quagmire
60 Castle of Water
63 Muscles of Water
66 Watery Storm
67 Many Waves[†]
77 Watery Doom
80 Shadow Cloak[†]
85 Walk the Way
of Water

HAYASHI-DO (The School of Wood)

— Binding Spell
— Shield Spell
10 Shadow Eyes[†]
25 Darts of Wood
28 Fetters of Truth
32 Eyes of True Sight[†]
36 Arrows of Wood
40 Road of Wood[†]
42 Arrow Eyes
44 Tongue of Beasts[†]
50 Calling Beasts
52 Wood Blessing[†]
52 Wood Curse
55 Wooden Sphere
60 Castle of Wood
66 Wooden Storm
72 Spell of Sizes[†]
77 Wooden Doom
78 School of the Mind[†]
80 Arrow Force
81 Master of the Green
85 Walk the Way
of Wood
90 Growth of the Lost

KANE-DO (The School of Metal)

— Binding Spell
— Shield Spell
10 Omnipresent Sword
16 Bar Beasts
21 Armor of Heaven[†]
26 Darts of Metal
33 Bar Men
35 Confusing Gaze
36 Arrows of Metal
39 Conquering Gaze
40 Road of Metal[†]
50 Bar Spirits
52 Metal Blessing[†]
52 Metal Curse
55 Iron Sphere
60 Castle of Metal
62 Turn Steel[†]
66 Metal Storm
70 Bar Missiles
75 Biting Steel
77 Iron Doom
(The Stone Death)
85 Walk the Way
of Metal
80 Mutability of Form[†]
90 Shatter Steel

TSUCHI-DO (The School of Soil)

— Binding Spell
— Shield Spell
10 Traitor Ground
20 Pure Flesh
20 Pure Blood
22 Pure Thought
22 Pure Body
25 Darts of Soil
33 Fronting the Storm
36 Arrows of Soil
40 Road of Soil[†]
42 Shield of Sorcery
52 Soil Blessing[†]
52 Soil Curse
55 Soil Sphere
57 Spear Against Spirits
60 Castle of Soil
66 Soil Storm
70 Spear of the Heavens
75 Armor Invincible[†]
77 Soil Doom
80 Taming the Storm
85 Walk the Way
of Soil
90 The Angry Earth
95 The End of Sorcery
98 Phantom Form[†]

[†] "Augmentation Spell"

B. SPELL DESCRIPTIONS

In the descriptions that follow, several standard abbreviations will be used. These are:

Kn - This stands for "Knowledge Required."

LoS - This stands for "Level of Spell."

LoC - This stands for "Level of Caster."

DT - This stands for "Detailed Turn."

B.1. COMMON SPELLS

The Spells described here are not "common" in the sense of being easily found or mastered, but rather, they are common to all of the Schools. While their Range, Cost, and Duration are the same in each School, the effects of the Spell will vary according to the School concerned.

Binding: Knowledge, Range, Cost, and Duration all Special.

This Spell is used solely in the making of magical Artifacts, as set forth in Book 2. The Binding Spell has no set Knowledge Required value. It exists at various levels, from Bind Element-10 to Bind Element-99, incremented by 10's. Higher values may exist if the Gamesmaster uses the "ultra-powerful Spell" option. The value of the Binding Spell known to the Shugenja governs the power he may put into his Artifacts.

A Shugenja who knows a given version of the Binding Spell also knows all versions with a lower value. Thus, one who knows Bind Fire-20 need not study Bind Fire-10 should he procure a Scroll for that Spell. Moreover, in learning a higher valued version of the Binding Spell, the Task Value is the difference between the new version and the already-known one. Learning Bind Water-30 is a 10 point Task for one who already knows Bind Water-20.

The Range of the Spell is not applicable as a specific distance, but rather requires that the Shugenja be engaged in handling and preparing the item which he plans to make into an Artifact. The use of the Binding Spell is constant during the period of the Task by which the Artifact is prepared. The Shugenja spends essentially all of his Power in its use, with other magical work restricted to the Spells used to enchant the item. Shugenja attacked during the procedure of making an Artifact are thus very vulnerable, since their energy is tied up in the enchantment process and is not available for offense or defense.

Shield Spell

Kn: Varies. Range: Medium. Cost: Varies. Duration: Special.

The Shugenja creates a magical zone, extending to all points and persons within the Spell's Range. Spells of the same School as the

Shield Spell cast into the zone, or from inside it, suffer a penalty to the Caster's Magic BCS.

As with the Binding Spell, the Knowledge Required for the Shield Spell exists at many levels, from 10 to 99 in increments of 10. All the remarks regarding the Knowledge Required for the Binding Spell apply to the Shield Spell equally.

The Cost of casting this Spell is the Knowledge Required/10. This number is also the reduction to the Magic BCS of affected Spells. The Shugenja casting the Spell may maintain it as long as he can keep his concentration upon the Spell intact. He may not move, speak, or fight while doing so. The only other Spells he may use are the Shield Spells of other Schools. A Shugenja may "stack" up one Shield Spell per Level he has attained in this manner. If attacked physically, the Shugenja must save versus this distraction as if casting the Spell anew, although no more Power is expended. If maintaining the Spell for a long period of time, the Shugenja will begin to suffer fatigue. If the Shield is maintained for a period of Detailed Action Turns greater than the Shugenja's Will Attribute, he will suffer 1D3 Subdual damage per Detailed Turn thereafter.

The Shugenja may drop the Shield at any time, on a Base Action Phase. If he is slain or knocked out, the Shield drops at once.

Darts

Kn: 25. Range: Long. Cost: 3 per Dart. Duration: —

The Shugenja projects a bolt of occult energy at a victim. Successfully rolling the Adjusted Magic BCS indicates a hit. The target's Armor Class and Spell Defense reduce this BCS. A Shugenja may cast up to 1 Dart per Level he has attained, directing them at the same or different targets. In any case, separate BCS rolls are required for each Dart hurled. This may alter the overall Cost of the Spell, since 3 points of Power are expended for each hit, but only 1 point is spent for a miss. The Shugenja must announce the number of Darts he will conjure up before casting the Spell and must resolve the die rolls for that number of Darts no matter what may occur. The BCS to hit the victim is rolled for separately for each Dart.

Darts will affect only living targets. Darts that reach the limits of their range without scoring a hit will burst into nothingness with a dramatic flare.

Characters with magic weapons may parry Darts using Yadomejutsu.

Arrows

Kn: 36. Range: Very Long. Cost: 4 per arrow. Duration: —

Arrows are more powerful versions of the Dart Spell, having increased Range and greater effect. Successfully casting the Arrow at a target indicates a hit. Up to 1 Arrow per Level of Caster may be conjured at a time, under the same rules as those which govern Darts in that regard.

The only factor modifying the Magic BCS of the Caster is the target's Spell Defense.

In most Schools, Arrows will affect non-living Targets as well as living ones.

Characters with magic weapons may parry Arrows using Yadomejutsu.

Road

Kn: 40. Range: Touch. Cost: 1xLoS. Duration: 1 hour x LoC.

The Road Spell protects the subject from harm by the Element governing its School. This augments Saving Throws, Armor Class (in some cases), and other defenses against natural hazards based on that Element, and also grants a bonus to the Spell Defense against magic of that School equal to the Level of the Caster.

One casting of the Spell will confer this protection upon one character per Level of Spell.

The Road of a School is an "Augmentation Spell."

Blessing

Kn: 52. Range: Touch. Cost: 7 x LoS. Duration: 1 hour x LoC.

The Blessing of a School augments Saving Throws in the Attribute governed by that School, as defined in the Spell Description, by the Level of the Caster. Up to one character per Level of Spell may be blessed at a time.

All Blessings are "Augmentation Spells."

Curse

Kn: 52. Range: Medium. Cost: 6 x LoS. Duration: 1 hour x LoC.

The Curse of a School reduces the victim's Saving Throw in the Attribute governed by that School as defined in the Spell Description. The penalty is equal to the Level of the Spell. One victim at a time may be Cursed in this manner. Multiple Curses against a given victim are permitted. The victim receiving a Saving Throw against the Spell in the Attribute affected to negate its effects. Countermagic can remove the Curse.

Sphere

Kn: 55. Range: Long. Cost: 5 x LoS. Duration: —

The Sphere is a magical missile hurled at a given target. It hits the target if the adjusted Magic BCS is rolled successfully. In most Schools, the Sphere will affect living or non-living targets. Targets also receive a Speed ST to dodge the Sphere should the Caster's BCS be successful.

Castles

Kn: 60. Range: Long. Cost: 5 x LoS. Duration: Variable.

The Shugenja conjures a barrier composed of magical energy. Each such Barrier has different qualities based on the School governing it. The maximum perimeter of the Castle is 10 feet times the Caster's Level and its height is the same. The Gamesmaster may alternatively allow the Shugenja to form his Castle in any shape with a maximum surface area of 100 square feet times his Level. In any case, the shape of the Castle is subject to Gamesmaster approval. Specific rules governing Castles include:

- * They may not materialize in such a way as to intersect a character's current position, ie. one may not cast it so as to bisect a target. Likewise it cannot extend through barriers that already exist.

- * Parallel sections of the Castle must have at least 1 yard of space between them. One may not cast the Spell so that a multi-layered barrier is created.

- * Characters in motion whose movement will carry them across the barrier of a Castle created in the Detailed Turn of their movement are permitted a Speed ST to cross the "deadline" before the Castle comes into being. They must so roll for each section of Castle their course would cross. Alternatively, they may roll a Speed ST to stop short at the barrier. Failure to make the Saving Throw will cause them to move into the Castle wall, with results based on the particular form of the Spell.

Storm

Kn: 66. Range: Very Long. Cost: 10 x LoS. Duration: —

Storms are Area Spells. That is, their effects extend for a given radius from the point at which they are cast by the Shugenja. This is equal to a radius in yards equal to the Level of the Spell in this case. Victims within this range receive a Speed ST to escape the affected area, moving directly out from the center of the Spell's effect if possible. If their progress in this direction is blocked, then no such escape is possible. All other effects of the Spell, and the defenses of the victims, vary according to the School of the Storm Spell. The personal Spell Defenses of the victims do not affect the Magic BCS of the Caster, although they will enhance the target's chances of escaping the Spell's effects. Area defenses, such as the Shield Spell, will reduce the Storm's chance of success if it is being cast into the protected area.

Doom

Kn: 77. Range: Long. Cost: 10 x LoS. Duration: —

Dooms are frightful Spells of destruction striking a single target. If the Spell is successful, the victim generally suffers awful results, unless he can make the necessary Saving Throws. Even then, he will only reduce the Spell's effect, not negate it.

Walking the Way

Kn: 85. Range: Self. Cost & Duration: Variable

The Shugenja's "hara," his spirit if you will, leaves his body to travel freely in "Kakuri-yo," the Astral plane.

The Shugenja enters a mystic trance, a procedure requiring two steps. The first step consists of his casting the Walking the Way Spell(s) he will use to travel within Kakuri-yo. He may cast up to one such Spell per Level he has achieved. Any of the Walking the Way Spells will allow him access to the Astral, but his options when on the Plane are limited by the Schools he is using. The Cost of each such Spell used is 7 minus his Level. Each attempt to cast such a Spell requires 1D3 minutes of concentration.

Having cast the Spells he will use, the Shugenja now forces his spirit out of the body. Each attempt requires 1D3 minutes of meditation, and uses an averaged BCS based on the Magic Capability and Meditation Skill (Za-zen). Shugenja lacking Za-zen Skill may still perform this procedure, but do so with a Raw BCS equal to half their Magic Capability. They still add their full Level to determine the base BCS. This step in the procedure requires no extra expenditure of Power.

Having successfully left the body, the Shugenja is now free to move and act within the Astral realm.

The Shugenja may overlook the physical world from Kakuri-yo. He may travel to any location with which he is familiar at the speed of thought. He expends 1 point of Power for every 10 Ri or less travelled in this manner. Once in a given location, he may move as if physically

present, although he may pass freely through walls and doors unless these are magically reinforced. He may pass through the barriers created by the Castle Spell only if he has used the same School as the Castle to enter the Astral realm.

Shugenja Astrally present in a place may use their basic Powers freely and may cast Spells in any School for which they have used the Walk the Way Spell when preparing for their Astral journey.

Shugenja upon the Astral plane are visible to the following characters:

- Shugenja using the Astral Senses Spell.
- Gakusho using the Perceive Truth Spell.
- All Supernatural or Legendary Beings having an effective Spirit Rank greater than 0.
- Other characters on the Astral plane in that location.

Their presence is also revealed by all Spells or other magics that detect Spirits or Astral beings.

At the Gamesmaster's option, the Shugenja may journey to various Spirit Realms within Kakuri-yo. These include Yomi (the Shinto Hell), Land of Ghosts and harmful Kami, ruled by Susano-wo; Ame (Heaven), realm of the good Kami, ruled by Amaterasu; Umi (the kingdom of the Sea), land of the drowned souls, where rulership is eternally in contention between the Dragon King and the Kami of the Sea, Wata-tsumi-no-Kami. The Gamesmaster may wish to design adventures set within these mystic lands, where many curious things may befall. In this case, the Shugenja should be able to use Walk the Ways to bring others into the Astral realm. Gakusho would be allowed to enter Kakuri-yo by way of their Trance Spell.

Shugenja upon the Astral are invulnerable to all material dangers. They may be attacked by Spells cast by Shugenja or Gakusho who know they are present due to magical senses. They may be engaged in the Occult Duel by magic U3ers. In this case, the Astrally present Shugenja may only use Schools for which he has used Walk the Ways to fight in the Duel. Shugenja have a "Spirit Rank" on the Astral equal to their Level. They may be attacked in Spirit Combat by Spirits using this figure to resolve the combat as described in Book 2. They are also subject to exorcism based upon their effective Rank. If exorcised, they are forced back into the body. The only way for a Shugenja to restore his current Rank to its full value is to return to the body and project anew onto the Astral. Spellcasting with a lowered Rank uses that figure as the effective Level of the Caster.

Returning to the body imposes 2D10 of Subdual damage upon the Shugenja if performed voluntarily, the magician having first returned to the place where his body lies entranced. If forced back into the body by the means mentioned above, the Shugenja suffers 100% of his current Hit Points in Subdual damage. This also occurs if the Shugenja expends all of his Power while upon the Astral. Violently handling the Shugenja's physical body has a similar effect.

If the Shugenja's Astral body is slain, the Shugenja may be resurrected. If he is not returned to life, then he reincarnates normally, with full Karma. If the physical body is slain while the Shugenja is upon the Astral, the Shugenja's spirit is lost. Resurrection is at half its normal BCS. If the Shugenja dies permanently, then all Karma for the character is lost.

B.1.a Augmentation Spells

A number of Spells are defined as "Augmentation Spells." These are Spells which enhance a character's Skills, Attributes, etc., for a significant length of time. A character may only be under one such Spell at a given time. If another is cast upon him, he loses the benefits of the previous Augmentation Spell and the new Spell likewise has no effect upon him. The two Spells cancel each other out. Augmentation Spells may not be cast on an unwilling target.

B.2.0 THE SPELLS OF THE 5 SCHOOLS

B.2.1 HI-DO: The School of Fire

Arrows of Fire

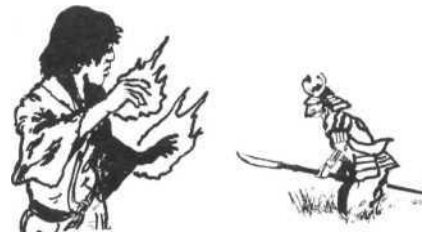
Kn: 36. Range: Very Long. Cost: 4 per Arrow. Duration: —

See the Common Spell "Arrow" for details on operation. Arrows of Fire are similar to Darts as far as damage done, but they also act as fire arrows, with a Strength of 1, capable of igniting living or non-living targets. Victims receive a Will ST to resist the damage done by the Arrow, but this does not affect the fire attack, either its damage or the chance of ignition.

Burning Steel

Kn: 70. Range: Touch. Cost: 3 x LoS. Duration: 1D10 DT per LoC.

The Shugenja temporarily enchants a weapon, enhancing its BCS to hit. The bonus is equal to the Level of the Spell. It is activated at the will of the weapon's wielder and the effect then lasts for the specified Duration. When the Duration ends, the weapon may shatter. Check this as if a successful Break Weapon Disarm result had been



achieved against the weapon. Weapons under this Spell count as magic weapons while the Spell is active.

Burning Touch

Kn: 30. Range: Self. Cost: 5. Duration: 1D6 DT per LoC.

The Shugenja imbues his hands with fiery power. His touch acts as an attack with Strength 1 fire. He must use an unarmed combat technique to touch an opponent in combat.

Castle of Fire

Kn: 60. Range: Long. Cost: 12. Duration: 10 minutes x LoC.

See the Common Spell "Castle." The barrier for the Castle of Fire is of magic flame, Strength equal to the Caster's Level. Characters crossing the barrier are subject to attack by this flame. They are permitted a Will ST to negate the effects of the fire.

Cloak of Smoke

Kn: 58. Range: Self. Cost: 6. Duration: 1 Detailed Turn per LoC.

The Shugenja conjures a cloud of smoke about himself with a radius in yards equal to his Level. This moves as he does, remaining centered on his person. The Shugenja is unaffected by the smoke. For others, it acts as does the Smoke of Nai Spell. The Shugenja's location within the cloud is a Hidden Thing. The cloud fills its full volume at the moment the Spell is cast. It vanishes at the end of the Duration just as rapidly.

Darts of Fire

See the Common Spell "Dart" for details on operation. A Dart of Fire does Lethal damage equal to 1D6 + LoC when it hits. Victims are permitted a Will ST to resist the Spell's effects if struck.

Fire Blast

Kn: 50. Range: Very Long. Cost: 5 x LoS. Duration: —

The Shugenja projects an occult bomb to a target point. An explosion occurs at that point. It does 1D10 per LoS in Subdual damage at "ground zero," losing one Level of the Spell per yard from this point. The explosion also makes a Bash Attack on those affected. Targets are permitted a Will ST to negate the damage done by the Spell, but they are still subject to the Bash attack as if they had suffered damage.

Fire Blessing

Kn: 52. Range: Touch. Cost: 6 x LoS. Duration: 1 hour x LoC.

This form of the Common Spell "Blessing" enhances the subject's Will ST by the Level of the Caster.

Fire Curse

Kn: 52. Range: Medium. Cost: 6 x LoS. Duration: 1 hour x LoC.

This version of the Common Spell "Curse" reduces the Will ST of the victim by the Level of the Spell. Victims are permitted a Will ST to resist its effects.

Fire Eyes

Kn: 20. Range: Self. Cost: 2. Duration: 1 hour x LoC.

The Shugenja imbues his eyes with mystic light. He always has Good Light (day light level) available, to a distance of 30' or so, no matter what the actual conditions are. This does not reduce the effects of thick smoke, fog, blinding Spells or attacks, etc. It only permits the Shugenja to see in the dark.

Fireflash

Kn: 10. Range: Short. Cost: 1. Duration: —

The Shugenja conjures up a blinding flash of light, affecting all characters facing directly at his Frontal zone. The cone of light is approximately 30 degrees wide, with an altitude equal to the Spell's Range. Vulnerable characters must make a Dexterity ST to cover their eyes or avert their faces or they will be Blind for a period of Detailed Turns equal to 2D6 minus their Level.

Flame Sphere

Kn: 55. Range: Long. Cost: 5 x LoS. Duration: —

See the Common Spell "Sphere" for details. The Flame Sphere is a ball of fire hurled at the victim by the Shugenja. It makes a fire attack with a Strength equal to the Level of Spell/2.

Storm of Fire

Kn: 66. Range: Very Long. Cost: 10 x LoS. Duration: —

See the Common Spell "Storm" for details. The affected area is struck by fire with Strength 1. All characters in range are affected equally. A Will ST negates the attack.

Flaming Doom

Kn: 77. Range: Long. Cost: 10 x LoS. Duration: —

The Shugenja calls down fire upon his victim. The victim is permitted a Will ST to resist this Spell if it hits him. If this succeeds, he is subject to a fire attack with a Strength equal to the Level of Spell/2. If the Saving Throw fails, the fire attack is at Strength equal to the Level of the Spell and will always ignite the victim's clothing or armor.

Flaming Steel

Kn: 72. Range: Touch. Cost: 4xLoS. Duration: 1D10 DT per LoC.

The operation of the Spell is similar to that of Burning Steel. But the weapon burns with occult fire. Besides its normal damage on a hit, the weapon makes a fire attack with a Strength equal to the Level of Spell/2. Wooden weapons are destroyed by this Spell. Metal weapons check for destruction as if they had suffered a successful Break Weapon Disarm attack.

Road of Fire

Kn: 40. Range: Touch. Cost: 1 x LoS. Duration: 1 hour x LoC.

See the Common Spell "Road." This Spell reduces the Strength of fires to which the subjects of the Spell are exposed by the LoC. It increases the Spell Defense of its subjects against Spells of Fire by the same amount.

Smokes of Sleep

Kn: 80. Range: Long. Cost: 15 x LoS. Duration: 1D6+LoS in DT.

A cloud of smoke similar to that in the Smokes of Nai is created. But the Smoke is also a Level 1 Fast Narcotic Poison. Characters in the cloud check for exposure to the Poison on Action Phase 1 of every Detailed Turn they spend in the cloud.

The Smokes of Nai

Kn: 17. Range: Medium. Cost: 2 x LoS. Duration: 1D6+LoS in DT.

The Shugenja creates a thick choking cloud of smoke. This cloud will billow out from the source, expanding at a rate of 1D3 yards per Detailed Turn. This occurs on Action Phase 1 of each Turn of the Spell's Duration.

The smoke cloud continues to grow until the Duration ends or the Shugenja wills it. After the first Detailed Turn, the magician will be a Hidden Thing within the cloud.

Characters within the cloud are Partially Blind and move as if on Treacherous Ground. These effects continue to afflict characters for 1 Detailed Turn after leaving the cloud.

Starting with the Detailed Turn after the Spell's Duration ends the cloud begins to shrink, at the same rate at which it grew: 1D3 yards per Detailed Turn, doing so on Action Phase 1. Only countermagic can halt the cloud's growth before the Duration runs out.

Wings of Heaven

Kn: 33. Range: Self. Cost: 10. Duration: 1 hour x LoC.

The Shugenja can fly. His BMA in flight is multiplied by his Level, on whatever Scale the game is using at the time. The Spell lasts until the Duration ends or the Shugenja touches the ground. If slain or knocked out the Shugenja will fall. This is an "Augmentation Spell."

B.3. MIZO-DO: The School of Water

Arrows of Water

Kn: 36. Range: Very Long. Cost: 4 per Arrow. Duration: —

This is the Water form of the Common Spell "Arrows." Arrows of Water do Subdual damage in the same way Darts of Water do. In addition, they do a Bash attack to their victims. Targets of a successful casting of this Spell may make a Saving Throw based on the average Saving Throws in Deftness and Speed. This will cancel the damage of the Arrow but they still suffer the effects of the Bash as if they had taken the damage.

Binding of Limbs

Kn: 32. Range: Medium. Cost: 2 x LoS. Duration: Special.

The Spell entangles the target in tendrils of magic energy, like the results of a successful Entangle attack. The Effect Number of the Entangle is equal to 1D6 per Level of Spell. Saving Throws to escape the Entangle use the average Saving Throw in Deftness and Speed

Bursting Bonds

Kn: 18. Range: Short. Cost: 3. Duration: —

The Spell causes ropes to untie, locks to open, barred doors to

become unbarred. It has no effect on integral structures such as walls, welded metal, etc.

Castle of Water

Kn: 60. Range: Long. Cost: 12. Duration: 10 minutes x LoC.

This Castle forms its barrier from a foaming, magical waterfall. To cross the barrier, characters must roll an average Deftness and Speed ST. If this fails, they will be seized by the Castle's current, suffering 1D6 Subdual damage per Level of Caster, and hurled back onto the side of the barrier they were on before.

Concealing Cloak

Kn: 30. Range: Touch. Cost: 2 x LoS. Duration: Special.

The Shugenja makes himself or another character or item into a Hidden Thing. The Wit ST to detect the Hidden Thing is at a penalty equal to the Level of Spell when the subject is motionless. Otherwise, base values apply. The Spell lasts until the subject wishes it to cease or until the subject is detected. This is an "Augmentation Spell."

The Dark Circle

Kn: 47. Range: Very Long. Cost: 3 x LoS.

Duration: 1D6 DT per LoC.

The Shugenja creates an area of utter darkness. Normal light has no effect within the enchanted area. Spells such as Fire Eyes or Eyes of Clear Sight will allow normal vision. Magical light sources have their range of illumination reduced by 50%. The size of the Dark Circle is 5 yards per Level of Spell from the target point designated by the Caster.

Darts of Water

Kn: 25. Range: Long. Cost: 3 per Dart. Duration: —

See the Common Spell "Darts" for details. Darts of Water do Subdual damage equal to 1D6+LoC. Victims receive a Saving Throw based on the average of the Deftness and Speed STs.

Dissolving Defense

Kn: 50. Range: Medium. Cost: 3 x LoS. Duration: 1D6DT per LoC.

The Shugenja reduces the Armor Class of a victim by the Level of the Spell. If this creates a negative Armor Class, then attacks against the victim receive bonuses to the BCS. The victim of this Spell is permitted a Saving Throw based on the average of the Deftness and Speed STs to negate its effects.

Many Waves

Kn: 67. Range: Touch. Cost: 6 x LoS. Duration: 1 hour x LoD.

The Spell increases the Maximum Number of Actions of 1 character by the Level of the Spell. This is an "Augmentation Spell."

Mask of Deception

The Shugenja may cause the subject of the Spell, either himself or another, to assume the appearance of some other person. The disguise is nearly perfect. Its nature is detected as is that of the Mists of Illusion. The Spell's Duration depends on the conditions under which it was cast. If cast in the light of day, the illusion lasts until the subject is not in the light of the sun anymore. If cast when away from the light of the sun, then the illusion ends at the touch of those rays.

Mirror of Deception

Kn: 24. Range: Self. Cost: 5. Duration: 10 DT x LoC.

The Shugenja causes 2D3 duplicate images of himself to appear, randomly appearing within a 5 yard radius. All of these images will perform logical actions in the situation according to the Shugenja's character: flee, seem to cast Spells, ready weapons, etc. Discerning which is the real sorcerer is a Hidden Thing, with a penalty equal to the number of apparent Shugenja in sight (including the real one). Opponents may simply pick a target, hoping they are right. Images disappear when struck or touched. Images cannot strike a real blow or cast a real Spell.

Mists of Illusion

Kn: 37. Range: Medium. Cost: 2 x LoS. Duration: 10 minutes.

The Shugenja may cause an illusion of any sort he desires to appear at any point within Range. The illusion will deceive 1 physical sense per Level of Spell. Illusions vanish when touched or struck or when the Duration runs out. Their true nature is a Hidden Thing, with a penalty to the Wit ST equal to the Level of the Spell. Shugenja using their Astral Senses Spell or Gakusho using Perceive Truth will determine their nature at once. Illusions cannot do harm to characters.

Mud

Kn: 10. Range: Long. Cost: 2. Duration: 10 minutes x LoC.

The Shugenja creates an area of thick, gluey mud. This constitutes Treacherous Ground. Moreover, characters falling in the stuff must

make a Strength ST to pull free of its tenacious hold before they may stand up.

Unconscious characters falling face down in the mud can drown.

Muscles of Water

Kn: 63. Range: Medium. Cost: 5 x LoS.

Duration: 1D6 x 10 minutes.

The Shugenja curses a victim with weakness. The victim's Current Strength is reduced by 1D10 per Level of Spell. If this reduces Strength to 0 or less, the character loses consciousness. He is permitted a Strength ST to resist the Spell.

Quench

Kn: 14. Range: Short. Cost: 1. Duration: —

The Spell reduces the Intensity of fires (or their Strength) by the Caster's Level. Only normal fire is affected.

Quagmire

Kn: 58. Range: Very Long. Cost: 10 x LoS.

Duration: 10 minutes x LoC.

The Shugenja transforms an area of open ground into a treacherous pool of quicksand. This has a radius of 2 yards per Level of Spell from the target point selected by the Shugenja. Characters within the affected area receive an averaged Speed and Deftness ST to escape onto solid ground. Otherwise, they begin to sink. They must swim to safety as if in dangerous water, but all movement distances in the Quagmire are halved. If they sink, they begin to drown at once and suffer a -1 to their BCS to regain the surface for every Detailed Turn they are below the surface. Characters under the surface when the Duration ends, or if the Spell is ended by Countermagic, are instantly crushed to death. Structures may be undermined by the Quagmire if their foundations are turned into quicksand. They will lose 1D3 Structure Points per square yard of foundation undermined.

Road of Water

Kn: 40. Range: Touch. Cost: 1 x LoS. Duration: 1 hour x LoC.

The subject of this Spell, the Water version of the Common Spell "Road," is unaffected by immersion in water. His Swimming Capability or Suiei-jutsu BCS values are increased by the Level of the Spell. His Spell Defense against Spells of Water is also increased by the LoS.

Shadow Cloak

Kn: 80. Range: Tough. Cost: 6. Duration: Special.

The Shugenja may render himself or another invisible. Invisible characters are detected by hearing or touch, if these senses apply to the situation, or by the use of the Astral Senses or Perceive Truth Spells. They are immediately visible to any Spirit. The Spell ends at sunrise, sunset, when the subject wishes it to end, or if the subject strikes a blow at a target or uses magic. Shugenja have a chance on 1D 10 equal to their Level of remaining invisible when they cast a Spell. This is an "Augmentation Spell."

Swift Stream

Kn: 57. Range: Touch. Cost: 4 x LoS. Duration: 20 minutes x LoC.

The Shugenja increases the Base Action Phase of the subject by the Level of the Caster. Up to 1 character per Level of Spell may be so enhanced by the Spell. This is an "Augmentation Spell."

Water Blessing

Kn: 52. Range: Touch. Cost: 6 x LoS. Duration: 20 minutes x LoC.

See the Common Spell "Blessing" for details. The Shugenja increases the Saving Throw in either Deftness or Speed by his Level. Note that the Spells for these two Blessings are different. The Scroll for one will not serve for the other. They must be procured and learned separately.

Water Curse

Kn: 52. Range: Medium. Cost: 6 x LoS. Duration: 1 hour x LoC.

This is the Water version of the Common Spell "Curse." Like the Water Blessing, either Deftness or Speed may be affected, depending on the form of the Spell learned. The Saving Throw of the victim is reduced by the Level of Spell. Victims are allowed a Saving Throw on the affected Attribute to resist the Spell's effects.

Watery Doom

Kn: 77. Range: Long. Cost: 10 x LoS. Duration: —

The Shugenja smashes the victim with the force of a tidal wave. The victim is permitted an average Speed and Deftness ST to negate the Spell. If this fails, he suffers an immediate 1D10 Subdual damage per Level of Spell. He must make a Strength ST or be knocked down. He must make a Health ST or suffer the effects of drowning for a number of Detailed Turns equal to 1D3 per Level of Spell.

Watery Sphere

Kn: 55. Range: Long. Cost: 5 x LoS. Duration: —

This version of the "Sphere" Spell hurls a mass of water which envelops the victim. It delivers a Bash attack as if doing 2D10 of damage per Level of Spell, although no actual damage is suffered. The victim is allowed an averaged Speed and Deftness ST to avoid the Sphere.

Watery Storm

Kn: 66. Range: Very Long. Cost: 20 x LoS. Duration: —

This Spell causes all characters in the affected area to suffer the effects of submersion in water until they can roll an average Deftness and Speed ST. They undergo drowning effects until they either succumb or escape. The Spell remains in effect until all victims are safe or dead. The affected area may not be entered. It may be dispelled by Countermagic if time permits. The victim's Saving Throws are made on their Primary Action Phases.

B.4. HAYASHI-DO: The School of Wood

Arrow Eyes

Kn: 42. Range: Touch. Cost: 3 x LoS. Duration: Special.

The Shugenja enchants an arrow, increasing the BCS for its next shot. The BCS for the shot is increased by the Level of the Spell. This bonus applies to the next shot using that arrow and then is gone, whether the arrow hits the target or not.

Arrow Force

Kn: 80. Range: Touch. Cost: 5 x LoS. Duration: Special.

The Shugenja enchants an arrow, increasing the effective Man-Rating for its next shot by the Level of Spell. This bonus is in effect only for the next shot and then is gone, whether the arrow hits the target or not.

Arrows of Wood

Kn: 36. Range: Very Long. Cost: 4 per Arrow. Duration: —

The Wood version of the Common Spell "Arrow." A hit exposes the target to the effects of a Lightning Narcotic Poison, with a Level equal to the Level of Spell. A Strength ST negates the effects of a hit. Otherwise, treat as a normal Poisoning. Not usable against non-living Targets.

Calling Beasts

Kn: 50. Range: Short. Cost: 5 x LoS. Duration: 2D6+LoC DT.

The Shugenja causes one or more beasts to materialize. They will obey his commands as best they can, within their limitations as animals. The beasts vanish when the Duration ends or if they are slain. If the Shugenja is knocked out or killed, the animals will not vanish, but go berserk, attacking all in sight until killed.

The Gamesmaster may choose to allow the Spell to operate in one of two ways. The random method causes one beast to appear per Level of Spell. The type of beast is determined by rolling on the Beast Encounter Table in Book 2. The other method permits the Shugenja to decide what kind of beast he will summon. The Level of Spell must equal the Budo value of the animal. If summoning more than one beast, the Level of Spell must equal the sum of Budo values involved. Only one kind of beast may be called by a given use of the Spell. If this method is used, the Gamesmaster may allow the Shugenja to use a higher Level of Spell than his own, at a Cost of 2 points per LoS above his own Level. The total Cost of the Spell is determined from the enhanced Level of Spell.

Castle of Wood

Kn: 60. Range: Long. Cost: 12. Duration: 10 minutes x LoC.

The Wood School version of the Castle Spell creates a barrier of jagged thorns and thick bamboo. Passing the barrier requires a Strength ST. If this fails he will suffer Lethal damage equal to 1D10 minus his base Armor Class. The character must also roll another Strength ST or be entangled in the barrier. If entangled, he may keep rolling his Strength ST on his Base Action Phase to get free. Each failed roll exposes him to damage as above. A Critical Success not only frees him, but passes him through the barrier. A Critical Failure leaves him stuck until the Duration ends. Once free, the character may try to push through the Barrier again.

Darts of Wood

Kn: 25. Range: Long. Cost: 3 per Dart. Duration: —

The Darts Spell in this form projects a Lightning Narcotic Poison with a Level equal to the Level of Caster/2. The target may resist exposure to the Poison if hit by making a Strength ST. If this fails, treat as a normal Poisoning.

Eyes of True Sight

Kn: 32. Range: Touch. Cost: 3. Duration: 1 hour.

The Shugenja gives the following capabilities to himself or another:

—Seeing in the dark as if using the Fire Eyes Spell.

—Increase Saving Throws to detect Hidden Things by the Level of Caster.

This is an "Augmentation Spell."

Fetters of Truth

Kn: 28. Range: Touch. Cost: 1 x LoS. Duration: —

Successfully casting this Spell on an opponent has the same effect as a successful BCS in the Torture Skill, without damaging the victim. Targets of the Spell are permitted a Strength ST to resist its effects. If this fails, they must roll as described under Torture to avoid answering the Caster's questions.

Growth of the Lost

Kn: 90. Range: Special. Cost: Special. Duration: Special.

The Shugenja can regrow limbs, restore lost senses, and heal Attribute Damage. In the former two cases, the Spell requires a Task, Value equals the subject's Hit Points/4, Task Turn equals 1 day. Task Points are equal to the Caster's Level, and are received for each successful casting of the Spell. The Spell uses all of the Shugenja's Power each day. The lost limb or sense (sight, hearing, etc.) is not restored until the Task is finished completely.

In healing Attribute Damage, the Shugenja may cast the Spell once per subject during the time period used for healing: 1 hour for damage from Fast or Lightning Poisons, 1 day for other causes (Plagues, Slow Poison). Success increases the base Healing Rate for calculating the restored points by the Level of Caster. The Cost is equal to that Level.

Master of the Green

Kn: 81. Range: Medium. Cost: 5. Duration: Special.

The Shugenja can, to a limited extent, control plant life within range. The area controlled extends for a radius of 5 yards from the Shugenja's target point. Successfully casting the Spell allows the Shugenja to give any of the following commands, to be obeyed by the local shrubberies to their best ability and according to the Gamesmaster's control:

—Plants die. Duration: Permanent.

—Plants grow (up to 10 times normal size). Duration: 2D3 days.

—If ground cover: plants act as Treacherous Ground. If taller: plants become a barrier, Structure Value per yard of movement through barrier is equal to 2D10 (Gamesmaster may adjust dice used for tougher or easier going). Duration: 1D6 hours per LoC.

—Receive impressions from plants: The Shugenja can perceive things which happened in the plant's vicinity for a period in hours equal to his Level. Since there may be much trivia and confusing data in such impressions, the Spell allows him to determine if some activity of interest to him occurred in the area by making a Saving Throw for detecting Hidden Things. Duration: Enough for one Hidden Things roll.

Road of Wood

Kn: 40. Range: Touch. Cost: 1 x LoS. Duration: 1 hour x LoC.

This form of the Road Spell increases the subject's Armor Class against wooden weapons (Bo, Jo, Nunchaku, etc.) and arrows by the Caster's Level. It also increases his Spell Defense against Wood magic by the same amount.

Scroll of the Mind

Kn: 78. Range: Self. Cost: 4. Duration: 1 hour.

The Shugenja gains the power to read minds. He may contact any being within his line of sight at will. He may contact characters known to him at a range of up to 10 Ri times his Level. This latter action requires a Will ST, and each such attempt requires 2D10 minutes of concentration before rolling the Saving Throw.

With characters willing to communicate, the Shugenja may converse freely by telepathy, as if actually speaking to them. Those unwilling to allow the Shugenja into their minds are permitted a Wit ST to negate the Spell. The Shugenja may seek to reestablish contact with such characters as described for long distance contacts above.

In any mind in which the Shugenja is present, he may seek to extract information the owner wishes to hide. This requires a Will ST by the Shugenja. The victim is permitted a Wit ST to resist, and if successful, the contact is broken. Those with a score in the Art of Meditation (Za-zen) may also apply this BCS to resisting mental invasion, if their Saving Throw fails.

Contact with a mind at the moment of the owner's death or violent unconsciousness does 3D10 Subdual damage to the Shugenja,

although damage in excess of the current Hit Points does not become Lethal! Contact with an insane mind requires a Will ST, or the Shugenja will also become insane.

This is an "Augmentation Spell."

Shadow Eyes

Kn: 10. Range: Touch. Cost: 2. Duration: 1 hour x LoC.

The Spell grants subjects the ability to perceive invisible items or beings as if they were Hidden Things, with a bonus to the Saving Throw equal to the Caster's Level. This is an "Augmentation Spell."

Spell of Sizes

Kn: 72. Range: Touch. Cost: 10. Duration: 1 hour x LoC.

The Shugenja may alter the size of up to 1 character per Level of Caster. He may cause them to grow to up to double their size or shrink to a height as small as 1 inch. Growth increases Strength proportionately, but decreases Dexterity and Speed. Shrinking increases Dexterity at the cost of Strength. The Gamesmaster will have to adjudicate the actual effects of radical changes in size. For instance, shrinking to 1 inch makes the character very vulnerable to full size humans or animals, and encounters with creatures like rats and spiders become very interesting. Growing to double size makes the character into a fairly strong, rather slow giant, relative to others.

Tongue of Beasts

Kn: 54. Range: Self. Cost: 3. Duration: 1 hour.

The Shugenja can understand and communicate with animals. This does not mean he can command them, but rather that he will understand their speech and can speak to them in turn. The Gamesmaster will limit such conversations according to the intelligence of the beast involved. This is an Augmentation Spell.

Wood Blessing

Kn: 52. Range: Touch. Cost: 6 x LoS. Duration: 1 hour x LoC.

The Blessing in the School of Wood increases the Strength ST by the LoS.

Wood Curse

Kn: 52. Range: Medium. Cost: 6 x LoS. Duration: 1 hour x LoC.

The Curse in the Wood School reduces the Strength ST of the victim by the LoS. The victim is permitted a Strength ST to resist the Spell.

Wooden Doom

Kn: 77. Range: Long. Cost: 10 x LoS. Duration: —

The victim of this Spell is turned into a tree. If the Spell is successful, the victim is paralyzed until he breaks free of the Spell or succumbs to it. On Action Phase 2 of the Detailed Turn in which the Spell hit, and every Turn thereafter, the following procedure occurs: —The victim rolls a Strength ST. If it succeeds he has thrown off the Spell.

—If the Saving Throw Fails, the victim suffers 1D6 per LoS in Subdual damage. If the damage done in this manner exceeds the victim's Permanent Hit Points, he is turned to Wood. Excess Subdual damage does not become Lethal. It is only tallied to keep track of the Spell's progress. Once rendered unconscious by the Spell, however, the victim may no longer try and save against the Spell.

—If the Spell is thrown off, the Subdual damage is treated as normal damage. If the transformation is complete, the victim remains a tree until turned back to himself by Countermagic. Anointing the tree with the blood of the Shugenja who cast the Spell will also reverse the change. If the tree is destroyed, the victim dies irreversibly.

Wooden Sphere

Kn: 55. Range: Long. Cost: 5 x LoS. Duration: —

A thorny, barbed Sphere of Wood is projected by this version of the Sphere Spell. This sticks to the target, vanishing when removed. A hit by the Sphere does 1D3 per LoS in Subdual damage when it hits. Until removed, the Sphere also inflicts Distractions equal to the Level of Spell. Removing the Sphere is a Primary Action and requires a Strength ST.

Wooden Storm

Kn: 66. Range: Very Long. Cost: 10 x LoS. Duration: —

The Storm Spell of the School of Wood creates a Storm area filled with flying sawdust and jagged splinters. Characters must make a Strength ST or suffer the following effects:

—1D3 per LoS in Lethal damage from wooden splinters.

—Be Blind due to dust in eyes. This persists until a Health ST is made, rolling on the victim's Base Action Phase.



B.5. KANE-DO: The School of Metal

Armor of Heaven

Kn: 21. Range: Self. Cost: 2 x LoS. Duration: 1 minute x LoC.
The Shugenja increases his effective Armor Class by the Level of Spell. This is an "Augmentation Spell."

Arrows of Metal

Kn: 36. Range: Very Long. Cost: 4 per Arrow. Duration: —
This form of the Arrow Spell projects a magical arrow, having the effect of a hit by a Willow Leaf Arrow from a bow with a Man-Rating equal to the Shugenja's Level. Targets of the Spell receive a Wit ST to negate the damage. A hit also has a chance of Thrust Special Effects equal to the damage done, even if the damage itself is cancelled by the Saving Throw.

Bar Spells

Range: Self. Cost: 6. Duration: 10 minutes x LoC.
There are several forms of Bar Spell, each erecting an occult barrier some form of character. The Bar covers a Radius about the Caster of 2 yards times his Level, though he may state that the radius shall be smaller at the time the Spell is cast. Once the Bar is cast, then the Shugenja may neither move nor fight, though he may use other Spells. The Caster may prolong a Bar Spell beyond its normal Duration by expending another 6 points when time runs out. At any one time, he may only maintain a number of Bar Spells equal to his Level. If the Shugenja moves, is engaged in physical combat, is killed or knocked out, or wishes the Bars to end, then the Spells will drop. If a character who was inside the area of the Bar leaves it, the Shugenja must make a Raw Magic Capability roll, or the Spell will end.

Bar Beasts: Kn: 16.

Beasts cannot freely cross the Bar. Beasts with a Budo Value less than or equal to the Shugenja's cannot cross it at all. Beasts with a higher Value may do so only by successfully rolling less than or equal to their Budo Value on 1D20. If this fails, the Beast will not attempt to cross the Bar again unless attacked from within it.

Bar Men: Kn: 33.

Men cannot freely cross the Bar. Men with a Level less than the Caster's may not cross at all. Men with a Level greater than or equal to the Caster's may seek to do so, but this requires a full Detailed Turn to perform and the character must make a Wit ST. Missile and Spells are not impeded by the Bar.

Bar Spirits: Kn: 50.

The Bar affects any character with a Spirit Rank, either permanent or temporary: Kami, Demons, Oni, Spectres, Kitsune, Shugenja on the Astral planes, etc. Characters with a Rank less than or equal to the Shugenja's Level may not cross at all, nor may their magic operate on those within the area of the Bar. Higher Ranking characters may seek to cross the Bar as described under Bar Men.

Bar Missiles: Kn: 70.

All missile weapons stop dead in mid-air and fall to the ground upon encountering this Bar.

Biting Steel

Kn: 75. Range: Touch. Cost: 4 x LoS. Duration (1D10 DT + LoC).
The Shugenja enchants a weapon in the same manner as described under the Fire Spell "Burning Steel." The Spell increases the Damage done by the weapon by the Level of Spell. Upon the ending of the Duration, the weapon must "save" as if it had suffered a successful Remove Weapon Break attack.

Castle of Metal

Kn: 60. Range: Long. Cost: 12. Duration: 10 minutes x LoC.
The Metal School version of the Castle Spell conjures a barrier of iron. It may be crossed only by those making a Wit ST, and if this Saving Throw fails, no further attempts to cross are allowed, other than battering a way through the Castle. This is a Task, Task Points derived from Strength ST with bonuses for tools as available. Task Turn equals 1 Detailed Turn. The Task Value equals the Structure Value of the barrier, which is 1D10 per Level of Caster. When a hole is battered through the barrier, all those wishing to cross must roll a Speed ST to do so in that Detailed Turn. On Action Phase 1 of the Detailed Turn in which a path is breached the Castle will repair itself, restoring all damage it has suffered.

Confusing Gaze

Kn: 35. Range: Medium. Cost: 2 x LoS. Duration: Special.
The Shugenja's gaze causes the victim of the Spell to suffer Distractions. The victim is permitted a Wit ST to negate the Spell. If this fails, he is subject to 1D6 Distractions per Level of Spell. In each Detailed Turn in which the victim successfully saves against the

Distractions, besides the usual effects of a Will Saving Throw, he reduces the total number of Distractions affecting him by his Level. When this process has eliminated the Distractions, then he is free of them for good.

Conquering Gaze

Kn: 39. Range: Medium. Cost: 4 x LoS. Duration: Special.
The Shugenja may seek to ensorcel characters facing him within Range. The spell may be cast upon up to 1 character per Level of Caster at a time. It attacks the Wit of the victims, seeking to reduce them to slaves of the Shugenja.

The Spell attacks vulnerable characters as desired by the Caster. All targets receive a Wit ST to resist the initial onslaught of the Spell. If this fails, the Spell acts as a Lightning Poison, Level equal to LoS. It attacks the Wit Attribute and is resisted by the Wit ST. If the Spell is thrown off before the victim succumbs, then all damage vanishes. If the Wit is eliminated, then the victim is under the Shugenja's mental domination.

Such enslaved characters function as if they were 1st Level characters although all Raw scores are intact and Abilities such as Hit Points and Power are not lowered. Characters will obey all commands by their master literally and continuously. If they complete an order and receive no new one, they will wait indefinitely for a new command. Characters receiving an order that, in the Gamesmaster's opinion, revolts their deepest nature (eg. ordering a Samurai to assassinate his Lord) are permitted a Will ST to throw off the effects of the Spell.

At every dawn, enslaved characters receive a Wit ST to throw off the slavery of the Spell. They are also freed if the Shugenja lifts the Spell, if Countermagic breaks it, or if their master is killed. Rendering the Shugenja unconscious does not cancel the Spell.

The Gamesmaster may wish to restrict the Shugenja's control to a physical level. That is, he may control the victims as if they were robots, but they will not originate ideas for him, nor can he ask questions, or receive information from them.

If at any time the Shugenja seeks to gain control of more characters than his Level, all control over his slaves is lost.

Darts of Metal

Kn: 25. Range: Long. Cost: 3 per Dart. Duration: —
Each Dart in this form of the Spell does 1D6 of Lethal Damage and also has a chance of Thrust Special Effects as in normal combat. Victims receive a Wit ST to negate the damage, but the chance of Thrust Effects remain the same, as if full damage had been done. If multiple Darts strike one target, then the total damage done is the chance of the Thrust Effect occurring.

Iron Doom

Kn: 77. Range: Long. Cost: 10 x LoS. Duration: —
This form of the Doom Spell, also called "The Stone Death," turns its victim to stone! The target is allowed a Wit ST to negate the Spell if it hits. Otherwise, it begins to act upon him as does the Wooden Doom, described above. If the target is overcome, then he is permitted a Health ST. If this succeeds, then he will return to fleshy form in 2D6 hours. Otherwise, the change can only be reversed by the means described for the Wooden Doom.

Iron Sphere

Kn: 55. Range: Long. Cost: 5 x LoS. Damage: —
The Sphere Spell in the School of Metal projects a Sphere of solid Iron at the target. This does 2D6 per Level of Spell in Subdual damage or does the same amount of damage to Structure Value. A Bash attack is also delivered to living targets. If the target can make a Wit ST, the damage is negated, but the Bash still occurs as if damage had been suffered.

Metal Blessing

Kn: 52. Range: Touch. Cost: 6 x LoS. Duration: 1 hour x LoC.
This Blessing increases the Wit ST by the Caster's Level.

Turn Steel

Kn: 62. Range: Self. Cost: 4 x LoS. Duration: 1 minute x LoC.
Similar to the Spell "Armor of Heaven," above. However, if a blow misses a Shugenja so protected, then the Caster may make a Remove Weapon Disarm attack on the weapon that missed, using his Base Magic Capability for the BCS. This is an "Augmentation Spell."

Metal Storm

Kn: 66. Range: Very Long. Cost: 10 x LoS. Duration: —
The Storm Spell in this School produces an area of whirling steel blades and piercing darts. Victims in the Storm area roll a Wit ST or suffer 1D10 per LoS in Lethal Damage. Likewise, they must make a Saving Throw on 1D20 less than or equal to their basic Armor Class

or suffer a loss of 1D3 in that Armor Class. Characters capable of using Yadomejutsu may increase this Saving Throw by the Effect Number of a successful BCS.

Mutability of Form

Kn: 80. Range: Self. Cost: 5 x LoS. Duration: Special.

The Shugenja may transform himself into any living creature he wishes. If assuming the form of another human, the Level of Spell required is always 1. The Shugenja will receive the Physical Attributes of the character he is becoming. All Mental Attributes and Skills remain based on the Shugenja's own scores. Level and Level-based changes do not alter.

The assumption of a human transformation remains in effect for 24 hours, unless dropped by the Shugenja first or broken by Countermagic. Contact with the actual being whose form has been assumed will also end the Spell.

If assuming the form of a Beast, Legendary Being, or other creature, the Shugenja must cast the Spell with a Level equal to the creature's Budo Value. All powers, abilities, etc. of the assumed form are gained. But the Shugenja runs a great risk. He will remain in this form until he wishes to drop it, but at that time he must roll a Wit ST. For every hour he has retained the transformation, subtract 1 from this Saving Throw. If the Wit ST fails, the Shugenja is trapped in the form he has assumed, forgetting his former life and becoming the creature in every respect. He will remain in this state until freed from the Spell by Countermagic.

Until the Spell is broken, the Gamesmaster may take control of the transformed Shugenja as a functional Non-Player Character.

The Gamesmaster may wish to restrict the forms available to the Shugenja in this Spell, to preserve game balance.

This is an "Augmentation Spell."

Omnipresent Sword

Kn: 10. Range: Self. Cost: 5. Duration: Special.

The Shugenja conjures a magical Katana to appear in his hands. He may use it one or two handed without restrictions as to weight. He is not encumbered by this sword. The quality of the Katana depends on the Level of the Shugenja:

- A Shugenja of Level 1 gets an Inferior Weapon.
- A Shugenja of Level 2 or 3 gets an Average Weapon.
- A Shugenja of Level 4 gets a Good Weapon.
- A Shugenja of Level 5 gets a Superior Weapon.
- A Shugenja of Level 6 gets a Master Weapon.

The BCS used to wield this Katana is the Base Magic Capability, used as a Raw BCS. Add the Caster's Level to this for a Base BCS. Any Averaging Skills or Okuden applicable to Kenjutsu may be applied to this BCS as well. The sword remains in the Shugenja's hands until he is killed, knocked out, Disarmed, or until he strikes a killing blow to a victim with the sword. When the Omnipresent Sword kills, it will vanish unless the Shugenja expends 2 more points of Power. Doing so causes the Sword to remain and requires no Magic BCS for success.

The Omnipresent Sword counts as a magical weapon for purposes of striking enchanted foes, parrying Darts, etc.

Road of Metal

Kn: 40. Range: Touch. Cost: 1 x LoS. Duration: 1 hour x LoC.

The Road of Metal increases the character's Armor Class against all metal weapons and the Spell Defense against Metal Magic by the Caster's Level.

Shatter Steel

Kn: 90. Range: Medium. Cost: 5 x LoS. Duration: —

The Shugenja may make a Break Weapon Disarm attack on any weapon in range. The chance of breaking the weapon on a successful hit is increased by the LoS. The weapon enjoys the same Spell Defense as its welder. If the attack succeeds and the weapon will indeed break, releasing it does not turn this into a Remove Weapon attack. The weapon breaks anyway. If the break does not occur, then there is no further effect.

B.6. TSUCHI-DO: The School of Soil

Armor Invincible

Kn: 75. Range: Self. Cost: 10. Duration: 1 hour.

The Shugenja renders himself immune to damage from all non-magical weapons of Average quality or below. Above-Average weapons strike as if Average. Magical weapons are not affected by the Spell. This is an "Augmentation Spell."

Arrows of Soil

Kn: 36. Range: Very Long. Cost: 4 per Arrow. Duration: —

These Arrows do no damage, but they make a Bash attack on the

target with an effective damage of 2D10. For multiple Arrow hits on a single target, total the die rolls to derive the chance of a Bash. This is negated by a Health ST by the target.

The Arrows of Soil hurl a mighty gale of force at the victim. Besides their Bash capability, they may rip whatever is holding from his grasp. Roll as if a successful Remove Weapon Disarm attack had been made, with the effective "Strength" of the Arrows equal to their "damage" roll. This can be especially dangerous for characters in situations such as hanging from ropes over a long drop, holding explosive devices, etc.

Castle of Soil

Kn: 60. Range: Long. Cost: 12. Duration: 10 minutes x LoC.

This Castle Spell produces a thick barrier of solid stone. It cannot be passed or broken through. If there is room to try and climb it, it counts as a Steep Climb, with a penalty to all Climbing or Karumi-jutsu BCS rolls equal to the Caster's Level.

Darts of Soil

Kn: 25. Range: Long. Cost: 3 per Dart. Duration: —

Also called Darts of the Gale, this form of the Spell hurls a mighty blast of wind at the target. A hit requires a Health ST from the victim or he will be knocked down. A second Health ST is then required or he will be Stunned for 2D6 Detailed Turns. If this Saving Throw succeeds, then the character is prone but otherwise unaffected.

Fronting the Storm

Kn: 33. Range: Self. Cost: 2 x LoS. Duration: Special.

The Shugenja becomes the center of a zone of defense against dangerous Natural Phenomena as described in Book 2. All those within the area of the Spell enjoy increased protection from its effects. The Danger Factor of the Phenomenon is reduced by the Level of the Spell.

The Spell lasts as long as the phenomenon is in effect. Its area of effect is a radius of 5 yards.

Phantom Form

Kn: 98. Range: Self. Cost: 20. Duration: Special.

The Shugenja transforms himself into an immaterial wraith. He is invisible and intangible in this form. He may pass freely through barriers, although he is blind while inside solid matter. In this form the Shugenja is immune to physical attack. He is invulnerable to all Spells except Countermagic, which returns him to his material form. He is visible as a shadowy figure on the Astral plane, but even when detected, he cannot be attacked on either the material or Astral planes. The Spell lasts until the Shugenja ends it or it is dissolved. This is an "Augmentation Spell."

Pure Blood

Kn: 20. Range: Touch. Cost: 6. Duration: —

The Spell cancels the effects of Poison or Plague. It negates one Level of these hazards per Level of Caster. Each use of this Spell reduces the subject's base Healing Rate by 1. When this Ability has been reduced to 0, no further healing magic may be used on him. Lost Healing Rate is recovered at 1 point per day of complete rest.

Pure Body

Kn: 22. Range: Touch. Cost: 6. Duration: —

This Spell restores Attribute Damage in the Physical Attributes. Each casting of the Spell restores points equal to the Level of Caster. The Spell's use reduces Healing Rate as described for Pure Blood.

Pure Flesh

Kn: 20. Range: Touch. Cost: 6. Duration: —

This Spell restores lost Hit Points, due to either Lethal or Subdual damage. Each successful casting heals 1D6 per Level of Caster. Healing is split evenly between Lethal and Subdual damage until only one kind of damage is left. Thereupon all further healing goes into the remaining kind of damage.

The Spell reduces Healing Rate as does Pure Blood.

Pure Thought

Kn: 22. Range: Touch. Cost: 6. Duration: —

Restores lost Mental Attribute points in the same manner that Pure Body does for Physical Attributes. It also reduces Healing Rate as described above.

Road of Soil

Kn: 40. Range: Touch. Cost: 1 x LoS. Duration: 1 hour x LoC.

The Spell increases Saving Throws and BCSs against Natural Phenomena and the Spell Defense against Soil Magic.

Shield of Sorcery

Kn: 42. Range: Self. Cost: 3 x LoS. Duration: 1 hour.

While the Shugenja is under the protection of this Spell, any

hostile magic cast at him that fails due to his Spell Defense has a chance in 10 equal to the Level of Spell of rebounding on the Caster. Reroll for the Spell as if the Caster had thrown it at himself, adjusting for the Caster's own Spell Defense. Those attacked by their own Spells in this manner are allowed a roll on their Raw Magic Capability if the Spell does hit them. If it succeeds, they have dissolved their magical energies before they suffer any harm from them.

Soil Blessing

Kn: 52. Range: Touch. Cost: 6 x LoS. Duration: 1 hour x LoC. The Spell increases the Health ST.

Soil Curse

Kn: 52. Range: Medium. Cost: 6 x LoS. Duration: 1 hour x LoC. This Curse reduces the Health ST.

Soil Doom

Kn: 77. Range: Long. Cost: 10 x LoS. Duration: —

If hit, the victim has an immediate roll on his Health ST to negate it. If this fails, he begins to sink. On Actions Phase 1 of each Detailed Turn, he must roll a Health ST. If this fails, he will sink 2D6 inches into the earth. Once completely buried, he begins, in effect, to drown, although he has no way to reach the surface again. If he stops his downward progress by a successful Saving Throw, he must work his way back out of the hole he is in. Each such effort is a Primary Action. For every successful Strength ST he can make, he wrenches himself 2D6 inches back up. Countermagic frees victims at once, even if they have not overcome the Spell yet. Once freed, they do not sink again.

Soil Sphere

Kn: 55. Range: Very Long. Cost: 5 x LoS. Duration: —

This Sphere Spell projects a huge boulder at the victim. If it hits, he takes 1D10 of Subdual Damage per Level of Spell and suffers a Bash attack based on that damage. A Health ST will negate the Damage but the Bash may still occur as if damage had been suffered. If the character does fall, the boulder will land on him, pinning him until he can make a Strength ST (or another character does so, rolling the rock off him). Until freed from this burden, the character cannot stand up.

Soil Storm

Kn: 66. Range: Very Long. Cost: 10 x LoS. Duration: —

This form of the Storm Spell is a miniature typhoon, acting upon all in its range. Characters in the Spell area must make a Health ST or suffer 1D6 Lethal damage per LoS. The damage suffered is the percent chance of being rendered unconscious for 2D6 Detailed Turns.

Spear Against Spirits

Kn: 57. Range: Very Long. Cost: 5 x LoS. Duration: —

This Spell does 1D10 of Lethal damage per Level of Spell to all characters with an effective Spirit Rank: Kami, Demons, Specters, Astral beings, etc.

Spear of the Heavens

Kn: 80. Range: Very Long. Cost: 7 x LoS. Duration: —

The Shugenja can toss a lightning bolt at a victim. This does 1D10 per Level of Spell Lethal damage unless a Health ST is made, which reduces the damage die to 1D3. A fire attack is suffered, Strength equal to LoS/2. The damage suffered is the percent chance of being rendered unconscious, suffering Subdual damage equal to the Current Hit Points.

The Angry Earth

Kn: 90. Range: Long. Cost: 10 x LoS. Duration: 1D6 DT.

The Shugenja creates a "pocket earthquake," with a Danger Factor equal to the Level of Spell, within an area around his target point having a radius of 2 yards times his Level. The quake acts upon people and structures as detailed in Book 2, under Natural Phenomena. Characters in the Spell's area are attacked by the quake at once, and thrown to the ground in any case. Characters entering the Spell's area are attacked on Action Phase 1 of the Detailed Turn in which they enter it. If their movement would carry them completely through the affected area, then they are permitted a Speed ST to complete their movement if the earthquake does not successfully attack them.

The End of Sorcery

Kn: 95. Range: Self. Cost: 6 x LoS. Duration: Special.

The Shugenja produces a field of occult forces about this person which jams all Spells cast from inside its boundaries or into the affected area. The radius of this effect is 5 yards per LoS. The End of Sorcery causes all magic it affects to fail. However, each time a Spell is cast within the field affected by The End of Sorcery, there is a

percentage equal to the Knowledge Required for that Spell that the protective field will collapse. The Shugenja may avert this by making a Raw Magic Capability roll. The Shugenja maintaining this Spell may not move, fight, speak, or (naturally) use magic. If Distracted, he must roll a Raw Magic BCS to maintain the field.

Traitor Ground

Kn: 10. Range: Medium. Cost: 2 x LoS.

Duration: 10 minutes x LoC.

The Shugenja creates an area of Treacherous Ground with a radius of up to 5 yards times his Level. The Level of the Spell is subtracted from the BCS rolls of those fighting on this Treacherous Ground and also reduces the Saving Throws of those in danger of falling on it due to over-rapid movement.

C. SACRED TEXT POWERS

The following Powers are achieved by the use of Sutras for Buddhist clergy and Norito for Shintoists. While a Sutra and a Norito may be of the same kind, note that they are not interchangeable: a priest of one religion may not use a Sacred Text from the other.

Text of Praise to Buddha/Kami

The use of this Text costs Power equal to the Spirit Rank of the Being to whom it is addressed. Success adds the Spirit Rank of the God to the Gakusho's Religious Power for a number of Detailed Turns equal to the priest's Level.

Text of Invocation to Buddha/Kami

The text is dedicated to a particular Spirit. Its successful use reduces the resistance of that Spirit (its Rank) to Invocation by 1D3 per Level of the Gakusho using it. No Power is expended.

Text of Healing

These texts act as basic Healing Spells, with an effective "Level" of 2D3. Their use requires an expenditure of Power equal to this "Level." There are also Healing Texts which act as do the Buddhist Spell of Healing in the Way of a Yoga. The BCS of such Texts is 2D10. Note that Shinto versions of these latter Texts exist as well as Buddhist ones. With all such Texts, there is a chance in 20 equal to their "Level" or their BCS that they will be destroyed after a successful use.

Text of Placation

Allows the Gamesmaster to use Status on his Gods to make requests. This enhances the use of the Shinto Spell of Placation. The Text adds a bonus to the Gakusho's effective Status of 2D10. Its use requires Power equal to the Rank of the God being Placated.

Text of Protection

The recitation of the Text, continuously repeated, repels hostile magical forces, Spirits, etc. from the Gakusho's presence. Such Texts have a "Level" of 2D3. The Level of Spell for attacking magic is reduced by this figure, and Spirits with a Rank less than or equal to twice this "Level" cannot come within the protected area around the Priest. The protective influence of the Text extends from the Gakusho to a range of 5 yards times his own Level.

To cast the Spell, the Gakusho must recite the Text over and over, rolling his BCS for using Texts on his Base Action Phase. Once he has successfully cast the Spell, then the protection will last for a number of Detailed Turns equal to his Level, as long as he continues to repeat the Text. If he stops for any reason, then the protection is gone. The first successful casting of the Spell costs Power equal to the "Level" of the Text. Thereafter, when the Duration of the protection runs out, as long as the Gakusho has not ceased to repeat the Text, he may extend the Protection for a similar period at a Cost of only 1 point of Power.

To maintain the recitation of the Text precludes all other action by the Gakusho.

Text of Retribution

The Gakusho smites evil Spirits (Demons, Oni, etc.) with Divine anger. Successful use of the Spell does 1D10 Lethal damage to the Spirit per "Level" of Text. Such Texts have a "Level" of 2D6. They will act upon any Spirit within sight (physically or spiritually) of the priest and the Power cost is equal to the "Level" of the Text.

Text of Penitence

Recitation of the Text for the course of a full day will, if the BCS for using Texts is successful, cancel all Sin or Pollution currently affecting the Gakusho or some other character he may designate. This requires all of the priest's Power for that day. The process begins at sunrise and concludes at sunset. Interruptions preclude the use of the Text that day but the Power is still gone until the next sunrise.

APPENDIX 2: NINJA GIMMICKS

This Appendix contains the rules governing the manufacture of Ninja "Gimmicks" and a list of those devices with descriptions of their use. Each entry in this list includes the Task Values and Task Turn for making the Gimmick, the Skill(s) used for the Task, its weight, and the base price in silver for buying the Gimmick ready-made.

A. MAKING GIMMICKS

The maximum Level of a Gimmick which may be purchased is 6. Ninja who actually make the item may produce Gimmicks of even higher potency, subject to the Gamesmaster's approval. But all Gimmick making is subject to the following modifier based on the device's Level:

While a Ninja receives no bonuses for working on a Gimmick with a Level less than or equal to his own, once a Gimmick has been raised to that Level, further work is at a penalty equal to its current potency. That is, a 2nd Level Ninja can work on a device at no penalty until he has accumulated sufficient Task Points to make it 2nd Level. All further die rolls, until he gets it up to 3rd Level, are at -3. When working on the 4th Level, his work is at -4, and so on.

Negative Effect Numbers do not reduce the Ninja's progress. Critical Failures have no special effect on Gimmicks that are not at a Level higher than the maker's. If the Ninja is working on a Gimmick with a Level greater than his own, a Critical Failure requires that further work cease. He must take the device as it is. A Critical Success doubles his current Task Points after the points gained in that Task Turn are added.

When making small Gimmicks which do not use Levels, such as the Tetsu-bishi (Caltrop), then if more Task Points are gained in a given Turn than are needed for making a single Gimmick, they go into making more than one item. If this leaves a partially completed device on the maker's hands, then the Ninja may carry the points over into another Task Turn.

For example, if making "Blinding Eggs," which have no Level and a Task Value of 5, the Ninja totals 12 Task Points made 2 Eggs and has 2 Task Points which may be added to next Task Turn when making more such Eggs.

If working on a device having Levels, Task Points in excess of the necessary score may be used to work on the next Level. For example, a Ninja working on Grenades, which use Levels, acquires 15 Task Points in his first Turn. The Grenade has a Task Value of 10 per Level. The Ninja may stop, ending up with a 1st Level Grenade, or continue work for another Task Turn, requiring only 5 Task Points to finish a 2nd Level grenade.

Work must generally be conducted in continuous Task Turns, but the Gamesmaster may waive this requirement in the case of a very large, or very complex device. The Ninja can work on these items for a time, go off on a mission or training session or what have you, and then pick up work at a later time. Such an option should be available only for Tasks involving durable Gimmicks, such as products in wood, cloth, leather, etc. Chemical materials require unbroken work to complete. Leaving partially finished compounds will allow them to decay into useless sludge.

A Ninja must have the resources of a full workshop in order to make Gimmicks. This facility combines aspects of a pharmacy, toolshop, and forge. Ninja may purchase the use of such a workshop from their own or allied clans. This costs 1 silver piece per Task Turn at a base of one's own Clan and 2 silver pieces per Task Turn at the base of an Allied Clan. Neutral Clans charge non-members 3 silver pieces. Hostile Clans, oddly enough, do not permit their enemies to use their facilities.

If buying Gimmicks ready made, the base price is given in the description of each item. The formula by which this is derived, for use in your campaign develops its own Gimmicks, is equal to the Task Value times the number of days in a Task Turn, in silver. This base price is subject to the following modifiers:

Jonin Rank	25% discount
Chunin Rank	10% discount
Genin Rank	Base price
Gimmick bought from:	
Own Clan	50% discount
Allied Clan	Base price
Neutral Clan	150% of Base
Hostile Clan (if they will sell)	200% of Base

B. DESCRIPTION OF GIMMICKS

B.1. FIRE TOOLS (Explosives, Fire, and Pyrotechnical devices).

Bombs (Uzume-bi): Task Value: 20/Level. Task Turn: 5 days.

Skills: Average Yogen and Gimmickry. Weight: 1 + (.5 per level). Cost: 100/Level.

The Bomb is a heavy explosive device, requiring a fuse. It is essentially a heavy pot, stuffed with gunpowder. The Bomb has a main blast radius of 2 yards. Within this radius, the blast has the following effects:

—1D10 of Subdual Damage is done per Level.

—A Bash Attack is delivered, at a value equal to twice the damage done.

—Structure Points are attacked by the Subdual Damage done. If the Bomb is set by the Ninja specifically to demolish a structure, the damage roll is multiplied by his Level. Thus a 3rd Level Ninja setting a 2nd Level Bomb up in order to blow open a heavy door will do damage to the barrier equal to 3 times the roll on 2D10. Setting such a demolition charge requires 2D3 Detailed Turns.

The effects of Bomb blasts are reduced by 1 Level per yard once past the primary radius. For example, a 3rd Level Bomb has a 3rd Level effect at a range of 0 to 2 yards. At 3 yards, it has a 2nd Level effect. At 4 yards it has a 1st Level effect. Past 4 yards, the Blast has no appreciable effect.

Bombs are too heavy to throw accurately or safely. If the Ninja does choose to throw the Bomb, having lit the fuse, he may only Lob it and must make a Dexterity Saving Throw to prevent it "cracking" on landing. A Bomb that cracks will lose 1D3 from its Level.

Firepot (Doka): Task Value: 5. Task Turn: 1 day. Skill: Gimmickry. Weight: 1. Cost: 5.

The Doka is a small, ceramic pot, lashed shut with heatproof twine. It holds a live coal which it will keep burning for 12 hours. It is insulated so that the Ninja may carry it secreted in his clothes. It provides warmth in cold weather, even in thin clothes. The firepot allows access to fire in 1D3 Detailed Turns, which will always succeed in igniting combustibles, as opposed to the vagaries of flint and steel fire making. It requires another 1D3 Detailed Turns to stash the Doka away. If thrown at a pool of oil, dry straw, or some other incendiary material, it will break if the thrower makes a Strength ST (he must also hit his target, of course). This generates a Strength 1 fire.

Flash Grenade (Torinoko): Task Value: 10. Task Turn: 1 day.

Skills: Average Yogen and Gimmickry. Weight: .5. Cost: 10.

The Torinoko is a small, egg-shaped device, thrown at a target by the Ninja or simply hurled to the ground. It goes off on impact. All those within 4 yards of the impact point who are unprepared for the resulting flash must make a Speed ST to cover their eyes or be Partially Blinded for 1D3 Detailed Turns. A character struck by a direct hit with the Flash Grenade, thrown with Shurikenjutsu, will be completely Blinded for 1D3 Detailed Turns as a result.

Fuses: Task Value: 1 per foot. Task Turn: 1 day. Skill: Gimmickry. Weight: .1 per foot. Cost: 1 per foot.

There are two kinds of Fuse: Slow and Fast. Slow Fuses burn at a rate of 1 yard per Detailed Turn. It finishes burning on Action Phase 1 of its last turn. Fast Fuses burn at a rate of 1' per Action Phase once lit.

Slow Fuses are generally used for Bombs that are set and lit on the spot, and for Grenades using Fuses. The Ninja has time to light the device; throw it or carry it somewhere; and then get clear.

Fast Fuses are used for explosives set up to be detonated from a distance, for booby traps ignited by tripwires, and for suicide bombs.

If either Fuse burns long enough to continue into the Detailed Action Turn after the one in which it was lit, the Fuse has a "BAP" of 20. All Fuses have a 10% chance per Detailed Turn of going out.

Grenades (Nage-teppo): Task Value: 10/Level. Task Turn: 1 day.

Skill: Average Yogen and Gimmickry. Weight: .5 per Level.

Cost: 10 per Level.

Grenades are small explosives designed to be thrown. They may detonate on impact or be equipped with a fuse.

Grenades do 1D6 of Subdual Damage per Level at the point of impact. They have a normal Bash Attack (ie. with a percentage chance of a Bash equal to the damage done). The effects of a Grenade blast are reduced by 1 Level per yard of distance from the explosion.

Smoke Powder (Kemuri-kona): Task Value: 5. Task Turn: 5 days.

Skill: Yogen. Weight: .5. Cost: 25.

One Unit of Smoke Powder, set alight, burns for 2D3 Detailed

Turns. The compound creates a dense cloud of thick, stinking smoke. Each Turn it burns, the cloud expands 1D3 yards from the point where the Powder is placed. When the Powder is extinguished, the cloud dissipates at a rate of 1 yard of radius per Detailed Turn. This may be adjusted to account for the ventilation of the area involved. Outdoors, it will dissipate faster. In a poorly ventilated interior area, it will linger. Combining 1 Unit of Inhaled Poison with the Smoke Powder, which doubles the Task Value, will create a Poison Smoke Powder. This creates the same form of cloud, but all inside it at the end of a Detailed Turn must save against the Poison.

Those inside the smoke cloud are effectively blind and move as if on Treacherous Ground. They will remain Partially Blind upon leaving the cloud, until they can make a Health ST to clear their eyes, rolling once per Detailed Turn on their Base Action Phase.

B.2. PENETRATION TOOLS

Climbing Pole (Shinobi-kumade): Task Value: 15. Task Turn: 5 days
Skills: Gimmickry. Weight: 5. Cost: 75.

The Shinobi-kumade (literally, "Ninja Rake") is a collapsible bamboo pole with a claw at one end. Collapsed, it is barely 18" long, but it can telescope out to 12' and is cunningly reinforced to support the weight of a man. It may be used as a weapon (Jojutsu governs its use collapsed, Bojutsu when extended).

The clawed end does 1D6 Lethal damage, the blunt end 1D6 Subdual. Used to aid climbing, the Shinobi-kumade turns Steep Climbs into Easy Climbs. If used to aid an Easy Climb, the Ninja's base climbing rate is equal to his Level, rather than the doctrinal 1 yard per Detailed Turn.

Entry Kit: Task Value: 20. Task Turn: 4 days. Skills: Gimmickry.
Weight: 5. Cost: 25.

Contains crowbar, drill, saw, spade, and lockpicks. Each tool adds 2D3 Task Points when used in an appropriate Task.

Hook Gloves (Nekode): Task Value: 15 per pair. Task Turn: 1 day.
Skills: Gimmickry. Weight: 2 per pair. Cost: 15.

The Nekode is a leather band, several inches wide, worn wrapped around the user's hand. The palm of the Nekode is set with iron hooks, curving out and slightly back. Wearing a pair of them adds +3 to all Climbing BCSs. A Nekode adds 3 points of Lethal damage to all blows made with the hand wearing it. The character may not use the hand wearing a Nekode to grasp anything unless he can use his fingers alone to do so.

Ladders: Task Value: 1 per yard. Task Turn: 2 days.

Skills: Gimmickry. Weight: .2 per yard. Cost: 2 per yard.

The Ninja had a vast assortment of rope ladders, in many shapes and sizes. The detection of a collapsed ladder is a Hidden Thing, with +1 to the Saving Throw per 10 yards of ladder concealed. The Gimmick folds into an incredibly small bundle. They are generally equipped with small, strong hooks at the top, for anchorage. A ladder will safely hold the weight of 3 men at a time.

B.3. WATER TOOLS

Diving Gear (Mizu-Kaki): Task Value: 30. Task Turn: 5 days.
Skills: Gimmickry. Weight: 4. Cost: 150.

A set of Ninja "SCUBA" equipment. This includes a set of flippers, allowing the Ninja to double the speed at which he swims, goggles, allowing his vision underwater to be unimpeded, and an "air bag." Before submerging, the Ninja can capture 1D3 "breaths" in this watertight bag. He can use 1 "breath" to fill his lungs underwater, permitting him to hold his breath underwater for several periods before having to surface or drown, as described in the rules on Swimming.

Raft (Kamelkada): Task Value: 15. Task Turn: 2 days.
Skills: Gimmickry. Weight: 10. Cost: 30.

The Kameikada is a collapsible, 1-man raft. It moves with a BMA of 3, having room for the Ninja and his personal gear. In collapsed form, it may be carried slung over one shoulder or as a backpack.

Water Feet (Mizugumo): Task Value: 25 per pair. Task Turn: 1 day.
Skills: Gimmickry. Weight: 2 per pair. Cost: 25.

The Mizugumo (literally, "water spider") are outsize pontoons worn on the feet, permitting the Ninja to walk on water. He uses his normal BMA to do so, but all movement on water is treated as if on Treacherous Ground. If he falls, it requires a Swimming BCS to right himself again. It requires a Dexterity ST to remove the Mizugumo while in the water.

All attacks that strike a Ninja who is using Mizugumo have a Bash attack in addition to their regular effects, since his stance is so unstable. If wearing Mizugumo on dry land, the Ninja's BMA is halved.

B.4. WEAPONS

Blowgun (Fukidake): Task Value: 3 per Length. Task Turn: 1 day.
Skills: Gimmickry. Weight: 1 per Length. Cost: 3 per Length.

The Fukidake is measured in "Lengths" of 2' each. Up to 3 Lengths may be fitted together. The Fukidake may be used to blow darts at a victim, or to disperse powdered drugs over an area, with a range based on the user's Health. Darts may be blown a distance in yards equal to the Health ST times the number of Lengths. Divide this figure by 10 for the range used for blowing powders. Using the Blowgun in combat requires a "Use Daikyu" Option. It requires a "Ready Weapon" Option to fit two Lengths together.

Lengths may also be used as snorkels, permitting unlimited underwater activity as long as the Ninja remains no deeper under the surface than the length of his blowgun.

Bow (Shinobi-hankyu): Task Value: 15. Task Turn: 4 days.

Skills: Average Gimmickry and Bowyer. Weight: 3. Cost: 75.

The Shinobi-hankyu is identical to a normal Hankyu when in use, but it may be taken apart for concealment upon the Ninja's person as well. When in this condition, it is a Hidden Thing when carried tucked away in garments, luggage, etc. It requires 1D3 Detailed Turns to put the bow together, and it must then be strung, requiring a Strength ST.

Darts (Fuklya): Task Value: .2. Task Turn: 1 day. Skills: Gimmickry.
Weight: .05. Cost: 6 copper pieces.

Fuklya may be blown from Blowguns or spat by the Ninja using Fuki-buri-jutsu. They do no damage themselves, but a hit with the Fukya exposes the target to any Poisons or drugs coating the Dart.

Scabbard (Saya): Task Value: 20. Task Turn: 5 days.

Skills: Gimmickry. Weight: 1. Cost: 100.

The Saya has many functions besides holding the Ninjato. This Gimmick is equipped with a removable tip, so that it can be turned into a hollow tube, when the sword is removed. It may be used in the following ways:

With the Ninjato:

Climbing: The scabbarded weapon forms a small stepladder, making the first Detailed Turn of any climb an Easy Climb. The outsize tsuba of the Ninja-to acts to support the Ninja's foot.

Probe: Partially drawing the Ninjato, bracing the sword and scabbard together with the "sageo" (scabbard cord) forms a probe-pole some 2 yards long. This may be used to test footing, rap on walls, etc. The Ninja in this situation can immediately render his sword a Ready Weapon by declaring that he has released the scabbard, letting it fall on the ground. Using Iaijutsu allows him to attack in the same Action Phase in which he performs this Action.

Powder Scatter: The tip of the Saya may be loaded with 1 Unit of some powdered Poison or Drug. An Iaijutsu attack with the sword from such a prepared scabbard also throws the powder onto the target, even if the blow with the sword misses. The victim is permitted a Speed ST to dodge the powder.

Without the Ninjato:

Blowgun: Removing the tip of the Saya allows it to be used as a 1 Length Blowgun.

Voice Trumpet: The Ninja speaks through the Saya, using a form of ventriloquism. He may cause his voice to "speak" from any point within 10 yards of his location. He can disguise its quality, but his volume cannot exceed a human shout. If he makes a Wit ST, the Ninja can imitate no-vocal sounds (slithering, footsteps, clashing swords, etc.).

B.5. TRAPS

Caltrops (Tetsu-bishi): Task Value: .1 each. Task Turn: 1 day.

Skills: Gimmickry. Weight: .05 each. Cost: 3 copper pieces each.

These resemble children's "jacks" with sharpened points. They are mainly used to booby trap an area against pursuers or intruders. They are often poisoned.

The Ninja scatters the Tetsu-bishi over a given area of ground or floor, taking 1 minute per 100 square feet if he is being careful. Anyone entering the area may step on the caltrops. The percentage chance of this occurring is the number of Tetsu-bishi in the area divided by its area in square feet. Thus, a single caltrop in a 100 square foot area has a 1% chance of being stepped on when a character moves through it.

A clever Ninja may scatter the Tetsu-bishi in the most likely parts of an area for foot traffic. This attempt allows him to roll a Wit ST and add the Effect Number to the base percentage chance of stepping on a caltrop. Negative Effect Numbers (wrong guesses) reduce the chance.

Bare feet or wariji sandals are equally vulnerable to Tetsu-bishi.

Only get, the wooden soled sandals used in wet weather or for long journeys, will block the penetrating points of the Tetsu-bishi.

Stepping on caltrops will require the victim to make a Speed ST or fall. Whether they fall or not, victims are exposed to any Poison on the caltrops. When a character steps on caltrops, assume that he crushes one or more of them. Reduce the percentage chance of stepping on the caltrops for others passing through the area by 1D10. When this reduces the chance to 0 or less, the area is effectively cleared of Tetsu-bishi.

Detecting the presence of Tetsu-bishi is treated as finding a Hidden Thing. Increase the Saving Throw for this detection by the percentage chance of stepping on a caltrop divided by 10.

Scattering the Tetsu-bishi hurriedly, without taking the required time reduces the percentage chance of a hit by 1D20. If this reduces the chance below 0, the Ninja has wasted his caltrops, ie. they are lying in corners, out of the way.

Cutwire: Task Value: 5 per yard. Task Turn: 1 day.

Skills: Gimmickry. Weight: .2 per yard. Cost: 5 per yard.

This is a crude form of barbed wire used to trip or entangle victims, or as a tripwire to trigger traps, mines, etc.

Entangling: The Cutwire is strung between the height of throat and knees, across some opening, in a corridor, etc., as a barrier. The width of the area defines one "Strand" of wire. Moving into the barrier can entrap a victim and may cause damage if he is moving faster than a walk. If a victim walks into the wire, he is in a trap requiring a Task to escape. The Value equals 1D6 per Strand. The Task Points derive from the Deftness ST or Strength ST (victim's choice). Task Turn in either case is 1 Detailed Turn. Using Deftness allows safe escape from the Cutwire but leaves the trap intact. Using Strength to escape will destroy the trap as well, but the victim suffers 1D3 per Strand in Subdual damage for each Task Turn.

If the victim enters the trap at a move faster than a Walk, he will suffer 1D3 Subdual damage per Strand and his movement is still halted, trapping him. If he makes a Strength ST, he will bull through the trap, wrecking it, on that Detailed Turn. Otherwise, he must extricate himself normally.

Cutwire Entangling traps are Hidden Things, but potential victims receive a bonus to their Saving Throw to detect the trap of +2 per Strand.

Tripping: A Single Strand is laid across the barrier area, at ankle height. Those crossing it must make a Speed ST or fall. If moving faster than a Walk, reduce the Saving Throw by the character's BMA.

Tripwire: Cutwire, or simple cord for that matter, may be used to set up a trigger for some kind of booby trap. Setting up any such trap is a Task, Value being the BCS for the trap to go off if the barrier is hit, for a maximum of 20. The Task Turn is 1 minute. The Gimmickry Capability is used to generate Task Points. Tripwires triggering explosives may set the charge off at once, or instead cause a fuse to light, for a delayed explosion. Improvised traps can include toppling stacks of crockery as an alarm, dropping weights or poisoned spikes from the walls or ceiling, whatever the Ninja has resources to set up, subject to Gamesmaster approval.

C. CHEMICAL COMPOUNDS AND DRUGS

As stated in the rules on Drugs earlier in this book, Ninja using Yogen may prepare all known Poisons and all the Drugs made by the Herbalists. However, in addition, the Ninja may manufacture a number of unique compounds that are in the realm of "chemical Gimmicks." He may also manufacture several devices for using these materials to attack his enemies.

C.1. INJECTED DRUGS

1 Unit of Injected Poison will coat 10 Fukiya, 6 Tetsu-bishi, 4 Shuriken or Arrowheads, 1 knife or Wakizashi, half the length of a Katana, or 1 yard of Cutwire. Once coated on the item to be envenomed, the material is assumed to remain in place until the first successful hit on a victim. The poison is then assumed to be washed off. Immersion in water will not immediately remove most Injected Poisons, since they harden to a tacky film.

Prolonged immersion, or washing in a solvent of hot water will remove the venom.

C.2. POWDERS

The Ninja can make a finely powdered form of any Poison, with an Inhaled Mode. These can be loaded into the scabbard as described above.

From a Blowgun: The powder forms a cloud pointing away from the user. It is 1 yard across, has a length equal to the range of the Blowgun, and lasts from the Action Phase it was created until Action Phase 1 of the same Detailed Turn. All those in the cloud or entering it are subject to its effects.

From a Spraygun: (see below)

By Hand: The Ninja empties a small sack or packet of powder. This will cover his frontal facing for a spread of about 120 degrees, affecting all foes within 1 yard. The Gamesmaster may require the Ninja to roll a Deftness ST to scatter the powder well clear of himself, or he will also be affected. This is not required if the Ninja has room to step back as he scatters the powder.

Poison Powders may be of the Inhaled or Contact Modes. Besides these compounds, the Ninja may prepare:

Blinding Powder Acts on contact. Characters exposed to the Powder are blinded and immobilized by choking and sneezing. Two Health Saving Throws are required to recover from *exposure* to this Powder. The first stops the sneezing and restores the victim's ability to move, fight, etc. The second restores the victim's Sight. One die roll per Primary Action is allowed.

Itching Powder Acts on contact. Imposes 1D6 Distractions per Level of the Drug. This is often sprinkled in a foe's bedding or armor in preparation for a later attack. A Health ST is required to reduce the Level of the Powder by 1, rolling once per Detailed Turn on Action Phase 1.

All Powders are manufactured using the rules on making Drugs.

C.2.a Other Gimmicks Using Powders

Blinding Egg: Task Value: 5. Task Turn: 1 day.

Skill: Average Gimmickry and Yogen. Weight: .5. Cost: 5.

The Ninja prepares an Egg stuffed with Blinding Powder. He can hurl it at a foe using Shurikenjutsu, or ram it into his foe's face using an Unarmed Combat Skill, but such a blow does no other damage. If grappled with the foe, the Ninja can crush the Egg if he has it readied, enveloping both himself and the enemy in its Powder. Targets have a Speed ST to dodge the Egg. Using Yadomejutsu to try and block it will not work, since the Egg merely shatters and dumps its contents on the victim anyway.

Spraygun: Task Value: 25. Task Turn: 5 days. Skill: Gimmickry. Weight: 10. Cost: 125.

The Ninja Spraygun resembles a thick, bamboo tube, with a narrow nozzle at one end and a plunger at the other. It may be loaded with 1 Unit of Powder or a Liquid such as a Contact Mode Poison or an Acid. It will throw Powders a distance of 1D3+5 yards and Liquids are shot 1D6+10 yards. It requires 5 Detailed Turns of uninterrupted effort to load a Spraygun.

C.3. ACIDS

Ninja possessed methods of manufacturing Acids sufficiently powerful to burn tissues badly in a short period of time, and to etch metals fairly quickly. Making 1 Unit of Acid (about 1 pint, weighing a pound) is a Task with Value equal to 15 times the Level of the Acid. Task Turn of 1 week, using Yogen for the Task Points. Acid may be thrown from the bottle or sprayed with a Spraygun. A normal hit inflicts 1D3 of Lethal damage per Level of the Acid. There is a chance in 10 equal to the Acid's Level that it will damage the Armor Class worn by the victim, reducing Class by 1D3. Critical Successes with Acid are assumed to strike the victim in the face. This will require an immediate Health ST by the target or he will lose consciousness for 1D3 hours. Moreover, there is a chance in 10 equal to the Acid's Level that such Critical Successes will leave some lasting effects on the victim. If this is the case, roll 1D6 and consult the table below.

Add Critical Effects Table

Die

Roll Effect

- 1 No permanent effect
- 2-5 Character scarred by acid. His appearance is impaired.
- 6 Character Partially Blinded by Acid. Magical healing needed to recover full vision.

D. NINJA GARB Task Value: 10. Task Turn: 1 day.

Skill: Gimmickry Weight: 4. Cost: 10s.

Ninja Garb functioned to aid the Ninja in concealing himself at night. It was normally a reddish black in color. Ninja armor could be worn beneath it.

The Garb was reversible. One side is normally the black while the other is either a specific color or a generalized suit of clothes suitable for disguising the Ninja as one of his "ways of going."

Colors	Environment
Black	Night
White	Snow
Green	Live vegetation
Brown	Earth
Gray	Rock faces

When the Ninja is hiding in an environment the correct color will add 1 to his Ninjutsu roll. An incorrect color will subtract 2, such as wearing black in a snow storm.

BUSHIDO

BOOK II THE LAND OF NIPPON

Designers: Bob Charrette
Paul Hume



Fantasy Games Unlimited, Inc.

PROVINCES IN NIPPON

1 Mutsu	33 Yamato
2 Dewa	34 Kawachi
3 Echigo	35 Izumi
4 Shimotsuke	36 Kii
5 Hitachi	37 Tango
6 Shimosa	38 Tajima
7 Kazusa	39 Harima
8 Awa	40 Inaba
9 Kotsuke	41 Mimasaki
10 Musashi	42 Bizen
11 Sagami	43 Hoki
12 Izu	44 Bitchu
13 Kai	45 Izumo
14 Shinano	46 Bingo
15 Suriga	47 Iwami
16 Etchu	48 Aki
17 Noto	49 Nagato
18 Kaga	50 Suwo
19 Hida	51 Awaji
20 Mino	52 Sanuki
21 Totomi	53 Awa-isi
22 Mikawa	54 Iyo
23 Owari	55 Tosa
24 Echizen	56 Buzen
25 Omi	57 Bungo
26 Ise	58 Hyuga
27 Wakasa	59 Chikuzen
28 Yamashiro	60 Chikugo
29 Iga	61 Higo
30 Shima	62 Hizen
31 Tamba	63 Satsuma
32 Settsu	64 Osumi

OPTIONAL RULE: FOREIGN LANGUAGES

As your campaign grows, the action may extend beyond the shores of the Home Islands. China, Okinawa, Korea, all may beckon to the seeker for adventure. Oddly, the inhabitants of these nations do to speak Japanese.

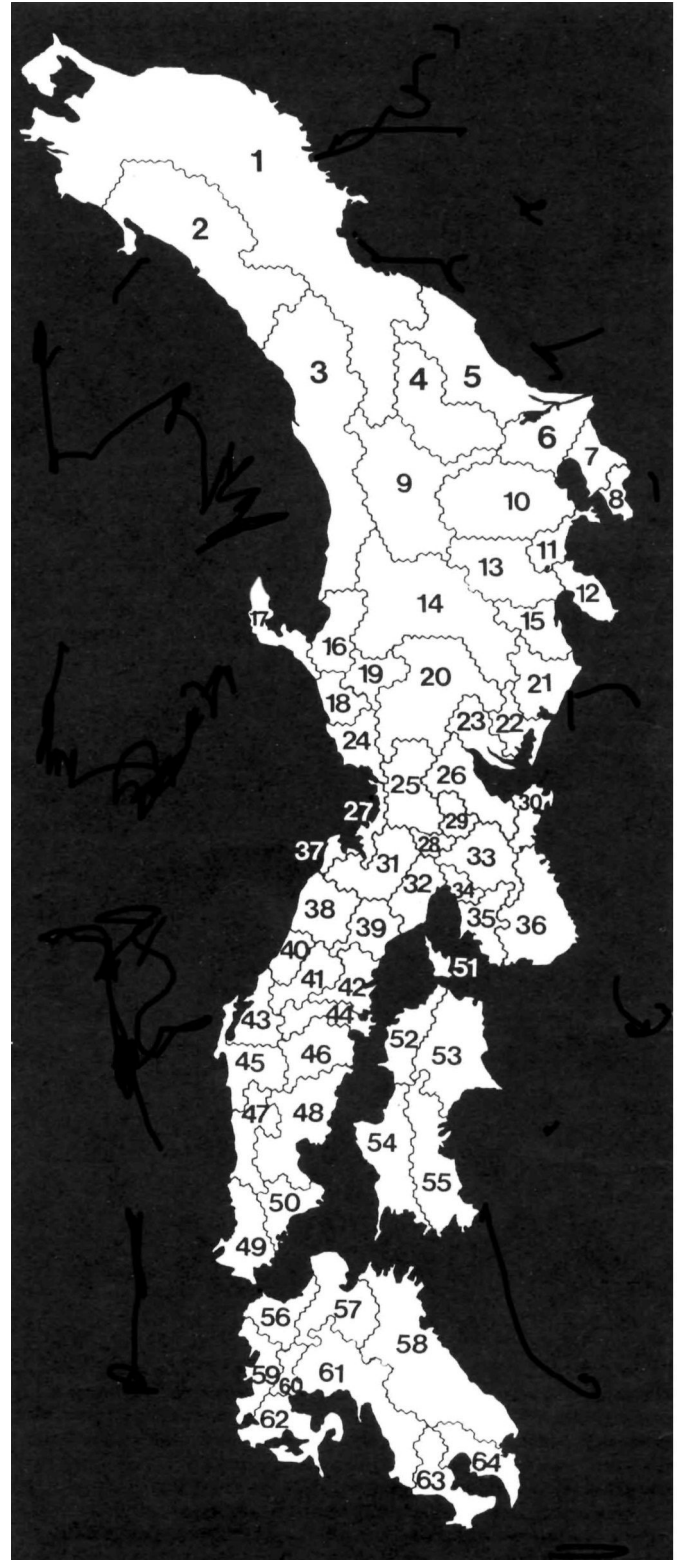
As with Literacy Skills, Language Skills are usually measured in terms of a "Fluency Level." The exact BCS is rarely needed, except perhaps in averaging with such Arts as Rhetoric, where command of meaning is vital. Foreign Languages or dialects different from one's Birth Caste's are NEVER Bonus Skills for any character.

If the BCS in the Language is under 5, the character cannot speak it at all.

With a BCS of 5 to 9, the character speaks a "Broken" form of the language. He can express himself in short, simple sentences ("I friendly." "You need help?") but cannot speak or understand any complex or lengthy statement. He needs to talk slowly and must receive similar assistance from those addressing him.

Once the BCS reaches 10 to 18, the character speaks an Accented form of the language. He will make mistakes in grammar and is obviously a foreigner to the language, but he can get along in it quite well.

A character reaching a BCS of 19 achieves Native fluency. He can speak the language as though he were born to it.



NOTE:

On page 11 of Book 1, in the chart on arrows:

* means that type is NOT available for the Hankyu!

BUSHIDO

BOOK II

THE LAND OF NIPPON

A GAMESMASTER'S GUIDEBOOK

Designers: Paul Hume
Bob Charrette



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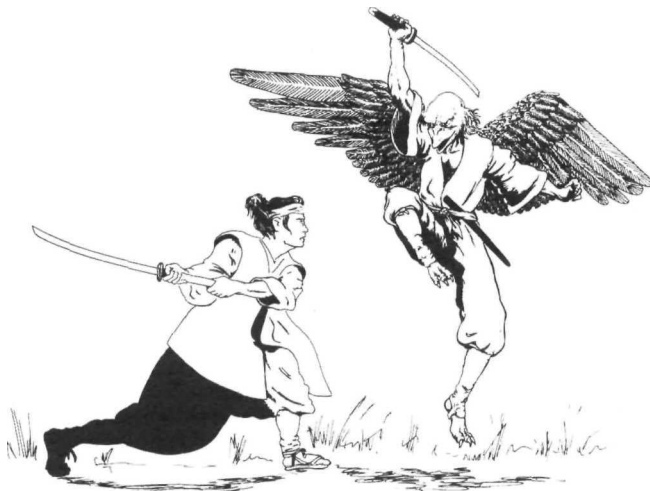
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The designers will attempt to answer any questions regarding the game. Please type the question allowing space for the answer on the same sheet and enclose a stamped, self-addressed envelope. Send the letter in care of Fantasy Games Unlimited.

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2010.0 THE NON-PLAYER CHARACTER

Every character in **BUSHIDO**, human or not, who is not directly controlled by a player is a Non-Player-Character, or NPC. Such characters are under the control of the Gamesmaster. He must portray them and decide their actions during play. If the Gamesmaster wishes, he may relinquish control of an NPC to a player, either temporarily or permanently. If he does so, the Gamesmaster retains the right and responsibility to overrule the decisions of the player if those decisions seem to violate the established personality of the Non-Player-Character.

Non-Player-Characters are usually not as detailed as the characters controlled by players. In many cases, the Gamesmaster will design the NPC as he goes along, adding information and characterization as the campaign requires such details.

This lack of specific information about the NPC is designed to lessen the load carried by the often-harried Gamesmaster, by reducing the amount of number and statistics that he must keep track of. The rules in following sections will sometimes differ from those governing Player-Characters. This is intentional. Non-Player Characters are rarely intended to have all of the opportunities or benefits applying to Player-Characters.

Lesser Non-Player Characters should have simple, well-defined personalities for the Gamesmaster to adhere to. For very minor characters, this personality consists of one or two traits of importance to their relationship with the Player Characters. The more important the character's role is in the campaign the more developed his personality will be.

A sub-type of Non-Player Character is the Personality Non-Player Character or PNPC. Human characters in this class follow all the rules governing Player Characters. The PNPC is a major member of the "cast" of the campaign. This status is best reserved for such individuals as the principal villain in a scenario, for Nippon's greatest heroes, mightiest sorcerers, deadliest Ninja and holiest monks. The more notorious monsters and powerful Daimyo of Nippon are also in this class.

In designing PNPC, the Gamesmaster should choose Attribute scores that reflect his image of what the character should be. Skills and their scores are chosen in the same way. The Gamesmaster should note the character's likes and dislikes and any personal quirks, so that he can properly play the role of that character when the time comes for him to enter the campaign.

Any intelligent being can be designed as a Personality Non-Player Character. Statistics for Beasts, Legendary or Supernatural Beings, etc., can have enhanced characteristics or specially designed powers or Skills.

2010.1 ATTITUDE AND REACTION OF NON-PLAYER-CHARACTERS

In most cases, the Gamesmaster should have NPCs react to situations in the campaign in a manner consistent with their personalities and goals. A totally illogical reaction should only come from an illogical character. Courtesy is usually met with courtesy and violence with violence.

There will be times when the Gamesmaster is totally at a loss to determine the reactions of Non-Player Characters. This may occur when the Player-Characters first meet the NPC or at some later point during their interaction. To resolve such problems, we present here a table of generalized attitude and reactions. The Gamesmaster must mold the random results from the tables to fit the situation. Thus, an "Immediate Attack" result when dealing with a character who is unlikely to fight the Player Characters would more likely end the characters' current relationship at once and preclude any further dealings in the future.

The Initial Attitude Table may also be used to randomly determine the outcome of some action or situation. To do this, roll the dice without any modifiers and see if the situation is favorable to the Player Characters or not. This will give the Gamesmaster a guideline for developing the action of the game. Thus, an encounter with a very dangerous monster that receives a "Favorable" result might mean that the creature does not even notice the characters. On the other hand, an "Unfavorable" result when a character has been hit by dragon flame might mean that the ancient scrolls he was carrying have been reduced to ashes.

To use the tables in an encounter, roll first on the Initial Attitude Table to determine the column to use for subsequent rolls on the Reaction Table. Use the Reaction Table for specific NPC reactions. Roll 1D100 in both cases. Each Table is followed by a list of modifiers for the die roll. These are just some of many possibilities. The Gamesmaster may use these as guidelines for further modifiers he may need during play.

2010.2 INITIAL ATTITUDE TABLE

Die Roll	Initial Attitude	Description	Modifiers to Attitude check:
01-05	Disastrous	Immediate, deep dislike, even hatred, Highly unfavorable. Use "Unfavorable" column for Reactions at -10 to die roll.	PCs wearing heavier armor than allowed: -15 PCs are members of faction hostile to NPC: -20
06-10	Very Unfavorable	Dislike/distrusts characters, Use "Unfavorable" column for Reactions at -5 to die roll.	PCs are members of friendly faction: +20 Either PCs or NPCs significantly drunk: -5
11-20	Unfavorable	Use "Unfavorable" column for Reactions.	PCs dirty; ill-kept, dressed inappropriately, etc.: -10
21-35	Neutral	Use "Neutral" column for Reactions at -5 to die roll.	PCs make a point of correct appearance, clothes, etc.: +10
36-65	Neutral	Use "Neutral" column for Reactions.	Undisguised Ninja present in PC group: -10
66-80	Neutral	Use "Neutral" column for Reactions at +5 to die roll.	PCs heavily armed with weapons out and ready: -5
81-90	Favorable	Friendly/polite Attitude. Use "Favorable" column for Reactions	
91-95	Very Favorable	Very positive Attitude, use "Favorable" column for Reactions at +5 to die roll.	
96-00	Excellent	Responds helpfully and very friendly to characters. Use "Favorable" column for Reactions at +10 to die roll.	

2010.3 REACTION TABLE

Die Roll	Favorable Reaction	Neutral Reaction	Unfavorable Reaction
01	Lose Favorable relationship. Use "Unfavorable" column for further Reaction checks.	Offend/anger NPC. Use the "Unfavorable" column at -5 to die roll for further Reaction checks.	Immediate attack or challenge.
02-05	Will at best leave PCs with their needs unfilled. Use "Neutral" column for further Reaction checks.	Dislikes or suspects PC actions and withholds aid. May be provoked to anger if not mollified by apology/offer. Use "Unfavorable" column for further Reaction checks.	Immediate and irrevocable hatred/anger. Will attack if pressed further.
06-20	Friendly but not helpful. Probably will not aid PCs without a good reason.	Not inclined to aid PCs and will not continue to interact with PCs without a reason to do so.	Openly hostile. Rude or contemptuous to PCs. May seek to provide a fight.
21-60	Friendly to PCs. Will assist them for reward or if given reason to do so.	As "Favorable" Reaction roll of 02-05 but remain with the "Neutral" column.	As "Neutral" Reaction roll of 02-05 but remain with the "Unfavorable" column.
61-80	Very friendly. Offers any minor aid freely. Will be of more help if asked to. May join PC group for a time.	As "Favorable" Reaction roll of 06-20 but remain with the "Neutral" column.	As "Neutral" Reaction roll of 06-20 but remain with the "Unfavorable" column.
81-99	Very friendly/helpful. Offers aid enthusiastically to the best of ability.	As "Favorable" Reaction roll of 21-60 and further Reaction rolls on "Favorable" column.	As "Neutral" Reaction roll of 21-60 and further Reaction rolls on "Neutral" column.
00	Immediate bond of deep friendship in all ways.	As above but further die rolls are at +5.	As above but next die roll is at +5.

Reaction die roll modifiers:

PCs careful to use correct mode of speech, courtesy, etc.:	+5	Ninja in PC party dealing with non-Ninja NPCs:	-20
PCs rule, boorish, insufficiently courteous:	-20	Dealing with Ninja NPCs:	
PCs overly polite for status of NPC addressed:	-5	Non-Ninja PCs:	-10
PCs previously on hostile terms with the NPC:	-10	Ninja in PC group of same or Allied Clan:	+10
PCs previously on friendly terms with the NPC:	+10	Ninja in PC group of Neutral Clan:	+5
PC's Status superior to NPC's:	+5	Ninja in PC group of Hostile Clan:	-20
PC's Status inferior to NPC's:	-5		
PCs and NPCs of same Caste:	+5		
PCs and NPCs of differing Castes:	-5		
PCs make "good offer" to NPCs:	+10 to 30 (Gamesmaster decision)		
PCs make inappropriate or niggardly offer:	-10 to 30		
PCs uses appropriate Art, Status roll, etc. to set tone of meeting:	+Effect Number		

2011.0 ENCOUNTERS

An Encounter is a random run-in with a Non-Player Character (or Characters). It can have no significance, or be imbued by the Gamesmaster with great importance. The best Encounters blend into the current adventure being carried out by the players. The worst are those that come mechanically tramping down the road, steamrolling the flow of play and logic alike ("the dice says the Shogun is in that hut, so doggone it, the Shogun is in that hut!"). Many campaigns do not use random Encounters at all, others use nothing else. Our feeling is that the best path lies somewhere in between.

Please note that an Encounter need not be with some living being. **BUSHIDO** allows for meetings with natural phenomena, social events, even great moments in history, as part of the background against which the adventures of the players are performed.

2011.1 DETERMINING ENCOUNTER FREQUENCY

Encounters rarely occur during the carefully planned portions of scenarios. They generally occur while travelling cross country, whether on the road or in the wilds. Nippon is not a safe place to travel, or at least not a dull one.

When moving in Strategic Time Scale, encounters are checked for on a basis of once per Turn (ie. once per day). The Gamesmaster may alter this to keep players from becoming complacent after the first encounter of the day. No matter what type of die is rolled, the chance of an Encounter occurring is based on the terrain in which the characters began their Turn. This chance is:

- 1 when in Clear Terrain;
- 2 when in Rough Terrain;
- 3 when in Mountainous Terrain.

If a perilous environment, with frequent Encounters, is desired, then 1D6 is used to check their occurrence. For a normal distribution

of Encounters, not so frequent as to impede travel but not so safe as to let the characters get lazy, 1D10 is rolled. If the Gamesmaster wishes to keep travel fairly free of Encounters, 1D20 is used to check for Encounters.

The chance of an Encounter is increased by 1 if the characters are on a road, by a river or stream, or travelling by night.

If the Gamesmaster wishes to allow random Encounters when characters are moving about a city on their normal business, he may treat this as Clear Terrain. If he is checking for Encounters during Downtime activity, the roll is made once per week, this being a Turn of Downtime.

2011.1 TIME OF ENCOUNTERS

Encounters may occur in the first or second 12 hours of a day. When an Encounter is indicated, the Gamesmaster rolls 1D6, with a roll of 1 to 3 indicating the first half of the day, and a higher score indicating the second.

The Gamesmaster then rolls 1D12 to determine the general time of the Encounter. Further die rolls can be used if down to the minute time determination is required.

Characters, like everybody else, need their sleep. If an Encounter occurs during the time the characters are resting (usually nighttime) then the Gamesmaster should require that only a fraction of the group be awake and armed, standing guard. Others must be awakened by the sentries and will not be fully armed.

2011.3 ENCOUNTER DISTANCES

If the Gamesmaster wishes to randomly determine the distance separating the Player Characters from the Encountered NPC, he may do so as follows:

First, he must determine if either group is surprised. There is a 1 in 6 chance of this by day and a 2 in 6 chance by night. If either set of characters is alert and possessed of a means of detecting the other, surprise is not possible. Hunting Beasts are never surprised, since they are actively looking for an Encounter, as it were. Nighttime sentries may be surprised unless there is bright light to illumine their area. The Gamesmaster may wish to treat night Encounters as a Hidden Thing in their case. If either group is surprised, the other receives 1 Detailed Turn of action to perform any activity they wish, before the other characters can react. This assumes that Detailed Action Time Scale is entered at the moment of the Encounter.

The distance between Encountering characters is:

	Day	Night
Player Characters surprised	2D6x5 yards	1D6 yards
Encountered characters surprised	1D6x10 yards	1D10+10 yards
Both groups surprised *	1D6 yards	1D3 yards
Neither surprised	3D6x5 yards	1D6+5 yards
If either characters are flying	+20 yards	+10 yards

2011.4 SAMPLE ENCOUNTER TABLES

In the **BUSHIDO** components you will find a reference sheet containing a set of sample Encounter Tables. We emphasize that word: **SAMPLE**. In any established campaign, you will soon develop your own special characters, new creatures, etc. Your Encounter Tables must then be expanded to handle these new elements. Moreover, in any random encounter system, you are likely to get dice generated results that just do not fit. Picking some more likely result from the table, or making one up on the spot, is quite permissible. This is also true on the fourth consecutive run-in with 3 asthmatic Bandits armed with chopsticks. Variety is the core of exciting role-playing and a dull series of predictable meetings along the road can bring down the most enthusiastic players all too quickly.

2012.0 DESIGNING THE NON-PLAYER CHARACTER

Human beings are unquestionably the most difficult Non-Player Characters to be designed by a gamesmaster. They may be as variously motivated, equipped, and trained as the Player Characters are themselves.

When in need of a quick set of Non-Player Characters, the gamesmaster may utilize the statistics on the next page which define the "Classic" member of a Profession.

These "Classic" statistics are derived by adding 10 to the Attribute Modifiers for each Profession. Having these values, all other Abilities and Capabilities may be quickly calculated as needed. In calculating Zanshin for Classic Non-Player Characters, all Professions fall into the second row on the table in section 1043.7b with a value between 30 and 59.

In designing more diverse, stock Non-Player Characters, the Gamesmaster may use several approaches. A character or group of

characters may be defined as having a flat bonus in an Attribute or Attributes. For example, the brutal "enforcers" of Yedo's top-ranked Yakuza Gang may be defined as having Strength +10, for a value of 20. The crack warriors of the Daimyo's bodyguard might be designed with +5 in all Physical Attributes. If a Non-Player Character of general superiority is desired, simply assign all of his Attributes a bonus: +5 in this case is a superior type of man and +10 a veritable hero! Remember that the Attribute may never exceed 40 points unless such superhuman power has a rationale in the character's case.

When introducing Non-Player Characters of high level, the Gamesmaster may feel that their Attributes should reflect their greater experience. A quick method of determining this is to add the roll of 1D3 per Level to the Classic Attribute values. This may be a flat bonus or one rolled for separately with each Attribute. Not all Attributes need be so increased.

2012.1 NON-PLAYER CHARACTER SKILLS

When designing Personality Non-Player Characters, the gamesmaster can and should take the time to detail all the Skills that he feels are needed to run the character properly. But when handling a large number of NPCs or when such stock characters are needed in a hurry, a less loving approach is needed. For this purpose, an NPC's Skills can be divided into three classes.

Class 1 Skills include those for which the character's Profession/Caste receives an Initial Score and any other Skills central to the character's role in the campaign. The base value for the Raw BCS is 9.

Class 2 Skills include other Skills that the character would be expected to study. The base value for their Raw BCS is 5.

Class 3 Skills would include any other Skills that the character might possess; but in which he would have received little or no special training. The base value for the Raw BCS is 0.

To determine an NPC's Raw BCS in a Skill the gamesmaster adds a die roll to the base value. The type of dice rolled is gotten from the Value Table, section 2020.2. Use the Dice Value for an Intensity equal to the NPC's Level.

If a Raw BCS greater than 19 occurs and the Skill involved is a Bugei, the remaining points may be used for the BCS in an Okuden for the Bugei, if any Okuden are available for it. If the Skill is not a Bugei or has no available Okuden then extra points are lost. Remember that characters add their Level to the Raw BCS to derive the Base BCS if their Profession receives a Bonus in the Skill.

The Gamesmaster may simply determine one BCS value for all Skills in a given Class when there are a lot of NPCs to control of determining a general class of characters for a scenario. Thus, all the scummy Bandits attacking the heroes might have a Raw BCS of 12 in Kenjutsu, a Class 1 Skill for them, while only having a BCS of 6 in Kyujutsu, a Class 2 Skill for Bandits.

The exact choice of what Skills are available to an NPC and the Classes of such Skills is deliberately left vague. Variations can be great and very dependent on the campaign. The choice is the gamesmaster's. Suggestions are included with the description of human types in section 2013.0.

2012.2 NON-PLAYER CHARACTER KI

When dealing with stock Non-Player Characters, Ki is rarely of much concern. Since use of Ki Powers adds to the complexity of running the game, it is recommended that the gamesmaster use it only in the case of Personality Non-Player Characters, if at all. His Ki is equal to his Level, plus 1 point for every Skill in which he has a Raw BCS of 19 and each Attribute having a value of 40. If the gamesmaster wishes to assign more Ki to the character, he may give him a Raw BCS of 19 in Meditation, which would allow him to have gained more Ki as stated in Book 1, or assume that the Ki comes from some supernatural source.

2012.3 CATEGORIES OF NON-PLAYER CHARACTERS

The typical Non-Player Character resembles the Player-Character in that he has a Profession, albeit one which may not be available to PCs. One of the major differences lies in the Non-Player Character's Hit Points. Besides Classic types, in **BUSHIDO** we define two sub-categories of character: Rabble and Extras.

Rabble have 1D10 Hit Points, or if desired they may have 1D10 per level. This supersedes any other means of calculating Hit Points. In addition, Rabble may have their Class 1 Skills treated as Class 2, their Class 2 as Class 3, with Class 3 Skills non-existent. Rabble also receive -1 on all Saving throws.

Extras are a step further down the ladder. They have only 1 Hit Point, so any successful attack defeats them. Their Skills may be treated as those of Rabble and they may receive a -2 to all Saving Throws.

CLASSIC NPC STATISTICS TABLE

Profession	Strength	Deftness	Speed	Health	Wit	Will
Bushi	20	20	15	25	5	10
Raw ST:	7	7	5	8	2	3
DAM:+1		BAP:10	MNA:2	BMA:5	HPT:25+1D10 per Level	
Capabilities:	Brawling=6+Level.	Climbing=10	Leaping=8.	Swimming=7+Level.		
Budoka & Ninja	15	20	20	20	10	10
Raw ST:	5	7	7	7	3	3
DAM:+0		BAP:10	MNA:2	BMA:7	HPT: (Budoka): 10+1D10 per Level	Ninja: 10+1D6 per Level
Capabilities:	Brawling=5+Level.	Climbing=10."	Leaping=10*	Swimming=6+Level*		*Ninja add Level to these values.
Shugenka & Gakusho	5	10	10	10	20	25
Raw ST:	2	3	3	3	7	8
DAM:-1		BAP:5	MNA:1	BMA:3	HPT:10+1D3 per level	
Capabilities:	Brawling=4+Level.	Climbing=5.	Leaping=5.	Swimming=3+Level.	Magic Capability=9+Level.	Power:25+1D10 per level.
Yakuza	10	20	15	15	20	10
Raw ST:	3	7	5	5	7	3
DAM:+0		BAP:10	MNA:2	BMA:5	HPT:10+1D6 per level.	
Capabilities:	Brawling=4+Level.	Climbing=10.	Leaping=8.	Swimming=5+level.		
"Average Man"	10	10	10	10	10	10
Raw ST:	3	3	3	3	3	3
DAM:+0		BAP:5	MNA:1	BMA:3	HPT:10	
Capabilities:	Brawling=3.	Climbing=5.	Leaping=5	Swimming=3.		

Any type of NPC may be designated as Rabble or Extra by the gamesmaster. The principal purpose of these sub-categories is to provide the typical mob of inept villains to be mowed down by the normal Japanese hero. They may also act as "spear carriers" and plot devices, minor but integral members of the "cast" that peoples the campaign.

Rabble or Extras may be given normal Skills and even high Professional Levels in order to provide the Player-Characters with a more significant challenge in a fight or assistance in a dilemma.

2013.0 TYPES OF HUMANS

Various types of human inhabit Nippon. Here we include a selection of some of the more interesting and/or common types.



Abbots/Head Priests

Buddhist Abbots and Shinto Head Priests are the heads of their respective religious communities. In encounters with such men and their followers, there is a 70% chance that the group is Buddhist; otherwise it is Shinto. The Abbot/Head Priest himself will be a Gakusho of Level 1D3+3. This may be taken as a measure of his importance and thus of the size of his entourage.

Abbots are accompanied by 2D6 other Gakusho (random Level). The Abbot will also have 1D3+1 Sohei Guards (described later in this section) unless he is head of a Yamabushi order or sect. In this case, he is accompanied by a group of Warrior-monks numbering 1D6+1 per Level. Abbots have a 15% chance of travelling by ox cart, and a 40% chance of travelling by kaga. Otherwise they travel afoot. Yamabushi parties have a flat 10% chance of being mounted.

Head Priests travel on foot with 1D3+1 other Gakusho (random Level) and 1D6+1 Classic Bushi guards (random Level). Armament: Abbot-none. Head Priest-Bo, plus Dai-sho if Buke. Armor Class: Abbot-AC3 robes Head Priest-AC3 good clothes.

Skills (Class 1): All Yogas and appropriate Theology; Rhetoric (Class 2): Other Gakusho Bonus Skills.

Treasure: Abbot-Rich. Head Priest-Bountiful.

Special Treasure: 10% per Level chance of Relic.

Adventurers

This is a group of characters wandering Nippon seeking adventure, just as Player Characters are wont to do. All are members of one of the major Professions. Each is of random Level. The group usually numbers 2D3+1.

Die Roll	Profession
1-4	Bushi
5-6	Budoka
7	Shugenja
8	Gakusho (50% Buddhist; 50% Shinto)
9	Yakuza
10	Ninja

Treat each member of the group as an individual member of his Profession for purposes of determining armor, weapons, treasure, etc.

Armies

The size of Armies may be determined using the rules for the maximum garrison in a castle (section 2052.0) Roll randomly for the "castle's" Level of Place to determine the size of the garrison. There is a 60% chance an army will be led by its Daimyo. Otherwise the Commander of the Troops, as described for castles, leads the force.

Armies can offer employment to characters if en route to a battle. Travellers armed for war who are not aligned with the army's leader or faction will find themselves the object of pointed questions and may land in serious trouble.

Special Treasure: Double normal chances for Weapon treasure and number of weapons in the Daimyo's treasure.

Bandits

Bandits are petty thieves, plying the robber's trade on the highways and byways of Nippon. They are Heimin, commoners, but may be led by a ronin down on his luck. They are usually Classic Bushi but the gamesmaster may design gangs of Yakuza or Budoka, or a mixture of these Professions.

Armament: Wakizashi, plus Yari (35%) or Bo (45%). one in five carries a Hankyu. Leader carries Katana, or the Dai-sho if ronin.
Armor Class: AC3 inferior clothes. 30% chance of AC 1d3+3 Ashigaru Armor.

Skills (Class 1): Skills for handweapons carried.

(Class 2): Kyujutsu.

Treasure: Poor.

Brigands

Brigands are better fighters than Bandits but their morals are no improvement. They are often (40%) ronin who have turned to robbery between mercenary contracts. If they are not ronin they are Ashigaru who refused to return to the fields (peasant warriors who absconded in this manner were common). Their number may also include deserters from Daimyos' armies. There is a 25% chance the gang has horses.

Armament: Katana, plus Yari (65%) or Naginata (35%). 50% of gang carry Daikyu. Ronin carry the Dai-sho.

Armor Class: 30% chance of AC 2D3+2, otherwise AC4.

Skills (Class 1): Skills for weapons.

(Class 2): Bujutsu if mounted.

Treasure: Worthwhile.

Special Treasure: Triple normal chance of Weapons.

Budoka

Wandering Budoka usually dress according to their social class. They disdain armor. There is a 30% chance that a Budoka is a member of a Ryu, thus having 1D3 Okuden to complement his Bugei. Budoka are usually of Heimin origin.

Armament: None (50%), Nunchaku (25%), Chain Weapon using Kusari-jutsu (20%), or other Budoka Bonus weapon (5%).

Armor Class: AC3 clothes.

Skills (Class 1): Atemi-waza, Jujutsu, Skill for weapon carried.

(Class 2): Okuden (if any), other Budoka Bonus Skills.

Treasure: Poor.

Special Treasure: No chance of Weapons.

Bushi

Bushi may be simple travellers, but if they are samurai, they may be engaged in their lord's business. There is a 20% chance that a Bushi is a member of a Ryu, thus having 1D3 Okuden to complement his Bugei. Roll 1D10 to determine the Bushi's social class: 1=Samurai on Daimyo's business; 2=Samurai on personal business; 3 to 6=Ronin; 7 or more indicates an Ashigaru. Bushi usually travel afoot, though a samurai on his lord's business will usually (70%) be mounted. If on horseback, the Bushi wears his best armor or clothing, with his or his lord's mon (heraldic crest) prominently shown.

Armament: Katana; if Buke, Dai-sho. 65% chance of Daikyu. Mounted Buke carry Naginata. Ashigaru carry Yari (60%) or Naginata (40%).

Armor Class: AC3 clothes with AC 2D3+2 available. Samurai on official business have AC 2D3+4 armor available.

Skills (Class 1): Skills for weapons carried.

(Class 2) Okuden if any. Other Bushi Bonus Skills.

Treasure: Samurai-Valuable. Ronin-Worthwhile. Ashigaru-Poor.

Special Treasure: Triple normal chance of Weapons.

Craftsmen

Craftsmen and Artisans range from humble tinkers to the revered swordsmiths. Physically, they have the Attributes of Average Men. The gamesmaster may use the Intensity column of the Treasure Value Table to gauge the value of the character's craft. This same table may be used to generate a Level of the character within his craft. It requires a Master craftsman (Level 6) to manufacture above-average goods. Convincing such craftsmen to sell a character their goods requires that they be influenced using the would-be customer's social Status.

Craftsmen rarely travel with samples of their goods nor do they take commissions while travelling. Status may be used to influence a craftsman to interrupt his journey to produce some specific item to order, if facilities are available.

Armament: If travelling, either Wakizashi (50%) or Bo (50%).

Armor Class: AC 1D2+1 clothes.

Skills (Class 1): Craft as Bonus Skill.

(Class 2): None

(Class 3) All other Skills.

Treasure: Money and Gems are as for Treasure type corresponding to value of Craft, starting with Niggardly.

Special Treasure: Artworks are samples of craft work. No Goods, Weapons(unless swordsmith), or Artifacts.

Daimyo

Daimyo, the feudal overlords who rule Nippon's provinces, are men of tremendous authority and power. They command instant and unlimited loyalty from their samurai, all of whom are ready to die for their lord at a moment's notice. Great rewards: lands, honors, even elevation to the Buke, all lie within a Daimyo's gift. His word is law within his domains. Characters encountering a Daimyo should be on their best behavior on pain of instant attack by the lord's samurai or an invitation to commit seppuku.

The Daimyo himself is usually a Classic Bushi. When rolling for his Level on the Intensity column of the Value Table, reduce the die roll by 50. Daimyo maintain a personal guard of 2D3 Classic Bushi, each of Level 1D3+3. They are armored in the same manner as their Lord. They are rarely far from his side, even when not in open sight.

When travelling, Daimyo are usually mounted (85%), otherwise travelling by kaga. The entourage is usually preceded by a herald, a samurai travelling on foot, displaying the Daimyo's mon, who clears the road for his master. If travelling rapidly, the herald's place is taken by a mounted warrior, galloping pell-mell down the road. The proper response in either case is to clear the road and kow-tow as the Daimyo passes. When the entourage stops at an inn, other guests are evicted to provide quarters for as many of its members as possible. The rest camp outside the building.

Daimyo are often sources of employment for Player Characters. They can be used to introduce prepared scenario material for the gamesmaster. Characters should beware of incurring a Daimyo's wrath, or even his displeasure. Either can be fatal.

Armament: Dai-sho. Roll for sword quality, subtracting 50 from die roll.

Armor Class: AC3 superior clothes. AC 1D3+7 Samurai armor available. There is a 20% chance that he wears NinjaAC4 under his clothes.

Skills (Class 1): Bushi Bonus Skills.

Treasure: Wonderful.

Special Treasure: Double normal chance of Weapons.

Doctors

Doctors are Average Men with the NPC Profession of Doctor. Determine Level randomly for Doctor Bonus Skills.

Armament: None.

Armor Class: AC3 good clothes.

Skills (Class 1): Physician, Herbalist.

(Class 2): Shiatsu.

Treasure: Worthwhile.

Special Treasure: 15% per Level chance of having 1D6 Units of Drugs. If Drugs use Level, it equals Doctor's Level. No Weapons.

Duellist

Duellists are either Classic Bushi (80%) or Budoka (20%) who make a living by stripping defeated opponents of their goods. They usually challenge a likely looking victim to a duel, or provoke such a challenge by their actions. There is a 40% chance that a Duellist is a member of a Ryu, having 1D6 Okuden. Bushi Duellists are usually (85%) ronin. Otherwise they are Ashigaru. Budoka Duellists are always Heimin.

Armaments: Bushi-Katana (85%) or gamesmaster's choice. Ronin carry Dai-sho. Budoka-As described for Budoka.

Armor Class: AC3 clothes. Bushi have AC 2D3+1 available.

Skills (Class 1): Principle weapon forms.

(Class 2): Okuden.

Treasure: Varies with his recent luck. Type corresponds to random Intensity, starting with Niggardly.

Special Treasure: Double chance of Weapons. No Goods.

Entertainer

Entertainers are low on the social ladder, only one step above the Eta. They are Average Men specializing in one form of entertainment, though they will also know related art forms needed for their business. Wanderers with no fixed abode and few family ties, they travel freely across Nippon.

Armament: None.

Armor Class: AC 1D2+1 clothes.

Skills (Class 1): Principal entertainment form.

(Class 2): Related entertainment Skills.

Treasure: Poor.

Special Treasure: Goods consist of costumes, musical instruments, etc

Gakusho

Gakusho, wandering Nippon in search of enlightenment, may be Buddhist (70%) or Shinto (30%). Buddhists are clad in the saffron robes of a simple priest, no matter what their ecclesiastical rank may be, thus differing from priests in an Abbot's entourage, who will be dressed according to their position. Shinto clergy do not dress in their religious robes unless engaged in some rite of their faith.

Buddhist clerics will usually carry a begging bowl, living on the alms given by those they meet on their journey. It is a meritorious act to give alms to a Buddhist Gakusho (1 point of On received for a generous donation). Clergy of both religions may (20% chance) be soliciting donations for some project. A gift given as if making an offering to the Temple or Shrine, as described in Book 1, gains an amount of On set by the Gamesmaster before the offering is made (Characters must give the money before being told what the "prize" is).

Determining which Yogas fall into a given Class of Skill requires a roll on 1D5: 1=Karma-yoga; 2=Gnana-yoga; 3=Hatha-yoga; 4=Prana-yoga; 5=Raja-yoga.

Armament: Bo (80%) or none.

Armor Class: AC3 robes or clothes.

Skills: (Class 1): 1 Yoga per Level; Theology.

(Class 2): 1D3 additional Yogas; Gakusho Bonus Skills.

(Class 3): Any remaining Yogas.

Treasure: Poor.

Special Treasure: No chance of Goods. 5% per Level chance of an

Artifact. If an Artifact occurs, it may be a Sacred Text (70%), Relic (25%) or random Artifact.

Geisha/Courtesans

Geisha are Average "Men." They have a random Level in their Profession. A separate Intensity roll is made to determine their fees. 1st to 2nd Level Geisha charge 5 times this in copper. 3rd and 4th Level Geisha charge silver. Higher Level Geisha charge gold. Geisha are adept in helping a client pass the time in many pleasant ways. Engaging a Geisha gains the client On equal to the lady's Level.

Armament: None.

Armor Class: AC3 superior clothing.

Skills (Class 1): Shiatsu; Koto; Biwa; Singing.

Treasure: Worthwhile, using Level as "Budo Value."

Special Treasure: No Weapons. Subtract value of fee in silver from die, from die rolls for quality of Goods.

Imperial Nobles (Kuge)

The Kuge are usually impoverished, since the ruling Shogun or Buke faction controls the Emperor and his Court by keeping a tight hand on the pursestrings. On the other hand, it is considered an immense honor to provide for the needs of a member of the Kuge. Significant services gain the giver 25 points of On, if the action can be made public. Even Daimyo must show proper reverence for the Kuge, due to their close association with the divine person of the Emperor.

An act of disrespect to an Imperial Noble will bring the wrath of the government down on the offender, if he survives the vengeance of those who witness the crime. When travelling, Kuge are accompanied by an entourage similar to that of a Daimyo. Kuge either travel by ox cart (30%) or else by kaga.

Kuge rarely have any practical Skills and are Average Men physically. Some 40% of Kuge will be able to function in some form of Profession determined on the following table.

Die Roll	Profession
01-20	Shugenja
21-55	Gakusho (Shinto)
56-70	Gakusho (Buddhist)
71-85	Scholar
86-00	Philosopher

Armament: None.

Armor Class: AC3 superior clothes in the distinctive Court style.

Treasure: Bountiful with a Budo value of 6 to determine chances of treasure.

Special Treasure: Treasure contains Artworks and Artifacts only.

Katari-Be

Katari-be are a class of wandering scholars and entertainers. They are treated as Average Men but the Gamesmaster may assign them an Attribute bonus of plus 5 in Attributes affecting their Profession (Wit for Scholars, Deftness and Speed for Acrobats, etc.). Katari-be



lacking fixed abodes and family ties, travel freely through Nippon, making their class a favored role for Ninja in disguise. Common Katari-be Professions are:

Die Roll	Profession
1-3	Doctor
5-7	Craftsman
8	Scholar
9	Entertainer
10	Philosopher

These Professions are explained elsewhere in this section. They are available for practice outside of the Katari-be class, though less dedicated practitioners tend to be less proficient. Katari-be have a random Level for the practice of their Profession, reduce the die roll on this Intensity Table to determine that Level by 20.

Merchants

Merchants are Average Men with a random Level in their NPC Profession. A merchant shop offers the normal chance of finding goods for the Level of the Place where it is located.

There is a 10% chance that a merchant will specialize in only one type of merchandise: artworks, weapons, armor, clothing, etc.

To determine the composition of a merchant band use the table on the next page. Increase all die rolls by 5 times the merchant's Level. First roll for the number of porters (Average Men Extras). Each porter bears a trunk on his back. There is a 5% per level chance that the merchant will have pack horses instead of porters, each horse carrying two trunks. As needed, the contents of each trunk for porters, or each pair of trunks for horses, may be rolled for. For every 5 porters or horses, roll for one unit of guards. No matter how many guards are involved, there will be only one leader type in command.

The travelling Merchant functions at a "Level of Place" equal to his Level to determine availability and price. He may not sell more items than can be accounted for by the weight of that Class of goods carried by his porters.

The contents of the merchant's train replaces all chance for Goods, Artworks, Weapons, and Artifacts in Treasure determination. Armament: Wakizashi (30%) or Tanto.

Armor Class: AC3 good clothing. 1 % per Level chance that merchant wears Ninja AC4 under clothing.

Skills: (Class 1): Commerce

(Class 2): Weapon Skill

Treasure: Type corresponding to Level, starting with Poor. Use Level as Budo Value.

Special Treasure: See text above.

Natural Master

The Natural Master is a Professional specializing in one or more Bugei. The character has a Raw BCS of 19 in his special Skills and a Level for using these Skills of 2D3. His Attributes are those of an Average Man. There is a 40% chance that the character also will be a Master of 1D3 Okuden for his Bugei. Such characters can function as Teachers in their special Skills.

The areas of mastery are determined on the following table:

Die

Roll Bugei

1-3 Armed Bugei: Kenjutsu (40%), Sojutsu (30%) or Naginatajutsu (30%).

4-7 Unarmed Bugei: Atemi-waza, Jujutsu, and 1 Budoka Bonus Bugei.

8 Bojutsu and Jojutsu.

9 Kusarijutsu and a weapon form to go with it.

10 Roll twice at-1 to the die roll. Duplicate results adds 1 Okuden to Skills.

Armament: As per special Skills.

Armor Class: AC 1D3 clothes.

Skills: As noted. All others are Class 3.

Treasure: Poor.

Appearance of Master:

Die Roll Appearance

1 Humble peasant.

2 Puny wandering priest (no mystical powers).

3 Rude peasant.

4 Ragged beggar.

5 Young punk kid of Heimi birth.

6 Puny wandering Scholar (also functions in Scholar Profession).

7 Hunchbacked beggar.

8 Blind masseur. (No penalty for blindness).

9 Woman (disguised as man).

10 Woman (undisguised).

MERCHANT TRAIN COMPOSITION

Die Roll	Porters	Merchandise
01-15	2D3	Inferior: reroll. Second result of Inferior means trunk empty
16-30	2D3+2	Class D goods, 30 lbs.
31-45	2D6+2	Class C goods, 30 lbs.
46-55	2D10+2	Common Artworks, random value and weight
56-62	2D10+10	Semi-precious Artworks, random value and weight
63-66	2D10+10	Precious Artworks, random value and weight
67-69	2D10+15	1D6 Weapons, random type and quality
70	2D10+20	1D3 Artifacts.
71-85	2D10+5	Class B goods, 30 lbs.
86-00	2D10+10	Class A goods, 30 lbs.

Guards

1D3 equivalent to Rabble Bandits.
 1D3 equivalent to Rabble Brigands
 1D3 equivalent to Bandits
 2D3 equivalent to Brigands
 1D3+1 equivalent to Brigands.
 Classic Bushi leader (random level)
 1D3+1 Classic Bushi (random level, -10 to die roll).
 1D3+1 Classic Bushi (random Level, -10 to die roll).
 Classic Bushi Leader, 1 Level higher.
 2D3 Classic Bushi (random level, -20 to die roll).
 Classic Bushi Leader, 1 Level higher
 As 56-62 above
 As 56-62 above

Ninja

When met by chance, Ninja are usually disguised, unless they are in the middle of an actual job. Ninja usually carry an array of all-purpose Gimmicks, randomly determined on the table below. However, it is left up to the Gamesmaster to decide if specialized devices are carried, based on the nature of the Ninja's assignment.

Ninja are unlikely to join up with Player Characters unless their mission can profit by doing so. Being used as cover by a Ninja can be embarrassing (if not lethal) for the manipulated Player Characters. Armament: Ninjato and Scabbard as well as weapons appropriate to disguise.

Armor Class: AC3 Ninja Suit (80%) or Ninja AC4, plus armor/clothes appropriate to disguise.

Skills (Class 1): Basic Ninja Skills; Disguise
 (Class 2): Other Ninja Bonus Skills.

Treasure: Worthwhile, but chances exist only for Cash and Gems.

Special Treasure: Ninja carried 1D3 Gimmicks per Level.

Special Ninja Gimmick Table

Die Roll Gimmick

01-20	1D3 Blinding Egg
21-25	2D3 Shuriken
26-30	1D3 Poisoned Shuriken
31-40	1D3 Poisoned Darts
41-45	1 dozen Tetsubishi
46-50	1 dozen Poisoned Tetsubishi
51-60	1D3 Units of Antidote
61-70	Grenade with 1D3 feet of Slow Fuse
71-75	Bomb with 1D3 feet of Slow Fuse
76-80	10 feet of Cutwire
81-85	Climbing Pole
86-90	Entry Kit
91-95	Ninja Hankyu with 2D6 arrows
96-00	Kyotetsu-shoge

A Ninja will carry only one each of the last four items listed. If rolled again, reroll for a different Gimmick. If the Gimmick has Levels, they are equal to the Ninja's own.

Patrol

This is a group of armed and often armored samurai. They are members of the local clan if there is one, and are patrolling their lord's domain. They will investigate strangers and may (30%) decide to extract a toll for crossing the Daimyo's land. If they are not members of a local clan, then they are scouting the area for their lord, who rules some nearby area.

The group consists of Classic Bushi. It will have a leader of Level 2D3. He has a lieutenant one level lower and 3D6 retainers, all 1st Level. The leader and one-third of his men are mounted as a rule, though there is a flat 25% chance that the entire patrol is mounted. Armament: Dai-sho and one man in five carries Daikyu. Horsemen bear Naginata and footmen have Yari.

Armor Class: AC 2D3+1, Samurai armor or clothing as dictated by Armor Class.

Skills: As Classic Bushi.

Treasure: Valuable, but only Cash and Weapons are likely to be available.

Special Treasure: Four times normal chance of Weapons.

Peasants

The typical Peasant is an average man and is usually equipped as follows:

Armament: None (70%) or one of following: Bo, Jo, Nunchaku, Kama, Tonfa, Sai, or club.

Skills (Class 1): Peasant Bonus Skills.

(Class 2): Skills for weapons used.

Treasure: Poor.

Philosophers

This Non-Player Character Professional is an Average Man dedicated to intellectual study of the Magical and Mystical Arts. He has no magical power. He is a Master of his special Skills, with a Raw BCS of 19.

Armament: None.

Armor Class: AC 1D2 clothes.

Skills: 1D3 Yogas and/or Magical Schools per Level, plus 50% chance of Meditation.

Treasure: Poor.

Special Treasure: 5% per Level chance of 1D3 Spell Learning Scrolls and 1% per Level chance of Artifact.

Pilgrims

Pilgrims are met en route to or from religious sites. The group will number 2D3 times 1D6 and is usually (60%) composed of members of the same caste. Otherwise, the group is actually composed of several smaller Pilgrim parties, each consisting of one caste, travelling together. Gender among pilgrims is mixed, though men predominate at about 2 to 1. Pilgrims are Average Men Extras.

The caste and composition of Pilgrim groups are determined using the table on the next page. This may also be used by the Gamesmaster for determining social standing in a manner based on a more realistic break-down of the population.

There is a 10% chance that Pilgrims will be accompanied by 1D2 Gakusho of the appropriate religion.

Police

Police are usually Heimin or low ranking samurai. They are given authority by the local Daimyo (in which case the leader is a minor samurai) or the heads of the local wards. Police usually operate only in cities (Class A through D) and have little jurisdiction elsewhere.

Police are 1st Level Classic Bushi, but have only 10 Hit Points with no additions. More expendable Police may be Rabble or Extras. Tougher Police (and all leaders) have Classic Bushi Hit Points. Police have a separately determined Level governing their bonuses in Police Bonus Skills.

Nippon's Police are reasonable men, subject to bribery and unwilling to pursue a losing fight. The smaller the city is, the more open its Police are to bribes and caution.

Armament: Wakizashi, plus Sodegarmi (50%) or Sasumata (50%).

Leader—Katana, plus Jitte (85%) or Jitte-gusari (15%).

Armor Class: AC4. Leader has AC5. Armor is of distinctive Police style but compatible with Ashigaru type.

Skills (Class 1): Police Bonus Skills.

(Class 2): Skills for other weapons carried.

Treasure: Poor.

Special Treasure: No Goods. If Gems occur, they have 1D3.

Scholar

A Scholar is an Average Man dedicated to the study of the Fine Arts as a Profession, having a random Level. He is a Master with a Raw BCS of 19 in 1D3 Fine Arts.

Armament: None.

Armor Class: 1D2+1 clothes.

Skills: (Class 1): 2D3 Fine Arts.

(Class 2): 2D3 Fine Arts.

Treasure: Poor, using Level as "Budo Value."

Special Treasure: No chance of Goods. If Artworks occur, use Valuable Treasure characteristics to determine type.

Shugenja

Wandering Shugenja will rarely be clad in any distinctive manner, preferring the garb of their caste or that suitable to a Scholar or Philosopher. Mages having no fixed abode must carry their magical

texts and equipment with them, possibly with the help of a servant or pack horse.

A Shugenja knows 1D3 Spells per Level. To determine what a specific Spell is, follow this procedure:

Roll 1D5 to determine School: 1=Fire; 2=Water; 3=Wood; 4=Metal; 5=Soil. Then roll 1D100 and consult the Spell Tables in Book 1. The Spell with the Knowledge Required closest to the die roll is the Spell known. In order to keep the die roll in line with the Shugenja's Skill in the Schools multiply the die roll by (Raw BCS in that School/20). Thus, a Shugenja with a Raw BCS of 8 would multiply his die roll by 8/20, and therefore cannot get a Spell with a Knowledge Required higher than 40.

Armament: None (20%), Tanto (30%), 1D6 Shuriken (30%), or Bo (20%). If Buke, the Dai-sho is also carried.

Armor Class: AC 1D2+1.

Skills: (Class 1): 1 School per Level.

(Class 2): 1D3 other Schools. Skills for weapon carried.

Shugenja Bonus Skills.

(Class 3): Kenjutsu if Shugenja is a Buke.

Treasure: Poor.

Special Treasure: For each Spell he knows, the Shugenja has a chance in 10 equal to his Level of owning the Learning Scrolls for the Spell. There is also a chance in 20 equal to his Level that the Shugenja has 1 or more Artifacts, the number of items being equal to the Effect Number of the Determination roll, plus 1.

Sohei Guards

Sohei guards are a mixed group of Classic Bushi, dedicated to a Temple, and Warrior-monks. These monks are described later in this section. The statistics here describe the dedicated Bushi. The group is split evenly between the two classes, with any extra man going to the Warrior-monks. The leader is also a Warrior-monk, who is armed as his men but has an Armor Class 1 higher than theirs.

Armament: Katana, plus Yari (80%) or Naginata (20%).

Armor Class: AC 2D3 of Samurai (75%) or Ashigaru (25%) style.

Skills (Class 1): Skills of weapons carried.

(Class 2): Buddhist Theology, Rhetoric and Meditation. Other Bushi Bonus Skills.

Treasure: Poor.

Special Treasure: No chance of Goods.

Sumotori

Sumotori are generally uncouth fellows, having spent their entire lives training for their arduous Profession without concern for life's finer things. They are often employed as strong-arm men by Yakuza, innkeepers, and the like. Successful Sumotori are often attached to the entourages of Daimyo as "status symbols."

Sumotori have a Level in their use of Sumai. Physically, they have the Attributes of a Classic Bushi, but receive a +5 to their Strength and only half the normal number of Hit Points. They receive no Bonus for Bushi Bonus Skills.

Armament: None.

Armor Class: AC 1D2 clothes (AC0) in wrestler's garb, an ornate loincloth).

Skills (Class 1): Sumai.

Treasure: Worthwhile.

Special Treasure: No chance of weapons.

Warrior-Monks (Yamabushi)

Warrior-monks are Buddhist Gakusho who also have a warrior orientation. Given their warlike ways and their taste for hot time, which includes drinking, gambling, wrestling, and even dallying with courtesans, they are usually tainted with Sin, which reduces or cancels their priestly powers.

Their characteristics are those of Classic Bushi. Thus, their Magic Power is only 10+(1D10 per Level), while their Raw Magic Capability is only 3. They have separate Levels as Gakusho and Warriors. Roll for the Warrior Level randomly, then subtract 1D3 from it for the Gakusho Level. The minimum Gakusho Level is 1. For their Bonus Skills as Warriors, they receive only Naginatjutsu, Sojutsu, and Sumai.

The leader of a group of Warrior-monks will be armed as are his men, but has an Armor Class of 1 higher.

Armor Class: AC 2D3 Samurai style.

Skills (Class 1): Skills for weapons carried.

(Class 2): 1 Yoga per Level as Gakusho; Buddhist Theology; Sumai.

(Class 3): 1D3 other Yogas; other Gakusho Bonus Skills.

Treasure: Poor.

Special Treasure: Double normal chances for Weapons. There is a chance in 20 equal to the Level as a Gakusho of owning a number of Artifacts equal to the Effect Number +1. If an Artifact is present, it is either a Relic (70%) or randomly determined.

War Party

This is a group of fully armed and armored samurai. They will be actively suspicious of all strangers (-20 on Initial Attitude die roll). They may be riding to link up with a larger force, to war, on a raid, chasing Bandits or Brigands, etc. They are unlikely to attack outright unless the characters are in fact suspicious looking, but almost any provocation will trigger an attack.

The War Party consists of Classic Bushi. The leader is Level 2D2+2. He has a lieutenant of Level 2D3 and 4D6 1st Level retainers. Leaders and about one-third of their retainers are mounted. There is a 40% chance that the entire War Party is mounted. There is also a 50% chance that the Party includes 2D5x5 Ashigaru, in which case all the samurai will be mounted and the peasant troops are on foot. The Ashigaru are 1st Level Classic Bushi Rabble.

Armament: Samurai- Dai-sho, Daikyu, and 10% chance per man of a No-dachi. If mounted, Samurai also bear Naginata (60%) or Yari (40%). Ashigaru- Katana and Yari.

Armor Class: Samurai- AC 2D3+4. Ashigaru- 2D2+3.

Skills: As Classic Bushi.

Treasure: Samurai- Worthwhile. Ashigaru- Poor.

Special Treasure: Samurai have four times normal chance of weapons.

Yakuza

The wandering Yakuza will often assume a less notorious identity, such as a porter, kaga-bearer, small time merchant, etc. Or he may travel openly as a professional gambler. Chance met Zakuza may belong to a local Gang, be travelling on business for a Gang located somewhere else, be about their own affairs, or on the run from the law. When travelling undercover, the Yakuza will try to keep his identifying tattoos (irezumi) out of sight.

Yakuza are quick to join in games of chance whether they are under cover or not. If their orientation is more chivalrous than criminal, they will seek to defend commoners from the depredations of the upper classes if such situations present themselves. Most Yakuza will know of local opportunities for a less-than-honest deal and all Yakuza who have been in a neighborhood for any length of time will know where to find the best inn, the strongest sake, and the most accomplished courtesans in the area.

Armament: Wakizashi, plus Kiseru (35%), Bo (40%), Katana (10%), or club (15%).

Armor Class: AC 1D3 clothes.

Skills (Class 1): Skills for weapon carried. Yakuza Bonus Skills.

Treasure: Worthwhile.

PILGRIM GROUP COMPOSITION

Die Roll	Caste	Armament	Armor Class	Treasure	Guards
01	Eta	None	1D2	Poor	None
02-10	Merchant	None	3	Worthwhile	10% per 2 merchants chance of 1D3 guards equivalent to Brigands
11-30	Artisan	None	1D1+1	Poor	None
31-70	Peasant	50% chance of Bo or none	1D3	Poor	None
71-75	Ronin	Dai-sho	1D2+1 with AC 2D3 available	Poor	None
76-95	Samurai	Dai-sho	3	Worthwhile	None
96-00	Kuge	None	3	Poor	1D3 samurai Classic Bushi, random Level, per 5 Nobles or fraction thereof.



2014.0 BEASTS

Almost all of Nippon's creatures were at one time credited with the power of speech or the ability to transform themselves into human form. The most common of these shape-shifters are dealt with in the section on Legendary Beings, but the Gamesmaster should be aware of the possibility of using some of the beasts here as variants of the shapeshifters which emphasize the real of imagined characteristics of the animal form.

Should the Gamesmaster need a Saving Throw for a beast for a physical trial, add the Budo Value to 6 to determine the Base Saving Throw number. If the sort of activity requiring the Saving Throw is one in which that kind of Beast could be expected to be strong, add double the Budo Value to 6. For a Saving Throw requiring intelligence, use 3 as a base and add to it as above. A particularly canny creature such as a tiger, wolf, or monkey would have a standard Saving Throw base of 6.

Beasts' attacks do damage as indicated. This damage is Lethal unless otherwise specified. If more than one kind of attack is listed, a frequency range for use is given. The Gamesmaster should roll 1D6; the result indicates which attack form the beast uses. If the attack form is listed as 2, for example "2 Claws," roll for each claw separately; the damage done is for each claw. In some cases, the writeup on the beast calls for a specific pattern for attacks. All animal "weapons" are Short Range. Attacking a beast which is on or attached to a character requires a Deftness Saving Throw to avoid striking the character.

It is important to remember that a human defending himself from a beast does not receive the normal Defense gained from using a bonus Bugei. Beasts are not subject to Grapple or Throw attacks.

The characteristics given are those of the typical creature. Naturally, less or greater versions can exist.

FREQ=Frequency, DAM=Damage.

Bear

BAP: 8 MNA: 2 ZAN: 1 BMA: 5
AC: 5 HPT: 25+1D10 BUDO: 2
ATTACK: FREQ: BCS: DAM:
Bite 1-2 10 1D6+2, Bash
2 Claws 3-6 14 1D6+2, Bash

DESCRIPTION: The great bear of Nippon is a form of brown bear related to the Kodiak bear of North America.

CHARACTERIZATION: The great bear, or Higuma, is considered sacred (though not inviolate) by the Ainu, but the Nipponese have no such feelings.

The bear itself tends to be a solitary beast that fights with great fury if aroused. As with most ursines, a female with a cub is particularly dangerous. Though omnivorous, the bear is rarely an active hunter. In Nippon, the Higuma has come to recognize man as a natural enemy to be eliminated when the opportunity arises. This means that a lone wanderer may find himself facing an apparently unprovoked attack.

The Higuma has a special form of attack called a Hug. If it should strike with both claws on one attack, the character who is its target must make a Speed Saving Throw or be trapped by the bear in its Hug. He is treated as if he had been Grappled by a normal opponent, except that he may not counterattack using unarmed combat arts. In this case, those arts function as any other Bugei. On each of the following Turns, the bear does damage as if it had struck with both of its claws. This damage is Subdual damage. There is no bash. On the bear's secondary action phase, it Bites at full BCS value since its victim is held. The bear drops an unmoving victim (whether truly unconscious or feigning) if it fails its normal Wit Saving Throw. It also drops a character if sufficiently distracted. On Action Phase 1, the Gamesmaster rolls 1D20; if the result is less than or equal to the number of attacks made against the bear in that turn, the bear drops its victim and will be ready to act normally on the next Detailed Turn.

Boar

BAP: 14 MNA: 2 ZAN: 2 BMA: 5
AC: 4 HPT: 15+1D10 BUDO: 1.5
ATTACK: BCS: DAM:
Slash 15 1D10, Bash
Savage 15 2D6

DESCRIPTION: The wild boar is found throughout Nippon. Standing 2 feet at the shoulder, it is armed with 4-inch tusks.

CHARACTERIZATION: The boar, or I, is thought by the Nipponese to possess reckless courage and to be an embodiment of brute force. It is a tenacious fighter and has been known to fight on for 1D3 Detailed Turns after it has been "killed." This occurs 60% of the time. Once a fight is begun, the boar fights to the death. The boar is also a canny creature. It has been known to turn the tables on a hunter by lying in ambush for him.

The Slash is the usual form of attack. If a boar is able to attack a prone character, it Savages him.

Boars are often found in groups of 2D6. Half of them will be young who do half damage and have half normal HPT. One will be a larger-than-normal type which does an extra 3 points of damage per attack and has 2D6 extra hit points. This one will always fight on after "death."

Dog

BAP: 16 MNA: 1 ZAN: 1 BMA: 4
AC: 2 HPT: 6+1D6 BUDO: .5
ATTACK: BCS: DAM:
Bite 12 1D6

DESCRIPTION: The dog described here is a hound.

CHARACTERIZATION: The dog, or Inu, came to be regarded as a symbol of loyalty in Nippon much as in the western world. Dogs naturally function as watchdogs, sounding the alarm when intruders approach and leaping to the defense of their owners. To attack on command, a dog must be trained by its owner.

Horse

BAP: 16 MNA: 1 ZAN: 1 BMA: 8 (Riding), 6 (War), 4 (Work)
AC: 3 HPT: 5+1D10 BUDO: 0
10+1D10 (War)

ATTACK: BCS: DAM:
2 Hooves 7 1D3+1 (Riding)
12 1D6+1 (War)

DESCRIPTION: The Japanese horse, or Uma, tends to be a short-legged and stocky. They often have shaggier coats than European horses.

CHARACTERIZATION: Only warhorses fight in combat. Other horses fight in self-defense as a last resort.

Serpent

BAP: 22 MNA: 2 ZAN: 1 BMA: 2
AC: 6 HPT: 20+2D6 BUDO: 2
ATTACK: FREQ: BCS: DAM:
Bite first 12 1D3
Coil after bite 6 1D6, Subdual

DESCRIPTION: The great serpent of Nippon can reach lengths of 20 to 40 feet. It is covered with large scales that glint iridescently in the sun.

CHARACTERIZATION: The serpent, or Mi, normally feeds on smaller prey than man, but has been known to attack fullgrown travelers. It attempts to bite a victim and once it has done so, laps coils around him. A serpent may throw up to 3 coils around a man. It may continue to throw coils until it has three on the victim. On each of the serpent's Primary Action Phases it constricts, with each coil doing the damage indicated. A victim, on a Primary Action Phase, may attempt a Strength Saving Throw. Success removes one coil. To force a serpent to relinquish its Bite it must be distracted as one distracts a bear which is Hugging a victim.

Shark

BAP: 20 MNA: 1 ZAN: 1 BMA: 6
AC: 5 HPT: 20+2D10 BUDO: 3
ATTACK: BCS: DAM:
Bite 18 1D10+2

DESCRIPTION: Many forms of shark swim in the waters around Nippon, including several varieties of "man-eaters."

CHARACTERIZATION: The shark, or Same, has been described as the ultimate eating machine. They often attack humans that they find in the waters of Nippon. Being notoriously difficult to kill, a Same fights on for 1D3 Detailed Turns after its HPT has been reduced to zero. They are attracted by violent motion or blood in the water. If such an attraction lasts for some time, a shark arrives in 1D6 Detailed Turns/On each successive Turn, there is a 25% chance of 1D3 more arriving.

Tiger

BAP: 18 MNA: 2 ZAN: 2 BMA: 6
AC: 4 HPT: 20+2D10 BUDO: 3
ATTACK: FREQ: BCS: DAM:
Bite 1-2 14 1D10+1D6
2 Claws 4-6 16 1D10

DESCRIPTION: The tiger is the standard orange and black striped predator known throughout Asia. It can reach a length of 10 or 12 feet from nose to tail.

CHARACTERIZATION: The tiger, or Tora, has often earned its reputation as a man-killer. Though it is not native to Japan, it is occasionally met in Nippon. The tiger is considered a noble beast, and a man who slays one in single combat is held in great esteem. Tigers are usually one hunters, but can sometimes be found in pairs. The Tora favors the stalk and pounce approach to hunting.

Viper

BAP: 22 MNA: 2 ZAN: 1 BMA: 3
AC: 6 HPT: 10+2D6 BUDO: 1+Level of poison
ATTACK: BCS: DAM:
Bite 12 1D3 plus poison

DESCRIPTION: The viper of Nippon is closely related to the King Cobra of India. It reaches lengths of 12 to 15 feet. It is particularly feared because its poison, which has a Level of 1D3, is of the Lightning variety.

CHARACTERIZATION: The viper, or Kobura, is unable to eat a man, but often attacks if it considers itself to have been disturbed. It is tenacious and only leaves a combat if it can return later to attack with surprise on its side.

Wolf

BAP: 16 MNA: 1 ZAN: 1 BMA: 5
AC: 3 HPT: 10+1D6 BUDO: 1
ATTACK: BCS: DAM:
Bite 14 1D6+3

DESCRIPTION: The wolf of Nippon is very similar to the Timber Wolf. Its coat comes in many shades. Mountain wolves often have pure white coats.

CHARACTERIZATION: The wolf, or Okami, is found throughout the Nipponese islands. It generally bands into social packs of 3D6 or more. The pack is usually composed of 80% adults, the rest being youngsters and pups. When sufficiently hungry, Okami have been known to attack men.

2014.1 LEGENDARY BEASTS

The legendary beasts of Nippon are those which are not really known from the zoology of the area, or are so modified in the stories and legends as to be functionally different creatures. In the game, they function as normal beasts.

KUMO

Kumo is the generic name for spider things. There are several kinds, each with its own peculiarities. All look generally similar, and all are about three feet across.

Jikumo

BAP: 6 MNA: 2 ZAN: 1 BMA: 5
AC: 4 HPT: 15+1D6 BUDO: 2 plus 1/4 Level of poison
ATTACK: BCS: DAM:
Bite 10 1D6+2 plus Fast Narcotic Poison of Level 1D3
CHARACTERIZATION: The Jikumo is the earth spider. It is naturally magical. It radiates a magical field, rendering all ground for 3 yards around it Treacherous to all creatures and beings except other Jikumo. It also has a natural magic defense that functions as the Shield of Sorcery spell at Level 2.

Hirata-Kumo

BAP: 6 MNA: 2 ZAN: 1 BMA: 5
AC: 5 HPT: 10+1D6 BUDO: 1 plus Level of poison
ATTACK: FREQ: BCS: DAM:
Bite 1-4 9 1D3 plus Fast Paralytic Poison of Level
Web 5-6 12 Special 1D6
CHARACTERIZATION: The Hirata-kumo, or flat spider, is the archetypal spider thing. It often builds webs to catch prey. When used as a weapon, the tossed web acts as a missile weapon and has a range of 8 yards. Once hit, a victim gets one chance on his next available Primary Action Phase to make a Strength Saving Throw, which snaps the strands before he is completely enmeshed. If he fails, he is helpless until cut free. Cutting a character free requires an edged weapon, a full Detailed Turn, and a Dexterity Saving Throw. If left unmolested, the webbing dries out in 1D3 hours, allowing a functional victim to break free easily.

Mizu-kumo

The Mizu-komo is a giant water spider, identical to the Hirata-kumo in all ways but capable of moving equally swiftly and easily on the surface of water as on dry land.

Totate-kumo

BAP: 6 MNA: 2 ZAN: 2 BMA: 5
AC: 5 HPT: 15+2D6 BUDO: 1 plus 1/4 Level of poison
ATTACK: BCS: DAM:
Bite 9 1D6 plus Fast Paralytic poison of Level 1D3
CHARACTERIZATION: The Totate-kumo is a gigantic trap-door spider. Its hole is a Hidden Thing. If it is unnoticed, the spider waits for the last member of a party to pass before attacking. It attacks with surprise and from behind. If it brings its victim down, it retreats with him into its den. The den usually extends for some distance under ground, and entry into and movement through the tunnel are extremely difficult for a human.

Mukade

BAP: 18 MNA: 3 ZAN: 2 BMA: 6
AC: 8 HPT: 10+2D20 BUDO: 3 plus Level of poison
ATTACK: BCS: DAM:
Bite 16 1D10 plus Fast Lethal poison of Level 1D3+1
DESCRIPTION: The Mukade is a gigantic centipede. It can grow up to 12 feet long. Its eyes are luminous and glow like lanterns. This allows it to see well day or night.
CHARACTERIZATION: The Mukade is the mortal foe of the Tatsu. It is equally at home on land or under water. It is a ferocious creature that does not hesitate to attack man.

Shishi

BAP: 12 MNA: 2 ZAN: 2 BMA: 6
AC: 4 HPT: 15+2D6 BUDO: 2
ATTACK: FREQ: BCS: DAM:
Bite 1-3 16 2D6+2
2 Claws 4-6 10 1D6
DESCRIPTION: The Shishi has a broad face with protruding eyes, wide nostrils, and a large toothy mouth. It has a boxy cat-like body with a bushy tail. Its neck is decorated with a curly mane and additional curly locks are often found on its legs. The Shishi approximately as large as a lion.
CHARACTERIZATION: The Shishi is often depicted as a temple guardian in Buddhist lore. It is a noble beast, often found associated with very holy men. Shishi naturally travel in mated pairs, but occasionally cooperate in groups of 1D3+1 pairs.

Tako

BAP: 15/7 MNA: 2/1 ZAN: 2/1 BMA: 8/4
AC: 3 HPT: 12+2D3 BUDO: 4/3
ATTACK: FREQ: BCS: DAM:
Strike 1-3 10 1D3, Subdual or by weapon
Constriction 4-6 10 10, Subdual
DESCRIPTION: The Tako is a gigantic octopus. It is capable of moving out of the water for periods of 1D3 hours. Where two statistics appear, the first is for the Tako in the water and the second is for the Tako out of the water.
CHARACTERIZATION: The Tako is well known for its raids on gardens and fields. If opposed during one of these visits, it does not hesitate to fight. It has even learned to wield weapons with its tentacles. Needless to say, the Tako is a very intelligent creature. The Tako uses four of its limbs for locomotion. Loss of one reduces its BMA by 2 or 1, depending on the environment. It can elect to use its "arms" for locomotion and increase its BMA by similar increments.
The Tako is a particularly dangerous foe. Its wide-set eyes allow it to treat its rear facing as a side facing and its side facings as front. If it should get a constriction hold on a victim, it does its damage on each of its Primary Action Phases. Any other attacks launched by a Tako at the held victim result in the victim's being treated as a Passive Target. The victim may attempt to break free from a constriction hold as if he were Coiled by a Serpent.

In the water, the Tako has additional powers. It may cloud the water with ink three times a day. This effectively blinds attackers, but only partially blinds the Tako. The Tako may also Jet away from opponents. This is essentially a Turn-and-Run Option, but the Tako uses four times its BMA. The Tako is also a master of camouflage due to its ability to change color. If out of sight for a Detailed Turn, it may remain motionless and use this ability to become a Hidden Thing.

Wani

BAP: 16/8 MNA: 2 ZAN: 2/1 BMA: 4/2
AC: 9 HPT:30+2D10 BUDO: 3/2
ATTACK: FREQ: BCS: DAM:
Bite 1-3 15 3D6
2 Claws 4-5 12 1D6
Tail 6 17 1D6, Subdual, Bash

DESCRIPTION: The Wani is a sea-monster. It resembles an elongated crocodile. Wani have been known to reach 40 feet in length. The second statistics are the values for the Wani on land.
CHARACTERIZATION: The Wani is a fierce and implacable foe of man. It attacks with little or no provocation. It has even been known to use its strength to tip over small boats to get at people within them. The Wani's main purpose on land is believed to be breeding.

Yamatokage

BAP: 16 MNA: 2 ZAN: 2 BMA: 4
AC: 9 HPT: 30+2D6 BUDO: 3
ATTACK: FREQ: BCS: DAM:
Bite 1-3 15 3D6
2 Claws 4-6 10 1D10, Bash
Tail — N/A 1D6, Subdual, Bash

DESCRIPTION: The Yamatokage is a gigantic, heavily-scaled, predatory lizard. It reaches a length of 30 feet, of which one-third is tail.

CHARACTERIZATION: The Yamatokage is often found in the mountains and hilly areas of Nippon. It readily attacks and devours men. When fighting, the Yamatokage lashes its tail about. This requires any character in its rear facings to make a Deftness Saving Throw on each of the lizard's Action Phases. Failure indicates that the character takes damage from the tail.

2015.0 LEGENDARY BEINGS

The statistics presented here for the Legendary Beings of Nippon are those for an average specimen of each type of creature. Greater and lesser forms can appear. The Gamesmaster is left to determine the statistics for such variants.

Some amphibious forms have two values for some statistics. The first applies when the being is in the water, and the second when it is on land.

All Beings have two Armor Class values. The first is the "Natural Armor Class" of the creature. The second is the Armor Class worn by the being. The second is added to the first to get the being's functional Armor Class.

Since all Legendary Beings are at least semi-intelligent, the frequency column for attack is usually left blank. Beings choose whatever available attack form suits the circumstances in which they find themselves.

If a Physical Attribute Saving Throw is required for a Legendary Being, the Gamesmaster should deduce the approximate Attribute score from a corresponding statistic. Add the being's Budo Value to this to get the Base Saving Throw. For a Will Saving Throw, assume a Raw Value of 8 and add the Budo Value. If the creature uses magic, add twice the Budo Value. For a Wit Saving Throw, add the beings Budo Value to a base number from the following chart. If there is no specific description of the being's intelligence rating, assume that it has average intelligence.

Intelligence	Base Value
Dumb	3
Slow-witted	5
Average	7
Bright	9
Crafty	11

2015.1 BAKEMONO

Bakemono are the ghostly goblins of Nippon. They are primarily physical beings, though some have supernatural powers.

Bakemono-sho

BAP: 12 MNA: 1 ZAN: 1 BMA: 4
AC:0/+1D6 HPT: 10+1D10 BUDO: 1
ATTACK: Weapon BCS: 6+2D3 DAM: +0

DESCRIPTION: The Bakemono-sho is a humanoid goblin. Its skin is warty though of human hue. Bakemono-sho are often unkempt and usually far from polite. They are slow-witted.

CHARACTERIZATION: Bakemono-sho are often found in bands of 2D6. When in numbers they enjoy bullying humans, who they normally prefer to avoid in a fair fight.

Dai-bakemono

BAP: 14 MNA: 2 ZAN: 2 BMA: 5
AC: 1/+1D6 HPT:30+2D10 BUDO: 4
ATTACK: Weapon BCS: 10+2D3 DAM: +2D3,
Magic BCS: 10+1D6

DESCRIPTION: Physically, the Dai-bakemono appear much the same as Bakemono-sho, except that they are 3 to 4 feet taller (6 to 7 feet high). Their personal appearance and mode of dress are much cleaner. They are considered by some to be the samurai of the Bakemono. They are usually Bright.

CHARACTERIZATION: Dai-bakemono are cultured goblins with a developed esthetic sense. Most are versed in the manners and customs of society in Nippon. As such, they consider themselves to be on the level of samurai.

In combat they favor the No-dachi or Tetsubo. Some are even known to use the Daikyu.

About half of Dai-bakemono are magicians. They have an effective "Level" equal to their Budo. They know 1D6 spells, each of which may be cast once daily.

A more powerful version of the Dai-bakemono is the Bakemono-kunshu or ghostly goblin lord. Its statistics are:

BAP: 20 MNA: 2 ZAN: 2 MNA: 5
AC: 1D3/+1D6 HPT: 50+1D20 BUDO: 6
ATTACK: Weapon BCS: 10+2D6 DAM: +2D3
Magic BCS: 10+1D10

Bakemono-kunshu are often avaricious, greedy, and Crafty. They are almost always seekers after temporal power, and usually consider themselves on a par with daimyo. In this connection, they often maintain lairs in old castles or temples, where all manner of evil things lurk under the patronage of their dark lords.

Bakemono-Kunshu often travel with a retinue whose composition can be determined using the table below. To quickly determine the inhabitants of a lair, the Gamesmaster may wish to make several rolls on this table.

Die Roll Retinue

01-02	3D6 Bakemono-sho
21-40	2D6 Shikome
41-50	2D6 O-bakemono
51-60	1D3 Dai-bakemono
61-65	1D6 Yamatokage
66-70	2D3 Mujina
71-75	2D6 Rokurokubi
76-90	2D6 Ronin (Level 1 Bushi)
91-98	Two of the above. Reroll ignoring results above 90.
99-00	Three of the above. Reroll ignoring results above 90.

Some 5 percent of Bakemono-kunshu have learned the secret of hiding their life essences outside their bodies. A Bakemono-kunshu's essence is usually hidden in some mundane object. The object has an effective Armor Class of 10 and an HPT of 3D10. If the Bakemono-kunshu is "slain" but his heart is hidden, he rises again at the next dawn and begins a fanatical blood feud against his "slayers."

All Bakemono-Kunshu are sorcerers. Each has an effective "Level" of 2+2D2. Each knows 2D6 spells, which may be from any School. Power Capability is 25 plus a number of 1D10 equal to the "Level."

Bakemono-kunshu are perhaps the most cultured of the Bakemono. They are not likely to accompany characters, for they usually have their own business that needs attending. They may, however, have jobs for the characters to do for them.

Mujina

BAP: 12 MNA: 2 ZAN: 1 BMA: 5
AC:0/+1D3 HPT: 15+2D5 BUDO: 2
ATTACK: Weapon BCS: 8+2D3 DAM:+0
Magic BCS: 5+2D6

SPIRIT RANK: 2

DESCRIPTION: The Mujina first appears as a normal man or woman (depending on the sex of the Bakemono). The person appears comely, but this is illusion. The Mujina's head is actually a featureless expanse which strikes terror into the Nipponese heart and spirit.

CHARACTERIZATION: The Mujina delights in driving humans mad. Some believe that the Mujina feeds in some way on this madness. When a Mujina reveals its true visage to a character (it may do this on any Available Action Phase, as well as performing some other action), the character must make a Will Saving Throw. Failure results in a check of the table below. Success allows the character to stand

to face the Mujina for a number of Detailed Turns equal to his Effect Number. At the end of this time, another Saving Throw must be made.

A character who has failed his Saving Throw and is confronted with having to make another before the effects have worn off, goes insane if the Saving Throw fails. This condition lasts for 2D6 months, at the end of which a successful Will Saving Throw restores the character to sanity, and a failure dooms him to permanent insanity. Mujina often work in pairs to maximize their effect.

Die

Roll Result

01-30 Character flees in fear and avoids anyone on this path. He loses On equal to his Level. Flight lasts till the character is exhausted.

31-50 As above, but character fights any who try to stop him. He loses On equal to his Level for fleeing and On equal to a companion's Budo Value for wounding him, and twice that for killing him.

51-80 Character runs to cover in the nearest corner or behind a tree. This lasts for 100 Detailed Turns minus the character's Will. He loses On equal to his Level.

81-00 Character stands paralyzed with fear. This lasts as above. He loses On equal to his Level.

If the Mujina is exorcised, it loses its fear-creating power but remains physically present.

Some 5 percent of Mujina are minor magicians. They have 1D6 spells, each of which may be thrown once daily.

O-Bakemono

BAP: 10 MNA: 1 ZAN: 1 BMA: 3

AC: 1D3-1/(1D3-1) HPT: 20+ 3D10 BUDO: 2

ATTACK: Weapon BCS: 8+1D6 DAM: +2D3

2 Hands BCS: 8+1D6 DAM: 1D10 Subdual, plus Bash

DESCRIPTION: O-bakemono are big (6 to 8 feet), Dumb ogres. They are uncouth and unkempt. Most are smooth-skinned, but some are scaled. All tend to wear ill-smelling, patched clothes or skins.

CHARACTERIZATION: O-bakemono are known eaters of human flesh and renowned lovers of sake. Due to their size, it takes three times the normal amount of alcohol to affect one. O-bakemono are justly hated for what they do to women who fall into their clutches.

O-bakemono favor a club as a weapon. This club is the equivalent of a Tetsubo. Seventy percent of O-bakemono have one.

Rokuro-kubi

BAP: 12 MNA: 2 ZAN: 2 BMA: 5

AC: 6 HPT: (2D10) BUDO: 5

ATTACK: Bite BCS: 12 DAM: 1D3

SPIRIT RANK: 2

DESCRIPTION: The Rokuro-kubi is a very strange creature. Its attacks take place at night, when its head separates from its body and flies about on its own. During the day it appears as a normal person.

CHARACTERIZATION: Though it normally feeds on insects and carrion, the Rokuro-kubi prizes human flesh. It attacks seemingly easy targets readily, and more dangerous ones if necessary to protect its secret.

Rokuro-kubi are normally found in groups of 2D3+1 and live among the human populace. In their daytime appearance, they function as classic members of a Profession in all respects. If "slain," they revive at sunset.

To truly slay a Rokuro-kubi, the head must be prevented from returning to the body by sunrise. The HPT given for the head (see above) is the amount of damage it will take before fleeing. A fleeing head is very difficult to track.

An exorcism causes the head to return immediately to the body and to remain there for a number of nights equal to the exorcist's Level. If the Rokuro-kubi is actually slain, the Budo Value received is 2.

A rarer form of this Bakemono is the Hitobar. This creature's hands may also detach from its body and fly freely as does the head. Head and hands always attack the same victim. The hands may operate together to wield a weapon. Actual slaying of a Hitobar is worth 3 Budo Points. Head and hands must be exorcised separately.

Hitbar (Hand)

BAP: 12 MNA: 2 ZAN: 2 BMA: 5

AC: 6 HPT: (2D6) BUDO: 5

ATTACK: Weapon BCS: 10+1D3 DAM: -1

Nails BCS: 10+1D6 DAM: 1D3

SPIRIT RANK: 1

Shuten-Doji

BAP: 16 MNA: 2 ZAN: 2 BMA: 5

AC: 0/+1D3 HPT: 20+1D6 BUDO: 3

ATTACK: 2 Claws BCS: 14 DAM: 1D10

plus, in close combat

Bite BCS: 10+1D6 DAM: 1D3+1

Weapon BCS: 5+1D6 DAM: +2

Flute Charm BCS: 16 DAM: Entrancement

DESCRIPTION: The Shuten-doji is a vampire. It has long fangs and claws with which it usually attacks. Shuten-doji are normally of human size and wear typical clothing of Nippon.

CHARACTERIZATION: The Shuten-doji may appear by day or night, and is not subject to exorcism or religious interference. It is, however, plagued by certain obsessions. A Shuten-doji confronted with a choice of paths spends 1D3 Detailed Turns in consideration, and then chooses randomly from the alternatives, including the path by which it reached the intersection. Shuten-doji are also compelled, before passing on, to count the grains present if rice is found in their path. If these circumstances arise during Detailed Scale, allow the Shuten-doji a Will Saving Throw to suppress the compulsion. Shuten-doji usually disdain weapons.

Shuten-doji use flutes to produce music which can charm a person into entrancement. When entranced, a character is a passive target and allows the vampire to drain his Strength freely at 1D6 points per Detailed Turn. A target subtracts his Level from the Flute Charm BCS and is allowed a Will Saving Throw to negate the entrancement. If he succeeds, he still suffers a number of Distractions equal to the vampire's Effect Number of the Flute Charm BCS roll. The effect lasts for 1D6 x 10 Detailed Turns.

The Shuten-doji's Bite may also drain Strength during combat. If the Bite BCS was successful, reroll using one-half the adjusted BCS. If this succeeds, the victim still gets a Speed Saving Throw to avoid the Strength drain. A successful Strength drain reduces the victim's Strength by 1D6. The vampire may drain Strength from an unconscious or helpless target without needing a BCS roll.

Once a victim's Strength has been reduced to zero, he becomes a will-less slave of the vampire. His effective Level is reduced to 1, but all Skills are intact. The character may be slain normally. He also dies when the Shuten-doji is slain. Until the vampire is slain, the character's spirit cannot reincarnate.

Some rare Shuten-doji reach enormous size (6 to 8 feet). For these, increase combat BCSs and Damage bonus by 2, and increase Bite and Claw damage by one Step. The HPT for such monsters is increased by 10+1D6. The Budo Value is 4.



2015.2 OTHER LEGENDARY BEINGS

Kappa

BAP: 20 MNA: 2 ZAN: 1 BMA: 8/4

AC: 1+1D3/+0 HPT: 10+2D6 BUDO: 2

ATTACK: Weapon BCS: 5+1D10 DAM: +3

Sumai BCS: 14+1D6 DAM: 1D6 plus bonus as for weapon

Magic BCS: S+1D10

Rosulfu-Kappa

BAP: 15 MNA: 2 2AN: 1 BMA: 6/3

AC: 1+2D3+0 HPT: 20+2D6 BUDO: 3

ATTACK: Weapon BCS: 4+2D6 DAM: +4

Sumai BCS: 14+2D3 DAM: 1D10 plus bonus as for
weapon

Magic BCS: 4+2D6

DESCRIPTION: The Kappa is a water being. It is usually scaled over its entire body, though sometimes one is relatively smooth-skinned. The Kappa has a bowl-shaped depression on the top of its rather flat head. This depression is filled with fluid from the Kappa's home body of water. The Rosuifu-kappa, or shell-backed Kappa, differs from the normal Kappa in that it has a turtle-like shell covering its back. A Kappa stands between 3.5 and 4.5 feet high. Kappa are of Average intelligence.

CHARACTERIZATION: Although its height and somewhat boyish appearance might lead one to dismiss the Kappa as not very dangerous, such an assumption is foolhardy. Kappa are the prime cause of drowning in bodies of fresh water in Nippon. They drag swimmers down and suck out their entrails in a particularly gruesome fashion. They also delight in raping incautious women who are found alone near their haunts.

Kappa are totally at home in water, which they can breathe as well as air. Assume that they have a Sueijutsu BCS of 20. Being of the water, all Kappa are minor water magicians. A Kappa has one or two water spells. It may cast its spell(s) a total of 1 + 1D3 times per day. Kappa are masters of Koppo, or bone-breaking technique. When they achieve a Critical Success using Sumai, check the table to determine the effects:

Die

Roll Results

01-20 Target's Right arm broken.

21-40 Target's Left arm broken.

41-50 Target's Right leg broken.

51-60 Target's Left leg broken.

61-70 Target's hips (both legs) broken.

71-73 Target's spine broken. Health Saving Throw required. Success indicates that the Target passes out and is treated as 61-70 above. Failure results in permanent paralysis of legs and immediate unconsciousness. Critical Failure means that the character dies.

74-00 Normal combat Critical Effect.

A captured or grateful Kappa may be induced to teach a character a special art of bone-healing. Successful use of this art reduces the normal healing time for a broken bone to one-half and reduces the Critical Damage by the Effect Number of the roll. Kappa themselves are masters of this art.

The fluid in the Kappa's head depression is the source of its Strength. If it is all spilled, the Kappa loses all of its special abilities. If it is not refilled with liquid from its home body of water, the Kappa will die in three days. Whenever the Kappa is placed in a circumstance that will cause it to spill some of its fluid, the Gamesmaster should roll 1D100 to determine the percentage of the total amount that was lost. For every 10% of the fluid lost, all of the Kappa's BCSs and Saving Throws are reduced by 1. If the fluid is lost entirely the Kappa will attempt to return to the water by any means available. Whenever thrown or knocked over in combat, a Kappa may make a Saving Throw using its Sumai BCS to avoid loss of fluid.

A person wishing to pass a known Kappa haunt may attempt to appease the Kappa with fresh wild cucumbers, of which they are very fond. Each cucumber per person adds 1 to the Kappa's initial reaction roll. Alternatively, a character may offer or be offered a wrestling match with the Kappa. Defeating the Kappa earns the group passage past the Kappa, while failure usually results in the Kappa drowning his opponent and then allowing the rest to pass—unless it is feeling particularly hostile.

Kitsune

BAP: 30 MNA: 3 ZAN: 3 BMA: 7

AC: as fox, 7 HPT: 20+3D10 BUDO: 5
as human, 3+1D3

ATTACK: (Fox) Bite BCS: 18 DAM: 2D6
as human

ATTACK: Weapon BCS: 5+2D5 DAM: +1D6
Unarmed Bugei BCS: 5+1D10 DAM: +1D6
Magic BCS: 10+"Level"

DESCRIPTION: The Kitsune is a fox spirit. In fox form it looks like a long-furred fox. More powerful Kitsune often have more than one tail, the most powerful of them having as many as nine. In human form, which the Kitsune may take at will, the being looks like a normal person. In some cases, the transformation is incomplete,

leaving the Kitsune with hits normal tail to be hidden if the disguise is to be successful. This occurs if the Kitsune fails to roll less than its effective magical "Level" on 1D10 when transforming. The human guise may be of a nondescript person, usually a "classic" Bushi or Shugenja, or it may be of a specific person whom the Kitsune wishes to impersonate. If a specific person is not chosen, the human guise is almost always of above-average comeliness. Kitsune are also capable of taking on the appearance of other forms of life and sometimes of inanimate objects.

CHARACTERIZATION: Kitsune have as wide a range of personality types as do humans. In general, they are noble creatures and true to the code of Bushido. Some, however, are inveterate cowards who live by their powers, using them to extort their way through life. All Kitsune are definitely Crafty and often they are subject to whimsy.

Kitsune are renowned as magicians. A Kitsune has an effective magical "Level" of 2D3+1. He knows spells as a human Shugenja of one Level higher than the Kitsune's "Level." The Kitsune may cast 2D6 spells per day.

Some Kitsune have additional powers. One in ten Kitsune have a power from the table below. These powers increase the Budo value as indicated.

Die

Roll Power

01-20 Kitsune-bi: The foxfire or will-of-the wisp which is used to lead men to their doom in dangerous places such as marshes and ruins. The fox generates it as a spell. A failed Will Saving Throw causes a character to follow it. He will recover his senses just as the fox's trap is sprung, allowing him to make an appropriate Saving Throw to avoid the danger. Sometimes this is used merely to delay or mislead characters. (Budo: +5)

21-30 Kitsune-tsuki: Possession. This is identical to the Supernatural power of Possession described in section 2016.3. The fox's physical form vanishes when it seeks to Possess a victim. The Kitsune has a "Spirit Rank" for this attack equal to his magical "Level." If the Possession fails, the Kitsune may not use this power again that day. (Budo: +2)

31-50 Kitsune-momoku: The fox convinces a number of characters that it is absolutely NOT a fox. The number is equal to the Kitsune's "Level." The affected characters receive a Will ST, at a penalty equal to the fox's "Level," to resist the power. If this fails, they will disbelieve any and all evidence as to the Kitsune's true nature. The fox uses this power as a Spell. (Budo +1)

51-70 Kitsune-konzatsu: The fox creates a cloud of confusion around itself, causing attackers to strike randomly at any target within range. This lasts for 2D10 Detailed Turns and operates as a spell for the fox. (Budo: +1)

71-80 Two of the above powers. Reroll, ignoring results over 80.

Kitsune, being whimsical, may interact with a group in odd ways. The table below gives some ideas for the behavior of a Kitsune upon meeting with a group of adventurers.

Die

Roll Result

01-20 Kitsune, unknown to the group, assumes the form of one of its members and precedes the party to its destination. Before the party arrives, the Kitsune performs outrageous pranks in order to land the character in trouble when he finally arrives. If the Kitsune's initial reaction roll is favorable the pranks are mostly harmless. If it is hostile, they can become malicious and cause serious trouble.

21-40 Kitsune assumes human form and joins party briefly to play pranks. These vary according to the initial reaction roll, as above.

41-60 Kitsune assumes human form and joins the group to render aid. It remains for 1D6+1 days. Kitsune prefer to aid in indirect ways.

61-70 Kitsune befriends a random character. It assumes human form and attempts to render any aid a human could. Kitsune in this case are usually of the opposite sex and can significantly aid a character better in the long haul than the short term. Sometimes the Kitsune will become the character's spouse, one of excellent quality.

71-80 Kitsune takes the guise of an evil and dangerous monster to extort a toll from the characters. It will drop the disguise just before vanishing over a hill, so the group can know that they have been duped.

81-90 Kitsune is in fox form and apparently injured. It uses this ruse to trick or trap a character.
 91-00 Kitsune is in fox form and in distress. Aid causes it to befriend a character. Roll 1D20 for the number of years of gratitude.

Kojin

BAP: 14/10 MNA: 2 ZAN: 2/1 BMA: 7/4
 AC: 3 (+2 in water)/+2D3 HPT: 10+2D10 BUDO: 2/1
 ATTACK: Weapon BCS: 10+1D6 DAM:+2
 Bite BCS: 12 DAM: 1D10

DESCRIPTION: A Kojin is a shark man. It has the body of a man with a head that resembles that of a shark. It is at home in the water but can move easily on land. Its skin is tough like a shark's and it is frequently known to wear armor.

CHARACTERIZATION: The Kojin are frequently found as servitors in the Dragon Realm, but many live independently in the shallow waters off Nippon. They are a fierce and independent folk, who regard the bounty of the sea as their own.

They usually fight with weapons (Yari 80%; Katana 20%) and favor the Thrust attack, as that is more useful in the water, where a normal Strike would receive minuses up to 10 due to the unwieldiness of weapons under water. In water they have a Sueijutsu BCS of 20. They can remain out of water for up to an hour without ill effects. They often raid seaside villages for weapons, as their own rust rapidly despite a special compound with which they oil them.

Shikoke

BAP: 14 MNA: 2 ZAN: 1 BMA: 4
 AC: 0/1D3 HPT: 20+1D6 BUDP: 1
 ATTACK: Weapon BCS: 10+1D6 DAM: +2

DESCRIPTION: Shikome are humanoid and stand 4 to 5 feet tall. Their skin tends to be dusky and is often covered with warts. Though their personal habits are uncouth, they take meticulous care of their weapons. Shikome may be described as Slow-witted.

CHARACTERIZATION: Shikome once ruled the nights on the mountains of Nippon, before they were supplanted by the Oni. They resent the situation, but can do little, for their time has passed.

Given the chance, Shikome feast on human flesh. They are especially fond of fingers and toes.

Shikome prefer to travel in groups of 3D6. These groups are often organized in a military fashion.

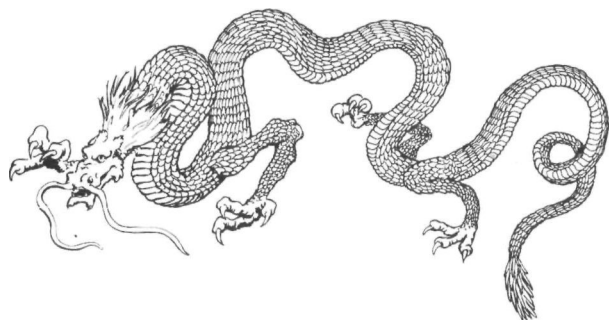
Tatsu

BAP: 10+Budo MNA: 3 ZAN: 1+1D2 BMA: 3+ZAN
 AC: 5+(Budo/2) HPT: (Budo x 5)+2D10 BUDO: varies
 ATTACK: FREQ: BCS: DAM:
 Bite 1-3 12+Budo 3D6
 2 Claws 4-6 10+Budo 2D6, Bash
 Breath BCS: — DAM: varies
 Spell BCS: 6+Budo

DESCRIPTION: The Tatsu ranges from 7 to 50 feet long. It is the greatest of the scaled creatures of Nippon. Bony spines run along its back and its head is festooned with barbies and spines. Its feet have three claws. Its scales are iridescent. It resembles the great dragons (which are actually Kami) that control the waters, but the Tatsu is a lesser though still formidable creature.

CHARACTERIZATION: The Tatsu, like many non-human creatures, has obscure motivations. Many times the Tatsu appears to be a devout follower of Bushido, while at others it seems no more than a base braggart and bandit.

Tatsu are able to run through the air as easily as along the ground or under the water. Each Tatsu has a base Budo Value of 2D3. To this base is added the value of any special powers that the particular Tatsu has at its command. These are detailed below.



Die

Roll Power

01-10 No special power.

11-25 Tatsu may breathe flame 1D10 times daily. The number varies each day. The flame projects in a straight path from the Tatsu's mouth. Range is the Tatsu's Budo Value in yards. See Fire rules in Book 1. (Budo: +2)

26-35 Tatsu has a Lethal contact poison of Level 2. It has a range in feet equal to the Tatsu's Budo Value. The poison spittle travels in a straight line from the Tatsu's mouth and, unlike flames, stops at the first obstruction. BCS as with Bite. (Budo: +1)

36-45 Tatsu may breathe a cloud of noxious vapor. The cloud is 3 yards wide and its length in yards is equal to the Tatsu's Budo Value. Anyone caught within it must make a Health Saving Throw or pass out. Even if the Throw is successful, he suffers from a number of Distractions equal to the Tatsu's Budo Value until a Health Saving Throw is successful. This Throw may be attempted once per Detailed Turn on Action Phase 1. (Budo: +2)

46-60 Tatsu can use magic. It has a number of spells equal to its Budo Value. These may be from any School. Each of the Tatsu's spells may be cast once daily. (Budo +2)

61-70 Tatsu may alter its shape to take on a human guise. It may do this once daily. (Budo +1)

71-80 Tatsu may control scaled creatures. This allows the creature to totally direct any scaled beasts within its range. Range is equal to its Budo Value x 3 in yards. Once daily it can call 1D6 scaled creatures to its aid. The help arrives in 2D3 Detailed Turns. Such scaled creatures need not be within the control range initially. (Budo: +2)

81-90 Tatsu has a natural power, usable 1D6 times daily, that functions as the spell Conquering Gaze. The Tatsu's "Level" is one-half of its Budo Value. (Budo: +2)

91-00 Tatsu has two of the above abilities. Reroll, ignoring results over 90.

Tatsu have been known to collect treasure, though they do so more for the esthetic value of such goods, rather than through the sort of greedy obsession that motivates western dragons. If a Tatsu is slain, a pearl of Intensity equal to the Tatsu's Budo Value will be found nestled beneath its chin.

Tengu

Tengu on Ground

BAP: 12 MNA: 2 ZAN: 2 BMA: 4
 AC: 0/1D6 HPT: 15+1D10 BUDO: 3
 ATTACK: Weapon BCS: 14+1D6 DAM: +1D6
 Sumai BCS: 10+1D6 DAM: 1D6 plus bonus as above

Tengu in Air

BAP: 24 MNA: 2 ZAN: 2 BMA: 7
 AC: 2/1D6 HPT: 15+1D10 BUDO: 3
 ATTACK: Weapon BCS: 14+1D6 DAM: +1D6
 BCS: 11+1D3 DAM: 2D6

DESCRIPTION: Tengu are found in one of two forms. The Konoha Tengu is basically man-like in appearance, although it retains the great wings. Sometimes this form also retains clawed feet (50%). The Konoha Tengu has a long nose that often appears very red. The Karasu Tengu is more alien in appearance. It seems to be a cross between a man and a crow. This form always has clawed feet and in close combat can make an additional pecking attack (BCS: 12; Damage: 1D3) with its beak. Tengu vary from Average to Bright in intelligence.

CHARACTERIZATION: The Tengu are mountain-dwelling beings who often roost in the great trees found on mountainsides. Many are solitary, but when Tengu gather in a group they often bring mischief upon mankind. They are not evil, but are very mischievous. They often steal bright or shiny objects for fun. In this they are much like their apparent relatives, the crows.

Tengu are masterful fighters with weapons, especially the sword. If a Tengu can be convinced to teach a character, it functions as a Teacher of Superior level who has mastered the Skill. If the character already has a higher BCS than the Tengu, it can still teach him sufficient new tricks to increase his BCS by 1. Many Tengu are masters of Okuden as well. Fifty percent of sword-wielding Tengu use an Okuden of the sword with the BCS generated in the statistics section. Tengu commonly fight with katana (80%), Yari (15%), or Ni-to-kenjutsu (5%).

A small percentage (5%) of Tengu are also minor magicians of the Schools of Soil or of Wood, powers derived from their homes in the mountain forests. They each have 1D6 spells of their School. They may cast up to 3 spells daily. Their magic Capability is 10+1D6, with their "Level" being equal to that 1D6 die result.

Tenuki

BAP: 25 NINA: 3 ZAN: 2 BMA: 6
AC: badger, 6 HPT: 20+2D10 BUDO: 5
human, 3/+1D3

badger: ATTACK: FREQ: BCS: DAM:
Bite 1-2 10 1D6
2 Claws 3-6 16 1D6

human: Sumai BCS: 6+1D6 DAM: +3

Magic BCS: 8+"Level"

DESCRIPTION: The Tenuki is a badgerlike animal that is capable of taking human form. Its favorite guise is that of an impious Buddhist priest. Tenuki are Crafty.

CHARACTERIZATION: The Tenuki is essentially a "peasant" version of the Kitsune. It is generally coarser and less couth. Its pranks have a rougher humor and tend more toward the truly malicious. Treat its special abilities, including magic as if it were a Kitsune. The Tenuki does not have the additional powers of the Kitsune. However, all Tenuki have a power that functions as the Kitsune-bi or foxfire. The effect is created by the Tenuki drumming on its distended abdomen. Those failing their Saving Throw upon hearing the sound are treated as if they had seen the foxfire.

UBA

Uba are hags and witches of various sorts. Several types of beings fall into this category. All are malicious. All hate Shugenja and Buddhist Gakusho.

Hannya

BAP: 10 MNA: 2 ZAN: 2 BMA: 3
AC: 1/+1D3 HPT: 20+1D10 BUDO: 5
ATTACK: 2 Claws BCS: 14 DAM: 1D3

Weapon BCS: 10+1D3 DAM: +1

Coil BCS: 8 DAM: 1D6, Subdual plus 1D3
Lethal

Magic BCS: 10+1D6

DESCRIPTION: The Hannya is a witch that has made a pact with demons. It has been granted the body of a serpent in place of its legs. Hannya are Bright.

CHARACTERIZATION: Hannya may coil when in close combat as if they were Serpents. These coils radiate the heat of hell and so burn a victim as well as crushing him. Each coil acts as fire of Level 1 for purposes of igniting a victim's garments.

Hannya have 2D3 spells which may come from any of the Schools. They have a Power of 30+2D10 and function as Level 4 magicians.

Hannya are usually solitary, although they may have Bakemono servants. Only one type of Bakemono serves at any given time. Twenty percent of Hannya may call up 1D3 Oni as a spell. This costs 10 points of power. The Oni will follow the Hannya's orders and serve it to their deaths.

Nushi

BAP: 9 MNA: 1 ZAN: 1 BMA: 3
AC: 1/+1D3 HPT: 20+2D6 BUDO: 6
ATTACK: Magic BCS: 10+2D3

2 Claws BCS: 10 DAM: 1D3+1

DESCRIPTION: The Nushi is a swamp-dwelling being. It often appears as a beautiful woman, although if surprised has its natural appearance as a withered old crone. It is capable of transforming itself into a snake and taking on all the characteristics of that type of snake except HPT. Most (60%) have an alternate form as a serpent, while the rest may transform themselves into vipers. It requires one Primary Action Phase for a Nushi to transform. They can be described as Bright.

CHARACTERIZATION: Nushi are primarily concerned with the maintenance of their swamp environment. If this is threatened, they go to great lengths to preserve it. In general, Nushi hates humans but will attempt to lay the blame for any harm done to men by Nushi on other causes. Nushi are solitary with regards to their own kind but often have a retinue of other swamp-dwelling creatures.

A Nushi functions as a Shugenja of Level 2+1D3 and has a Power of 40+2D10 when away from its home swamp. If in contact with its home swamp its power is renewed at the rate of 2D6 per Detailed Turn. Also while in its home swamp the Nushi's BAP, MNA, and ZAN are doubled. In any swamp or water the BMA is doubled.

Nushi Retinue:

Die Roll Retinue

01-20	1D3 Serpents
21-40	1D3 Vipers
41-60	2D3 Kappa
61-80	2D3 Rosifu-kappa
81-00	Two of the above. Reroll, ignore results greater than 80.



Uba

BAP: 7+Budo MNA: 2 ZAN: 2 BMA: 5
AC: 1/+1D3 HPT: 15+1D10 BUDO: 2D3 (base)
ATTACK: 2 Talons BCS: 10+1D6 DAM: 1D3

Tantojutsu BCS: 10+1D6 DAM: +1

Magic BCS: 12+Budo

DESCRIPTION: Uba are filthy grey-haired crones with stony black eyes. They are Crafty.

CHARACTERIZATION: Uba are avaricious to an extreme. They can often be bribed to leave a character alone. They have a magically enhanced wiry strength which gives them a Saving Throw of 2D6 plus their Budo Value.

As a magician, an Uba has a "Level" equal to its Budo Value. It has a Power equal to 10 times the Budo Value. It has a number of spells equal to 1D3 plus its Budo Value.

All Uba enchant their tanto to be envenomed with a Lethal Poison equal to one-half the Uba's Budo Value. This effect wears off in 2D10 days unless renewed by the Uba.

Some Uba have additional powers as outlined below

Die

Roll Power

01-20 Envenomed Talons. Fast Lethal Poison equal to one-half the Budo Value.

21 -50 Mist Ability. The Uba may transform itself into mist once daily. In this form, it is immune to all attacks except magic. This lasts for 2D6 Detailed Turns and the mist may move at a BMA of 7. (Budo: +1)

51-80 Transformation. The Uba may become a large black cat. To catch such a cat requires a Speed Saving Throw. This Throw receives a -1 for every 2 feet between character and Uba when it transforms. Once caught, the cat must be held. This requires the character to have a greater Effect Number on his Strength Saving Throw than the Uba gets on its. If held, the Uba will treat with the character to save its life. The cat form has the same statistics as the Uba. The transformation may occur on any Primary Action Phase. (Budo: +1)

81-95 Giant transformation. The Uba can transform itself into a gigantic black cat. All of the Uba's statistics for combat purposes are changed to those of a Tiger, except the Uba's HPT. The Uba uses whatever Saving Throw is most advantageous to it in a given circumstance. (Budo: +2)

96-00 Two powers. Reroll, ignoring results greater than 95.

Usagi-Tsuki

BAP: 30 MNA: 2 ZAN: 2 BMA: 5
AC: 8/+0 HPT10+1D10 BUDO: 3
ATTACK: Magic BCS: 10+2D6

Bite BCS: 10 DAM: 1 point

DESCRIPTION: The Usagi-tsuki is the moon-hare of legend. Though naturally of hare form it usually takes the shape of a warrior in Superior Quality samurai-style clothes or armor of Armor Class 2D5. Such garments are trimmed with white rabbit fur, or the warrior wears a cloak trimmed with such fur (30%). The form and face of the Bushi are of above-average comeliness. The hare form is silver-grey in color and has golden eyes.

CHARACTERIZATION: When in human form: the Usgai-tsuki has the statistics of a Classic Bushi of Level 2D3, except for HPT which remains constant. The favored weapon of the being is the Yari, and 40% of the time the BCS indicated also applies to an Okuden of the weapon.

The Usagi-tsuki is generally benevolent, but is most definitely a proponent of the code of Bushido. If the characters have been abiding by the code, they receive a +5 to the initial reaction roll when they encounter this being. Contrary behavior receives a -5. An Usagi-tsuki will desert a group rather than fight if members breach the code of Bushido or the proper codes of etiquette.

The Usagi-tsuki may cast spells in either form. It has 1D6+1 spells. It may cast each of them once daily. If a character acquires the cloak of an Usagi-tsuki, he can then cast that moon-hare's spells as if he were the Usagi-tsuki. If the cloak has been acquired by force, the magic lasts for 1D6 days or until the first full moon, whichever comes first. If the cloak was given as a gift, the magic lasts for one full month after the next full moon.

2016.0 SUPERNATURAL BEINGS

The myths of Nippon are peopled by a wide variety of beings whose makeup and abilities derive from sources beyond earthly matter. The degree of power held by such characters is measured in terms of their Spirit Rank.

Spirit Rank has a value from 1 to 20 and converts into other game factors as follows:

Saving Throws

Supernatural Beings have Saving Throws equal to one of three values: for Strong, Average, or Weak Attributes.

If in a Strong Attribute, the Saving Throw equals 10+(Spirit Rank/2)

If in an Average Attribute, the Saving Throw equals 5+(Spirit Rank/2).

If in a Weak Attribute, the Saving Throw equals the Spirit Rank/2.

The Attribute scores for a Supernatural Being are equal to 3 times their Saving Throw in the Attribute. Any Abilities that are not calculated from the Attributes in the normal way are clearly defined in the descriptions of Supernatural Beings that follow. Permanent Spirit Rank is used for these Saving Throws, so that Exorcism or other reduction of the Current Rank does not make Beings stupider, weaker, etc.

Magical Spells and Special Powers

Spirit Rank will affect any Spells or powers possessed by the Being in the following ways.

—Supernatural Beings do not expend Power when using Spells. Instead, they may SUCCESSFULLY cast Spells or use powers a number of times per day equal to their Permanent Spirit Rank. Failed attempts to use Spells or powers do not reduce this figure unless a Critical Failure was suffered.

—In casting magical Spells having a variable Level of effect, the "Level" used is equal to the Current Spirit Rank/2. Thus, a Rank 8 Spirit's Spells function in this regard as those of a 4th Level Shugenja. Casting such Spells still only counts as 1 use of a power for purposes of record keeping. Beings with a Rank greater than 12 will function as if they were indeed Shugenja with a Level higher than 6th.

2016.1 SPIRIT COMBAT

Two Beings having Spirit Rank may engage in mystic combat to resolve differences. Each uses its Magic BCS to attack, rolling once per Detailed Turn, the first "blow" going to the Being with the higher Current Rank. A hit reduces the target's Current Rank by 1D3. Successful hits may be parried by the target, if it can roll its Magic BCS at a penalty equal to the attacker's Current Rank. When a Being's Current Rank is reduced below 0, it has been exorcized. The winner regains all Rank lost during the combat.

2016.2 SUPERNATURAL MANIFESTATIONS

The rules governing Supernatural Beings in **BUSHIDO** are based on the following theory: even the most powerful Spirit is limited when it assumes material form. Especially in the case of pods, we do not maintain that the Being's true nature is as described here. Rather, these are the traits it manifests upon the earthly plane. By "putting on the flesh" Spirits accept the limitations of that flesh. They can be physically or magically fought. Some Beings are more limited by their manifestations than others, as shall be described. In general, physically "killing" a Supernatural Being only inconveniences it, driving it away from that particular time and place. Exorcism has much the same effect. Even slaying a Supernatural Being on its "home ground," the astral plane, drives it into exile for a number of months or years, but cannot really destroy it.

2016.3 SUPERNATURAL POWERS

Supernatural Beings all have a BCS for using magic. This must be rolled in order to use a power. Spell Defense will reduce this BCS, though modifiers to Spell Defense applying to a particular School of Magic has no effect on Supernatural powers.

Armed Might

The Being can oppose armies in the field with a Troop Strength value equal to his Rank/2. A BENC or ENC result for characters in battles against such a Being means that the Player Character is smitten with Awe, even if the Being does not normally have that power. Beings with Armed Might can instead use it to increase the Troop Strength of armies they favor by the same amount. In purely political battles, it is rare for Gods to perform this favor, since the Gods are reluctant to aid one large group of worshippers in slaying another large group of worshippers.

Astral Presence

Beings with this power may affect the material world without actually manifesting upon it. They move through Kokuri-yo, the astral world, but may use all their Spells and powers freely upon the earth. Their presence may be detected by a Shugenja's Astral Senses or a Gakusho's Perception of Truth. Detected Being's may be attacked via Spell, Exorcism, or combatted directly (ie. "physically") by those who can enter the astral to fight them.

Awe

The Being can smite onlookers with Awe (Kashikomu). Those in sight of the Being who do not make a Will ST suffer Distractions equal to his Rank. There is a chance in 20 equal to the Beings Rank that they will be rendered unconscious, suffering Subdual Damage equal to their Current Hit Point score. If a victim is in fact rendered unconscious, then upon regaining his senses he will still suffer Distractions as stated above, even if the Being is no longer present. Each day thereafter, the victim is allowed a Will ST to throw off this effect.

Characters who suffer this extended effect due to being struck with Awe by Buddhist deities may undergo conversion to the priesthood. After throwing off the aftereffects of the power, the number of days required to do so is the percentage chance that the character will be seized by an overwhelming desire to become a Buddhist Gakusho (if he is not one already). He will seek out a Temple, shave his head, and undergo a change of Profession, becoming a 0 Level Gakusho.

Control Events

The Being can cause or suppress Events, described in section 2040.0. The Level of existing Events may be increased or decreased as well. Decreasing an Event's Level below 1 means that the situation never occurs. The maximum Level to which an Event may be raised is 6.

Events created by the Being have an initial Level up to his Rank/5. If altering the Level of an Event, the Being may do so by the same amount.

Control Phenomena

The Being can cause Natural Phenomena (see section 2030.0) to occur, or may alter the Danger Factor of existing Phenomena. The Danger Factor of created Phenomena may be up to the Being's Rank/2. Existing Danger Factors may be altered by the same amount.

Decrease (Attribute)

The Being can attack the Current value of a given Attribute. A successful BCS roll for this power acts as if the victim had been exposed to a Lightning Poison attacking that Attribute, having a Level equal to the Being's Rank/3. The victim uses his Will Saving Throw or Meditation BCS to fight off the effects of this Power, in the same manner that Health is used to resist Poison. Reducing an Attribute to 0 has the effects described for Plague (section 2030.0).

Enhance (Attribute)

The Being can increase a character's Current value in given Attributes by his Rank. This effect lasts for a number of hours equal to the Being's Rank.

Enrichment

The Being can present those in whom he is pleased with valuables or money. The maximum amount thus delivered will not exceed the Being's Rank in gold. Enrichment as used by some Beings will take the form of goods, (weapons, trade goods, artworks, etc.) of equivalent value. If the Being wishes, it may seek to deliver items of much greater value than usual. The chance of doing so is his Rank or less on 1D20. Multiply the Being's Rank times the Effect Number of a successful die roll to determine the maximum value of such a gift. Beings with this power are sometimes known to use it to bribe those they wish to influence.

Fertility-Births

The Being can bless women with fertility, adding his Rank to the chances of conception. The Being has a chance on 1D20 equal to his Rank of causing conception on the spot, even without the intervention of a man. Beings with this power can also reduce the chance of conception by their Rank and have a chance in 20 equal to their Rank of rendering a woman completely barren. Priestly exorcism of the curse, treating it as a Spirit with a Rank equal to its caster's, is the only cure if the Being cannot be induced to remove it.

Men can be made more potent or less so in the same manner.

Beings with this power can also increase or decrease the chances of a safe delivery by their Rank.

Fertility-Fields

The Being can increase or decrease the yield of farmlands within an area of 5 Productive Ri times its Rank. The power increases or decreases the Harvest Modifiers (section 2082.7) by its Rank/20, rounded to nearest tenth. If the fields are cursed in this manner, the curse may be exorcized as if it were a Spirit with Rank equal to its caster's.

Luck

The subject of Good Luck receives a bonus to all Saving Throws equal to the Being's Rank/3. This will last for a number of hours equal to the Being's Rank.

Beings with this power can also inflict Ill Luck. This operates in the same manner as Good Luck, but a penalty is applied to Saving Throws instead of a bonus. The victim can resist the curse by making a Will ST at the time of the attack. A Meditation BCS may be substituted for the Saving Throw if the character wishes.

Heal

The Being can heal all forms of damage. 1D6 per Rank of Lethal and Subdual damage can be healed by a successful use of the power. The progress of diseases or poisons are stopped at once by the power. Critical damage is healed at a rate of 1 point per point or Rank. Healing time for broken limbs is reduced 1D10days per point of Rank and severed limbs are healed in the same way. If the Being reduces his Current Rank by 1 point in using this power, lost limbs or faculties are restored by the use of this power.

Instruct

Beings who can Instruct may do so in any Skill they know. They may increase the Learning Rate of those they so favor by their Rank/2. Instead, they may seek to immediately grant a number of points in a Skill to a character, equal to their Rank x 5. This has a chance of Success equal to the Being's Rank, rolled on 1D20. Both forms of Instruction are permanent.

Being's who can instruct may also cause forgetfulness, robbing a character of Skills. A successful BCS roll for the power robs the victim of Skill points equal to the Being's Rank x 5, or 1 BCS point per point of Spirit Rank. The victim may resist this curse with a Wit Saving Throw, and is permitted a BCS in Meditation in its place if this score is better. The forgetfulness lasts until the victim can make a Wit ST (or Meditation BCS), rolling once per day. The Being who placed the curse can remove it at any time, if so inclined.

Invulnerability

The Being is Invulnerable to all forms of damage from certain physical attacks. This power does NOT require a successful BCS to operate, but is fully effective at all times, unless the Being loses all special powers in some manner.

The Gamesmaster may use the following table to determine the precise form of Invulnerability possessed by the Being. Other variations might include adding special weaknesses for Invulnerable Beings, even rare items which will kill outright on contact (a powerful Oni might perish at the touch of a Kami's hair, for example).

Die

Roll Result

01-45 The Being is only vulnerable to magical weapons, which do full damage with all bonuses.

46-55 The Being is only vulnerable to above-Average or magical weapons, which do full damage plus bonuses.

56-70 The Being is only vulnerable to Superior or Master weapons, or magical weapons, which do full damage plus all bonuses.

71-90 The Being is only vulnerable to Master or magical weapons, which do full damage plus all bonuses.

91 -93 Reroll at -10 to die roll. A hit on the Being by any other weapon exposes the attacker to the effects of a successful Remove Weapon Disarm attack. Unarmed attackers suffer a Bash if they strike.

94-96 Reroll at -10 to die roll. A hit by any other weapon exposes the attacker to the effects of a successful Remove Weapon Break attack. Unarmed attackers suffer a Bash and take the damage of their own blow if they strike.

97-99 Reroll at -10 to die roll. A hit by any other weapon exposes the attacker to the effects of his own weapon, taking the damage as Subdual damage, i.e. blows are reflected back on the attacker.

00 Reroll at -10 to the die roll. The indicated weapons do damage as Average weapons of their type, all bonuses not due to personal traits (Strength, Ki, Okuden, etc.) are lost.

Unarmed attacks using Atemi-waza may, at the Gamesmaster's option, still be effective on the following basis. A current Ki score greater than the Being's Rank causes blows to count as "magic" weapons. The attacks of high level Budoka may count as above-Average weapons: 4th Level is "Good," 5th Level is "Superior," and 6th Level is, of course, "Master."

Overcoming

The Being can Overcome certain other classes of character by a successful use of the power, instantly subduing or slaying them as he wishes. If a character is confronted with a Being whom he knows has the power of Overcoming for his own type of character, he will seek to flee. Thus, Oni confronted by the Buddhist God Fudo Myoo, who has the power of Overcoming such Spirits, will flee if they can.

Possession

Certain Spirits can Possess humans, seizing their souls and taking control of their actions. Beneficent Spirits will sometimes do this when there is no other way to save a deserving character from danger. They will depart from their host when the danger is past without doing him any harm. But malicious Kami and certain Yurei will Possess a victim with the intent of causing him injury or using him as a front for their evil actions.

A Spirit can seek to Possess a victim even if being physically fought at the same time. If being combatted on the astral plane, it may not do so, since it is on that plane that it makes its attack. If seeking to Possess a Gakusho or a Pious character, the Spirit must first overcome the character's Religious Power. It does so by rolling its BCS for the Possession, at a penalty equal to the victim's Religious Power. If this BCS roll succeeds, the Spirit may proceed. If it fails, the Spirit may not seek to Possess that victim, unless his Religious Power is reduced by Sin or Pollution.

Having overcome any Religious Power, the Spirit and victim now match die rolls, rolling on Action Phase 1 of each Detailed Turn. The Spirit uses his BCS and the victim may roll a Will ST or Meditation BCS, whichever is higher, adding any Spell Defense he has to the BCS or Saving Throw. For each set of die rolls, note the difference between the two Effect Numbers, adding this result to a tally for the winning character. If the Spirit's total exceeds the victim's Will, the Possession is successful. If the victim's total exceeds the Spirit's Current Rank, the Spirit is repulsed and may no longer seek to Possess that victim during their relationship.

A character fighting off a Possession suffers Distractions equal to the Permanent Rank of the attacking Spirit.

A Possessed character is under the control of the Spirit. His Physical Attributes are increased by the Being's Permanent Rank. The Spirit's Mental Attributes replace the victim's. The Spirit may not use the victim's Skills. It has all its own Skills and Spells intact, but may not use supernatural powers while in control. If it uses such a power, the victim may seek to repel it, fighting out the Possession all over again. In such a case, the Spirit suffers Distractions during the conflict equal to the victim's Will ST.

Exorcising a Possessed victim of the invading Spirit is more difficult than usual. Increase the Spirit Rank used to resist Exorcism by the Level of the victim. Upon being driven from a victim, a Spirit must make a Will ST. If this fails, it is utterly driven away and

vanishes. If the Saving Throw succeeds, it may remain present, attacking the Exorcist physically. A Possessing Spirit may at any time leave a victim and seek to invade some new victim. When a victim is freed by Exorcism, he must also make a Will ST or go mad until magically healed.

Physically slaying or hurting a Possession victim does not bother the Spirit, who is simply left free of the host at his death.

Resurrect

The Being can raise characters from the dead, with automatic success, as long as they have not been dead a number of days greater than the Being's Rank. Buddhist Spirits can raise only those characters for whom the Segaki service (Buddhist funeral rites) have been performed. Shinto and other Beings having this power may use it only on those for whom the Segaki ceremony has not been performed.

Summon

The Summon power allows the Being to summon a given number and type of creatures to its aid. These may be Beasts, Legendary Beings, other Supernatural Beings, whatever. Such creatures are obedient to the commands of the Summoner, without being mindless slaves. That is, they are active assistants to their master, freely cooperating with him. Some Beings may Summon their servitors in order to have them give aid to characters they wish to help. Such assistance is always for some strictly limited period or until a specific goal is achieved.

As a rule, the Gamesmaster should allow a Being to have only one group of Summoned creatures present at any given time. This is not a means of producing small armies at a moment's notice

Teach (Subject)

Beings with this power can act as a Teacher in any Skill they know, treating each day of instruction as a 1 Week Study Turn. They may also teach any Spells they know to Shugenja having the necessary Knowledge in the appropriate School. Spell Teaching is immediate once the power is successfully used.

2016.4 KAMI

The Gods of Shinto are called Kami. There are Kami ranging from the powerful rulers of the heavens to the humble divinities of a farmer's field or a single household. This is but a small selection of the spirits held sacred by Shinto which is based on primitive animism. The religion believes that everything in creation has its unique Kami, all blending together into a vibrant, living whole.

2016.4a Major Kami

These are the mighty Gods of the Shinto pantheon. They are not described in full, first because space does not permit a proper handling of the subject, and second because they are the principal deities of a living religion, not really fit subjects for casual use in a game. We do not recommend having the principle Kami appear physically in the campaign. We do list the principle reasons for which they were invoked, and prayer to these Gods by a Shinto Gakusho or Pious layman is not out of place, in order to ask them to exercise their special powers.

Amaterasu-Omi-No-Kami: Goddess of the Sun, Queen of all the Kami. This Goddess is capable of ordering any other Kami to assist a character, or to cease tormenting/attacking him. Or she may be invoked to bring the power of the sun into play, causing any events which are handled at sunrise (regaining magical Power, healing wounds, recovering Ki, etc.) to occur. Her Rank is 20.

Inari: This God is patron of rice, and therefore of wealth. He is ruler of the Kitsune, and can command them to aid or hinder characters. His orders will cause the most mischievous Kitsune to stop plaguing someone and to offer amends. Inari can bless any area of Nippon as described in the power Fertility-Fields. His Rank is 16.

Okuni-Nushi: This Kami, worshipped in the great Shrine at Izumo, is concerned with the political welfare of Nippon. His intervention controls all Phenomena and Events in the land. His favor increases Status. He is also a famous healer and can use both Heal and Resurrect. His Rank is 18.

Susano-Wo: This Kami is the very Spirit of warrior courage and impetuosity. He grants Ki to the brave (1D3 points if convinced to do so). He instructs in all the Bugei and their Okuden. He is also guardian of Yomi, the Sinto Hell. As such, his intervention Overcomes any actions by Araburu-kami, and Yurei of Shinto origin.

2016.4b Minor Kami

Compared to powerful and widely worshipped deities described in the previous section, the classes of spirit which follow are lesser beings in the Shinto pantheon.

These Kami take more interest in the daily doings of humanity and are almost a familiar element in Nippon's society. But they are still regarded with proper respect by the people of Nippon and receive the appropriate reactions when they manifest, whether of reverence, fear, or awe.

All minor Kami have a Spirit Rank of 3D3. Each class of Kami has a ruler associated with it, who has a Rank of 12, but is otherwise like his subjects.

Araburu-kami

BCS: Magic- 10+Rank. Skills- 12+Rank. Hit Points- 10xRank.

ATTRIBUTES: Strong- Strength, Deftness

Average- Speed, Health Weak- Wit Will

POWERS: Roll 1D100 for each of the following powers, to see if the Kami has it. Astral Presence (10% x Rank); Control Phenomena (100% for random type, rolled on Event Encounter Table); Decrease Attribute (30%. Roll randomly for Attribute governed); Luck (60%). SPELLS: (Araburu-kami know 1 School per Rank/2. Roll for School randomly)

Fire: Burning Touch, Cloak of Smoke, Flame Sphere, Storm of Firre Water: Binding of Limbs, Dark Circle, Dissolving Defense, Quagmire Wood: Calling Beasts, Darts of Wood, Master of the Green,

Spell of Sizes

Metal: Adamant Bonds, Confusing Gaze, Conquering Gaze, Iron Sphere

Soil: Arrows of Soil, Soil Storm, Spear of the Heavens, The Angry Earth

SKILLS: Bojutsu, Kenjutsu, Onjutsu, Sumai, Torture, Gambling DESCRIPTION: Araburu-kami often appear in terrible, demonic shapes: squat, ferocious imps or withered hags. But they may assume any shape they please they please, and will often appear as a beautiful human or noble Beast or Legendary Being, in order to deceive their victims. They are likewise prone to manifesting in a glorious, divine shape, if trying to overawe people. An Araburu-kami can never quite get his pleasant shapes right, and a Saving Throw for Hidden Things (at a penalty equal to the Kami's Rank) will find some "off-note" in the disguise. If this roll is made while using Astral Senses or Perceive Truth, then the Kami's true identity is revealed. Certain powerful Araburu-kami, of more-than-usual wickedness, exist. They are not Rulers per se, for these spirits have no such organization, but they do control some of their lesser brethren. CHARACTERIZATION: Araburu-kami are very naughty and for this reason have to live in Yomi, the Shinto Hell. They don't like it there and express their opinion by trying to make life miserable for others. As they know they cannot pull such tricks on the other Kami without being punished, they turn their attentions on humanity. Araburu-kami are, in a good mood, fond of the worst sort of tricks that a Kitsune might play, pranks that will destroy a reputation or cause some amusing occurrence (like a broken leg) to the butt of the joke. Truly malicious Araburu-kami are the bearers of plagues or cause natural disasters. They may also waylay and attack humans physically. If beaten, they usually whimper that nobody really likes them and it's not fair, as they are packed off to Yomi by exorcism or physical conquest.

Fujin

BCS: Magic- 5+Rank Skills- 8+Rank. Hit Points: Health+Rank

Armor Class: Rank

ATTRIBUTES: Strong- Strength, Health Average- Speed, Will Weak- Deftness, Wit

POWERS: Control Phenomenon (Storm, Tai-fun)

SPELLS: Wood: Spear of the Heavens

SKILLS: Bojutsu, Sumai.

DESCRIPTION: The Fujin appear as muscular, boisterous, and scantily clad giants some 8' tall, rushing through the sky on the backs of a wild wind. They carry a great bag filled with wind over their backs. Their Bo does damage as a Tetsubo on all hits.

CHARACTERIZATION: Fujin are the Kami of the storm winds. They are not overly bright and often are shown being blown about, willy-nilly, in winds of their own creation. They are generally friendly, in a rough sort of way, though they do find the damage their storms cause hilarious. If they like someone, they can carry him (and up to a number of others equal to their Rank) anywhere in Nippon that the wind blows, at about 50 miles per hour. If angered, they will open their bag to throw a storm at the offender (treat as a 1-shot version of the Spell, "Soil Storm," with Level equal to Kami's Rank). If they can be distracted while opening the bag, they must make a Wit ST or they will dump the storm all over themselves, and be blown back to the heavens. They are ruled by Kami-nari who is much wiser (Mental Attributes are Average) than his subjects.

Kaijin

BCS: Magic- 5+Rank Skills- 10+Rank Hit Points. 3xRank

Armor Class: Rank

ATTRIBUTES: Average- All.

POWERS: Control Phenomenon (Tsunami and either Storms (60—) or Tai-fun (40%)), Summon (1 Shark/Rank), Teach

SPELLS: Water- Darts of Water, Dissolving Defense, Watery Doom, Watery Sphere, Roads of Water.

SKILLS: Kusarijutsu, Sojutsu, Suiejutsu, Yari-nage-jutsu, 1D3 Fine Arts

DESCRIPTION: Kaijin are typically stately Kami, appearing as noblemen in garments of fine silk in sea-colors: deep green, foam white, blue. They are armed with mighty Yari and Heavy Javelins. Some also bear strong, silken nets, which add +2 to the Entangling attacks using Kusarijutsu. Such nets cannot be cut and once a foe is Entangled, only the net's user can free him. These nets are sometimes given to favored humans by the Kaijin. Kaijin can also appear as great Sharks. Add their Rank to the Shark's Hit Points in this form and use the Kami's BAP and Zanshin.

CHARACTERIZATION: Kaijin are the noble retainers of Umi-no-kami, a God of the sea. Their mentality resembles that of samurai as regards loyalty to their king. An encounter with one or more Kaijin when at sea is on a par with a Patrol encounter while travelling across a Daimyo's territory. Kaijin rarely attack unprovoked, but are terrible in anger. They support their ruler's claim to be sole king of the sea against his archrival, Ryu-no-kami, and they war unceasingly on the Ryujin, who serve that God (see below).

Kenzoku

BCS: Magic- 4+Rank Skills- 11+Rank

DESCRIPTION: Kanzoku appear as mighty Bushi, armed for war. Their armor and weapons shine with glorious light, and if loaned (rare) or given (even rarer) to mortals, strike as Master weapons. CHARACTERIZATION: Kanzoku are treated as Classic Bushi, with a Level equal to their Rank, even if this exceeds 6th Level. They know all Bushi Bonus Skills, whether Bugei or not, and have the power to Instruct and Teach. Kanzoku are noble warrior-Kami, some say they are the immortal spirits of great fighters who have been raised to the status of the Gods after death. They fight evil in all forms and are greatly revered as the foes of Oni and Araburu-kami.

They are ruled over by Hachiman, premiere Warrior Kami of Shinto, who is not only a Rank 12 Kanzoku, but knows ALL Bugei, whether they are Bonus Skills for Bushi or not. Hachiman also has the powers Armed Might, Awe, and Resurrect, if the subject died in combat. He can grant 1D3 of Ki to those whom he deems worthy.

Ryujin

DESCRIPTION: Ryujin have all the physical characteristics and powers (including Spells) of Kaijin, except that they summon Kojin, not Sharks. They are somewhat rougher in appearance and nature. They can assume the form of a Tatsu with a Budo equal to their Rank. They have none of the Tatsu's special powers.

CHARACTERIZATION: Ryujin are somewhat more greedy than Kaijin in matters of wealth. They have been known to raid ships carrying precious or beautiful items. They are ruled by the Dragon-King, Ryu-no-kami, who contests with Umi-no-kami the rulership of the sea. They will inevitably attack Kaijin, and aid those beleaguered by them.

Kami of Place

Spirit Rank: 3D3 BCS: Magic- Rank Skills- 8+Rank

Hit Points: 5xRank Armor Class: 5

ATTRIBUTES: Average- All

POWERS: Instruct. Most have others, which vary by type

SPELLS: 1 random Spell per point of Rank

SKILLS: 1 Bugei of Gamesmaster's choice. The rest vary.

There are the numerous Kami whose interest lies in the immediate area of some place or item, or those whose powers only concern some particular Skill or event. The sheer numbers of such Kami to be found in Nippon are what earn it the title, "Land of 800 Million Gods." Kami of Place have no Rulers.

Chinjin: These are Kami governing an urban area. They care for a number of wards equal to their Rank. They can Control Events and Phenomena within their territory. They aid those who contribute to the peace and prosperity of the district, and may punish those who disrupt these qualities. Their special Skills include Commerce, and any Skill practiced by the bulk of the people in their area (a Craft in an Artisan ward, Physician in a Ward of doctors, etc.)

Dosojin: Kami of roads and travellers. Appears as a Pilgrim. His shrines exist along roads all over Nippon. His special Skills include Hayagakejutsu and Tracking. They can increase the Strategic Base

Movement Allowance by their Rank, as long as they accompany the party.

Jigami: Rural Kami who protect a given village, farm, or area. They can Control Phenomena of any kind within the area they govern. They have the powers Fertility-Fields and Fertility-Births. They usually appear in garments whose colors are reminiscent of rice paddies: tender green and rich earth brown. The Kami usually rules 1 square Ri times his Rank. There are Rank 10 Kami who rule an entire hex on the map.

Mori-no-kami: These are the Gods of the forests. They rule an area dictated by their Rank as described under Jigami. They are, essentially, rulers of Rough terrain. They control all Phenomena in their domain, and may Summon 2D6 of any Beast found in Rough Terrain. They generally appear rough-mannered and boisterous, but are usually kindly to those in need.

Tenjin: These are Kami of Bugei and Fine Arts. Every such Skill has its associated Kami, who are the divine incarnations of the Skill's founder. All Tenjin are Rank 6. They have a Raw BCS in the Skill of 19, treating their Rank as their Level in its use. They will protect those who use their Skill well and teach it to those whom they favor. They have the power to Teach. A Tenjin knows all Okuden for a Bugei if it is Kami of that Bugei. Tenjin of the Fine Arts reach "Okuden" for those Arts, whereby the character increases the quality of his Artworks by one level (Common to Semi-precious, Semi-precious to Precious). See section 2075.0 on making Artworks. Tenjin appear as some typical practitioner of their Skill.

Yama-no-Kami: These are the Kami of the mountains. Normally, they are severely austere deities, as cold as the peaks whereon they dwell. They rule areas calculated as for Jigami and Mori-no-kami. Famous individual mountains have their own Kami; Mt. Fuji, for example, is ruled by a Goddess known as Sengen-sama. Yama-no-kami Control all forms of Phenomena on their territory. They may Summon 2D6 Beasts of any kind found in Mountainous Terrain. They rarely bother with travellers in any way, though some are helpful to those lost in the peaks. Regrettably, there are Yama-no-kami who derive cold delight from plaguing, even destroying, wanderers in the high country.

Kami of the Elements

These Kami are associated with the 5 Schools of Magic. They have a Spirit Rank of 2D5 and possess a Skill in their School of 10xRank. Kami of the Elements possess all Spells for which they have sufficient Knowledge. They may Teach their School or Instruct in any Spells they know.

Kami of the Elements appear as a Classic Shugenja, but increase the Attributes of the figure by their Rank, calculating any Abilities influenced by Level with a Level equal to their Rank. They likewise know, but cannot teach, all non-magical Shugenja Bonus Skills.

If fighting other than physically, the Kami is permitted to roll its Magic BCS (calculated as if they were in Shugenja form) each Detailed Turn. Success causes the Kami to radiate the effect of a Storm Spell for its School to a radius about its person of 1D3 yards times its Rank. This is treated as a power for record-keeping purposes, as is all Spell casting by the spirit.

2016.4c The Seven Fortunate Gods

These seven deities take a special interest in the well-being of humanity, and they are particularly well-loved by all Nipponese. The Seven Fortunate Gods were originally worshipped in China, but after their cult was imported to Nippon, it was soon absorbed into the popular faith. These Gods all have a Spirit Rank of 10.100 Hit Points, Magic BCS of 15, and the powers Instruct and Astral Presence. All their Attributes are Average.

Benten: Benten appears as a beautiful lady of noble demeanor and rank. She is a Goddess of love, beauty and the Arts. She knows all Fine Arts, all Skills which give a Bonus to women, and has a BCS of 20 in all these Skills. She carries the Biwa and Brush of Benten with her (see section 2021.6a). She is a particular patron of all brave and adventurous women and can grant Ki to such characters (1D3). She has the powers of Fertility-Birth and a special power: that of making men and women stunningly good-looking. She has the physical characteristics of a Classic Shugenja.

Bishamon: This is a warlike God, armed in the Chinese rather than native style. He knows all Bugei which are Bonus Skills for the Bushi or Budoka, and he is a patron of these Professions. He will grant 1D3 of Ki to their members if pleased with them. He also has the power to Heal and to Summon 1D3 Mukade, since the centipede is associated with him.

Daikoku: Daikoku is patron of farmers, appearing as a pleasant Heimin peasant, accompanied by a large, tame rat. This creature will

grow to the size of a Tiger, and fight like that Beast, in combat. Daikoku has all Skills that are Bonus Skills for Heimin. He also has the power Fertility-Fields. He carries the Mallet of Daikoku.

Ebisu: Ebisu is a patron of commerce and merchants. He appears as a well-to-do merchant and will protect travelling members of that class from robbery. His special Skills include Commerce and the Crafts. He fights using Bojutsu, but his Bo ALWAYS exposes those it strikes to a successful Bash attack.

Fukuroku: Fukuroku appears as a Taoist sage of Chinese origin. He knows all the Schools of Magic and all the Spells of each School. He is patron of Shugenja and Philosophers, granting 1D3 of Ki to members of these Professions who please him. He fights physically using Jujutsu, but a successful Throw attack also does 2D10 of Subdual damage, even if the victim uses Jujutsu to roll out of the throw. Fukuroku knows all other Shugenja Bonus Skills as well.

Hotel: This amiable wanderer appears in the shape of an itinerant monk, fat and jolly. Despite his clerical form, he is patron of Yakuza, for he is God of Luck, and prefers a hot dice game to priestly austerities. Hotel's special Skills are Gambling and all Yakuza Bonus Skills. He can grant 1D3 of Ki to Yakuza who please him. He hates cruelty and oppression, especially to the helpless. He has the power of Luck and also the special power to grant a Saving Throw (roll for value of Saving Throw on 4D3), for "Absurd Luck." This kind of Saving Throw has its user, when falling from a 5 story window, land in a convenient pile of swan's down (or at worst, manure) without getting a bruise. Hotel will grant a set number of these Saving Throws (say, 1D6 of them) which the recipient may use up as he wishes (or needs to).

Jurojin: Jurojin, though he appears as an ascetic Hermit of the Scholar Profession, is actually patron of Gakusho (of either religion). He knows all the Yogas and all Gakusho Bonus Skills (for both religions). He rides from place to place upon a magical Crane. It is, in fact, the Heavenly Crane, and Jurojin, if greatly pleased with some character, may give him one of its Plumes. He may also grant 1D3 of Ki to Gakusho whom he favors. He has all Gakusho Powers available to use and also the power Enhance Attribute, for any Attribute, and the power to Heal.

2016.5 BUDDHIST SPIRITS

As in the rules for Shinto spirits, the beings described in detail here are the lesser members of the pantheon worshipped by Nippon's Buddhists. We also include certain spirits held in less esteem, even in fear, by the congregation.

2016.5a The Buddhas

Those unfamiliar with Buddhism in general or Japanese Buddhism in particular are often surprised to learn that several beings receive the title "Buddha," meaning roughly, "An Enlightened One." Buddhas can be of human origin or purely spiritual. A Buddha would not directly manifest on earth, no matter the need, although intervention in answer to the prayers of those in need is not unheard of.

All Buddhas have a Spirit Rank of 20. The Buddhas most venerated by the people of Nippon include:

Sakyamuni: The Gautama Buddha, founder of the religion of Buddhism. Sakyamuni is most often revered without being invoked for aid, since he has no major interest in the earthly life of mortals. Those who face death or danger when in a state of bad Karma might receive some assistance in extricating themselves from the predicament, although complete salvation will still depend on their own efforts.

As the putative author of the Sutras, Sakyamuni can bestow the knowledge of any Sacred Text on a deserving worshipper.

Amida: The Buddha Amida, or Amithaba, is the Compassionate Buddha, and of all the Enlightened ones he is the most involved in human sufferings on earth. Amidaist sects in Nippon hold that he who repeats the sacred formula "Namu Amida Butsu" ("Homage to the Buddha Amida") even once with perfect sincerity shall attain to rebirth in the Buddha's Paradise of the West, there to continue to climb to Nirvana in the greatest happiness. Amida is much revered by the simple folk of Nippon since his worship requires no deep studys or complex rites. Successful invocation of the Amida Buddha will allow the Gamesmaster to bestow such aid on the invoker as is needed to succor him in his need.

Dainichi: The Dainichi Buddha (or "Cosmic Buddha") is much worshipped by ascetics, hermits, and mystics, since he affirms the unity of all creation in the Buddha nature. He can grant Spells ("Siddhis") to petitioners, though reluctant to do so since all such

things are but illusions, denying the totality of the universe. He is very much a deity of Shugenja, Philosophers, and the more mystical Gakusho.

Several other Buddhas have places in the worship of Nippon, but these three are the main ones. Invocation of a Buddha for mundane reasons, or when the need is not great, exposes the invoker to being smitten with Awe by the deity, with the possibility that he will convert to the priesthood as described in section 2094.0. The Buddhas will also use this power to defend their worshippers against evil creatures, and Nipponese myth is filled with examples of Beasts, Legendary Beings, even Oni, who have embraced the Eightfold Way after such a run in with a Buddha.

2016.5b The Bosatsu

Those who achieve Enlightenment but do not enter Nirvana at the end of their incarnation are called Bosatsu, the Japanese form of the Hindu word "Bodhisattva." Instead, the Bosatsu has chosen to remain closer to the human condition in order to aid those in need and to help others gain Enlightenment. There are scores of the Bosatsu, and we can only describe several of them here.

All Bosatsu have a Spirit Rank of 15, a BCS in Magic and Skills of 20, Hit Points=100, and Armor Class 12. They exercise the powers Astral Presence, Awe, Heal, and Resurrect.

Jizo Bosatsu

SPELLS: All forms of the Jizo wield the powers of a 6th Level Buddhist Gakusho.

SKILLS: Bojutsu, Jujutsu, Buddhist Theology, All Yogas, Meditation

The Jizo Bogatsu can appear in any one of six manifest forms. While simple folk consider these forms as separate beings, they are actually just different aspects of the Bosatsu. We shall discuss them in the same manner, although the Gamesmaster is reminded that the Jizo can assume any of these forms he pleases at any time, so that roughnecks abusing the kindly nature of the Jizo of Children may suddenly find themselves facing the warlike Jizo of Victory. Additional powers and Skills may be wielded by the particular Jizo appearing.

Jizo of Victory

ATTRIBUTES: Strong- All Physical Attributes.

Average- All Mental Attributes.

POWERS: Armed Might, Instruct (Bugei only), Teach (Bugei only)

SKILLS: All Bushi Bonus Bugei

DESCRIPTION: The Jizo of Victory appears as a Warrior-monk or Sohei of the Yamabushi Temples. But he bears a double-edged Chinese sword (a Ken) which strikes as a No-dachi, although it is freely wielded with one hand. He also carries a sheaf of three Heavy Javelins which strike like a Yari when used hand-to-hand or hurled.

CHARACTERIZATION: This Jizo is very much like his Shinto Counterparts, Hachiman and Bishamon. He can grant 1D3 of Ki to brave Bushi or Budoka. He aids those who oppose evil with force of arms.

Jizo of Redemption

ATTRIBUTES: Strong- All Mental Attributes.

Average- All Physical Attributes.

POWERS: Instruct, Overcoming (Yurei).

SKILLS: All Buddhist Gakusho Bonus Skills.

DESCRIPTION: The Jizo of Redemption appears as a simple Bonze, a wandering Gakusho of his faith. He carries an Enchantment: a priestly staff which handles in all ways like a Bo but does the damage of a Tetsubo on hits, including the Bash attack, doubling the normal chance of a Bash result at that.

CHARACTERIZATION: This Jizo is very concerned with the proper development of lesser spirits, human or otherwise, in the journey to Nirvana. He is also the patron of Buddhist priests, helpful to those who are truly carrying out their vocation and sometimes rough on those who are not (though his chastisements are designed to straighten such characters out rather than just to punish them). As such, he can grant 1D3 of Ki to deserving Gakusho. He will willingly seek to raise from death those who have died with bad Karma, allowing them more time to develop in this life. He also gives aid to those combatting beings who have strayed from Enlightenment's path, especially Yurei or other evil spirits who have left the path of reincarnations.

Jizo of Children

ATTRIBUTES: All Attributes are Average

POWERS: Fertility-Births

SKILLS: Herbalist, Physician, all Musical Instruments, Popular Dance

DESCRIPTION: The Jizo of Children appears as a simple Bonze, of a roly-poly and somewhat comical demeanor. He carries an

Enchanted staff, the same kind used by the Jizo of Redemption, and another Enchantment, a Yawara. Hurling using his Deftness ST, this weapon attacks the target with a Subdual Attack, BCS 15, until it has subdued the victim as if using Jujutsu or been defeated in the attempt. If the Yawara "loses," it flies back to the Jizo for another throw. The Jizo also carries a large pouch which can produce any number of dolls, small musical instruments, and other toys. Ill-treating a child who has received such a toy from the Bosatsu has a 60% chance of drawing the God's attention to the situation, to the intense sorrow of the malefactor.

CHARACTERIZATION: The Jizo is patron and protector of the young, those unable to protect themselves. He likes nothing better than a good game in the dust with a pack of happy kids. All children instinctively love the Jizo on sight. He also takes advantage of such sessions to impart stories and instruction to the children, to enable them to retain their Buddha-like innocence as they grow up. He will fiercely protect children from harm and assist characters doing likewise as best he can. We remind gamers that physical punishment was almost NEVER used in raising children in Nippon, and that striking, starving, or otherwise abusing a child was regarded with horror by all decent folk.

Jizo of Demons

ATTRIBUTES: As Jizo of Victory

POWERS: Overcoming (Oni), Enhance Will (versus Possession attacks), Summon (see Characterization below)

SKILLS: Buddhist Theology, Meditation

DESCRIPTION: This Jizo appears as a Warrior-monk, not armored but dressed in that Profession's typical garb: loose jacket and breeches, pilgrim's sandals, pillbox hat perched forward on the head, charms and amulets dangling all over his torso. He bears a heavy Bo, which does normal damage as a Bo, but also has a Bash probability equal to 4 times the damage done on each strike. Striking any evil spirit (Yurei, Oni, malicious Kami or Kitsune, etc.) with this weapon exposes it to the power of Awe at the Rank of 10. If a possessed character is hit with the Bo, he is at once freed of possession, suffering no aftereffects. The damage done is the percentage chance that the expelled spirit will suffer the Awe effect described above.

CHARACTERIZATION: The Jizo presents a rough-and-ready exterior to the world, though he is really a compassionate being, deeply moved by humanity's sufferings, especially at the hands of malign spirits. His primary concern is the control of such Supernatural or Legendary Beings, turning their feet onto the path of Enlightenment, even if this means ending their current incarnation. His Summon power calls up 2D3 Oni of random types (oni 75%, Dai-oni 25%) who have been converted to Buddhism while remaining Oni. Such beings have all the powers and characteristics of Oni but also function as 1st Level Classic Gakusho as regards Skills and Spells.

Jizo of Kami

ATTRIBUTES: All are Average

POWERS: Has Shinto Gakusho Powers as well as Buddhist

SKILLS: Sacred Dance, Buddhist AND Shinto Theology, any Gakusho Bonus Skills, of either religion

DESCRIPTION: The Jizo appears as an ascetic, usually a religious hermit, with the far-off look of the mystic in his eyes. He rarely fights and when he does, uses Jujutsu, although any successful Jujutsu attack by him no matter its other effects, does 1D10 points of Subdual damage to the target.

CHARACTERIZATION: This God holds a unique place in the Buddhist pantheon, since his primary concern is with the Shinto Kami. He protects mankind from the depredations of harmful or malicious Kami and aids those opposed to such beings. He also tries to keep Buddhist zealots from insulting or profaning Shinto beliefs. The Bosatsu is also the patron of those who pursue the deeper meaning of Ryobu-shinto, and protector of sects based on this belief.

Jizo of the Wilderness

ATTRIBUTES: All are Average

POWERS: Control Phenomena (all but city Fires), Overcoming (Beasts and Legendary Beasts), Summon

SPELLS: Tongue of Beasts

SKILLS: Fishing, Hunting, Tracking, Animal Languages as Spoken Language Skill, Meditation

DESCRIPTION: This Jizo appears as a hermit, one who dwells in the forests or mountains. He rarely manifests in urban areas or even cultivated fields. He is armed as is the Jizo of Children.

CHARACTERIZATION: The Jizo of the Wilderness teaches harmony with nature. He is worshipped by those who earn a living by the bounty of nature and is not opposed to hunting or fishing for

food, though he will sternly correct those who do so for sport. He also protects humanity from natural disaster. He defends the simple souls of animals from cruelty by men. His Summon power calls up any type of Beasts or Legendary Beasts he wishes, with a total Budo Value for all the Beasts summoned not to exceed his Rank (12).

Kwannon Bosatsu

ATTRIBUTES: Strong- Mental Attributes.

Average- Physical Attributes

POWERS: Fertility-Births, Control Events (all Events)

SPELLS: For all Schools General Spells "Road" and "Blessing"

SKILLS: All Bonus Skills for Women, All Fine Arts

DESCRIPTION: The Kwannon Bosatsu appears in the form of an Ama, a Buddhist Nun, or else as a noble lady of great beauty. Her face always shows a sweet compassion, and indeed, she is the Buddhist Goddess of Mercy.

CHARACTERIZATION: Kwannon Bosatsu is unique in that she is the only major Goddess in the Buddhist pantheon. Standard Buddhist doctrine holds that a being cannot achieve Enlightenment while incarnated as a female, though a deserving woman might be reborn as a male in her next life to complete the final stages of achieving Enlightenment. This is an attitude unattractive to most modern Westerners.

Kwannon has a particular care for women, especially mothers, and also for those endangered by evil beings of a female gender (for example, by Uba). She is patroness of birth and motherhood. She is also Goddess of Beauty in the Buddhist pantheon, though this refers to spiritual beauty rather than the ephemeral attractiveness of the illusory, physical world.

2016.5c The Myoo

The Myoo are apparently fearsome cohorts of the Buddhas, warrior-Gods who combat the different forms of evil in the world. There are half a dozen of these spirits in the pantheon, but we will here treat only two of the most popular.

All Myoo have Spirit Rank 10, Skills BCS 20, Magic BCS 16, Hit Points 90. and Armor Class 10. Their Physical Attributes are Strong and their Mental Attributes are Average.

Fudo-myoo

POWERS: overcoming (Oni, Meifu-no-junsa), Enhance Attribute (any)

SPELLS:

Fire: Darts of Fire, Castle of Fire

Soil: Conquering Gaze, Fetters of Truth

SKILLS: Iaijutsu, Jujutsu, Kenjutsu, Kusari-jutsu

DESCRIPTION: Fudo-myoo appears as a powerful giant, some 9' tall. Thus, his reach allows him to increase the Range of his handweapons by 2 yards, so that Average Weapons strike at Long Range, etc., at no penalty. He also uses the weapons at their proper distance at no penalty. He carries a Ken (Chinese, double-edged sword) which strikes as an Ono on all hits, although it handles easily in one hand. He also carries the Enchantment called the Rope of Fudo-myoo. He may often (60%) be wreathed in flames when in battle, and in such cases those who strike him or are struck by him suffer a Strength 2 fire attack.

CHARACTERIZATION: Fudo-myoo is charged with restraining the evil done by spirits and other powerful beings who torment humanity. He aids those engaged in combatting such beings, he will test the courage of those who claim to be champions of good, often appearing to kill them in such tests. The brave will receive 1D3 of Ki if they behave properly in such tests. Cowards tend to stay dead afterwards. False or hypocritical "heroes" will likewise come off the worse for such meetings. Fudo-myoo can *override* the judgements of Emma-hoo (see below) and in token of his authority in such matters, can Overcome the Meifu-no-junsa who serve that God.

Gundari-myoo

POWERS: Armed Might, Control Events (Uprising), Instruct, Teach, Luck

SPELLS: As 5th Level Buddhist Gakusho

SKILLS: Chikujō-jutsu, Senjō-jutsu, Kenjutsu, Sojutsu, Rhetoric, all Yogas at Skill of 99

DESCRIPTION: Gundari-myoo appears as a wandering Warrior-monk, of stern and implacable mien. If angered, his features can take on the nearly demonic fury of the other Myoo. He carries a Ken like Fudo-myoo's and a great Yari, doing 2D10 damage, (1D10 on Thrusts).

CHARACTERIZATION: Gundari-myoo constrains the evil men do to one another. He is specifically the defender of the oppressed, and will sometimes foment Uprisings among the downtrodden. While he

rarely assumes the role of the ringleader himself, he will train up a character for that role, and sometimes adds his Armed Might to just causes in battle.

2016.5d Other Buddhist Spirits

Several other typical members of the Buddhist pantheon of Nippon are presented here. Some will be more common in the campaign than others.

Emma-hoo

Emma-hoo rules the Buddhist Afterlife. Creatures who die without achieving Enlightenment and are given proper Segaki rites come under this God's control. Emma-hoo is the Magistrate of Hell. When departed spirits come before him for judgement he may send them on the normal path of rebirth, sentence them to a period of torment in Hell if they are open to no other means of balancing their Karma, or send them back to earth as Yurei of some kind, there to dwell until they have purged their karmic debts. Invoking Emma-hoo allows the invoker to argue a legal case before him, to seek and have a dead character under his control Resurrected. Both the "lawyer" and Emma-hoo will engage in an "on the spot" contest, using their Average BCS in Rhetoric and Buddhist Theology. Emma-hoo will have a variable BCS in this area, of 2D6+10. The higher Effect Number wins. Successfully Invoking Fudo-myoo as well as Emma-hoo will force the latter to concede the case, if Fudo-myoo will agree to help.

Emma-hoo is immune to other forms of prayer and certainly cannot be directly touched by any other means, magical or mundane. He appears as a Chinese magistrate of the Sung period, clad in the long robes of a scholar wearing an elaborate, judicial headdress. He has a somber mien, which sometimes shows demonic cruelty when he is trying to frighten some sinner back into the righteous path.

Meifu-no-Junta

Spirit Rank: 2D3+3 BCS: Magic- 8+Rank. Skills- 12+Rank.
Hit Points: 10xRank Armor Class: 5+(Rank/2)
ATTRIBUTES: Strong- Strength, Deftness
Average- Health, Speed, Wit Weak- Will

POWERS: Overcoming (Yurei)

SPELLS: Fire: Fire Eyes

Water: Muscles of Water

Metal: Adamant Bonds

SKILLS: Iaijutsu, Hojojutsu, Kenjutsu, Kusari-jutsu, Jujutsu, Sodegarami-jutsu, Sojutsu, Torture

DESCRIPTION: The Meifu-no-junsa (Constables of "Meifu," the tribunal of Emma-hoo). appear as powerfully built humans with heads of either horses or bulls. They wear Police-style armor and carry Katana, a Jitte-gusari, and either a Yari (30%), Sodegarami (50%), or Sasumata (20%). They may employ the latter two weapons against any character whatsoever, since they grapple with his interior spirit, not his outward weapons or garments.

CHARACTERIZATION: The Meifu-no-junsa are the court bailiffs and police of Emma-hoo. They may be sent to earth by Emma-hoo to arrest sinful spirits at the moment of their death. For Player Characters, the Gamesmaster may wish to have this occur with a percent chance equal to the absolute value of their Karma, if the final score is negative.

Meifu-no-junsa may also be found in the same neighborhood as Yurei who have been sentenced to that existence by Emma-hoo. In such a case, a squad of some 2D2 of the Spirits might be encountered, or even more, if the Yurei is particularly guilty. These detachments of Meifu-no-junsa will oppose any attempts to permanently send the Yurei to rest.

Randomly encountered Meifu-no-oni are usually on official business. If unhindered, they usually ignore others.

Tennin: Tennin are Buddhist warrior-spirits, identical to Kenzoku in their characteristics and powers. They usually appear as Sohei. Their preferred weapons are Yari (60%) or Naginata (40%). All bear the Dai-sho as well.

Tennin wear the Enchantment, "Cloak of the Tennin," described in section 2021.6a.

2016.6 YUREI

Yuri are ghosts of the dead. Nippon's legends are filled with references to such beings. Yurei are regarded with mixed horror and pity by most Nipponese, since they do not move along the path of reincarnations that lead to Enlightenment while in the ghostly condition. Yurei may be created in many ways. An overmastering obligation or compulsion from its past life may hold the Yurei earthbound. Some act may have placed a burden on the spirit's Karma which must be worked off before entering a new incarnation.

Some Yurei may have been sentenced to assume that form by Emma-hoo, Magistrate of the Buddhist Underworld. Deceased persons who do not receive proper Segaki rites are believed to be more likely to become Yurei than properly revered dead.

Types of Yurei dealt with in **BUSHIDO** are:

Yokai (Apparitions)

The Yokai is harmless to living beings and in turn may not be attacked by any means except Exorcism. Yokai are unfortunate spirits who haunt the area where they died and constantly reenact the events leading up to that death. The Gamesmaster may use Yokai as "Scenery" or as a means of giving players clues about past events in which they were involved. Exorcising a Yokai gains the exorcist only 1 Shugendo point.

Gaki (Hungry Ghosts)

Spirit Rank: 3D3 BCS: Skills- Varies Magic- 5+Rank
Hit Points: 2D20+Rank Armor Class: 1D5+Rank
ATTRIBUTES: Strong- Strength, Will Average- Deftness, Speed
Weak- Health, Wit

POWERS: Invulnerability

SPELLS: Water: Shadow Cloak

SKILLS: Gaki have the Skills they had in life (see below)

DESCRIPTION: Gaki appear as gaunt-faced monsters with enormous, frog-like mouths and grossly distended bellies. They can instead appear in the form they bore in life, but must make a Will ST to avoid losing this disguise in moments of stress: combat, anger, or confrontation with that which they hunger for, as described below. CHARACTERIZATION: Gaki are Yurei because they died with some overwhelming need or desire unfulfilled: hunger, greed, lust, etc. They retain non-magical Skills known in life. Roll for a random human encounter to determine the Gaki's former life. They carry one or more weapons for which they know the Bugei. In unarmed combat, their long clawed talons turn damage for blows into Lethal damage.

All Gaki are driven by an unrelenting hunger, which they will seek to glut at any decent opportunity. Roll on the following table to determine the object of the Gaki's hunger.

Die

Roll Hunger and Reason

01-30 Food. The Gaki died of hunger or is condemned by the bad karma accruing to a life of gluttony.

31-50 Money. The Gaki was a miser in life and remains so in death.

51-60 Life. The Gaki is working off the karmic burden for taking life.

61-65 Strength. The Gaki is working off the karmic burden for physical vanity.

66-70 Deftness. The Gaki died due to his or another's clumsiness.

71-75 Speed. The Gaki died due to his or another's slowness.

76-80 Health. The Gaki died of some wretched illness, untended and uncared for.

81-90 Wit. The Gaki is working off the karmic burden for vanity about his intellectual powers in life.

91-00 Will. The Gaki is working off the karmic burden for lack of control or an unthinking passion, in life.

Food Gaki will seek to consume all manner of food and drink. Each minute such goodies are within 10 yards of the Gaki, it may roll its Magic BCS Success causes 2D6 man-day's worth of rations, sake, etc., to disappear.

Money Gaki consume material wealth, leaving dross behind. They may roll their BCS as do Food Gaki. Success will consume cash to the value of the Rank in gold, 1 Class of Value for Goods (A to B, B to C, etc.) for a weight up to 10xRank in pounds, or 1 Level of Value for Artworks. Money Gaki may (25%) keep up some of this wealth hidden, in order to gloat over it. This will be a Rich Treasure.

Life Gaki do Subdual Damage by rolling their Magic BCS. They may do so once per Detailed Turn. This amounts to 1D2 per point of Rank. Such damage applied to unconscious characters is Lethal damage.

Gaki attacking Attributes have the power to Decrease that Attribute.

Gaki may use their special powers to feed their Hunger while invisible, due to the action of their Spell, "Shadow Cloak." This is their favored attack mode. A successful use of Exorcism against the Gaki will cancel the Spell, even if the Gaki is not fully exorcised by it.

Wounded Gaki regain 1 Hit Point for every successful attempt they make to feed their Hunger. Gaki who have suffered a loss of Rank may trade 10 Hit Points per point of Rank to restore it to its former Level.

Shoryo (Spectors)

Spirit Rank: 3D3 BCS: Skills- 10+Rank, Magic- 8+Rank
Hit Points: 5xRank Armor Class: 1D3+Rank
ATTRIBUTES: Same as Gaki

POWERS: Decrease Will*, Invulnerability, Possession
SPELLS: Fire: Smokes of Nai Soil: Traitor Ground
SKILLS: Garrotte

*If the Shoryo drains all of a character's Will, it controls him completely. The victim will obey all the Shoryo's commands to the letter. If the spirit is slain or Exorcised, then the victim must make a Will Saving Throw (using his Permanent value) or go mad until magically cured.

DESCRIPTION: Shoryo appear as lank and ghostly wraiths, having no feet. They float suspended above the ground. They are clad in soiled robes of white, the color of death and mourning. If they are the ghosts of suicides their hair is ungroomed, a tangled web floating about their glaring faces.

CHARACTERIZATION: Shoryo are the spirits of those who did not receive proper burial rites: suicides (honorable seppuku does not count), accident or murder victims. They are bound to this plane by anger, the most forceful emotion felt at their deaths.

Shoryo who died in accidents or by suicide cannot free themselves from the ghostly state until they have compelled a human victim, preferably one as similar to their former selves as possible, to die in the same manner. The Gamesmaster may choose to have them try and bring their victim to the place of their own death. The man controlled by a Shoryo might lead his friends a merry chase across Nippon as the ghost tries to reach the crater of Mt. Fuji for that last, big dive.

Murder victims, or those executed wrongfully, will seek to avenge themselves on their killer, or his descendants. Those they control are used to further this vengeance. If the killer's line is extinct, the Shoryo turns his rage on mankind in general, spreading death and misery wherever it can.

In physical combat, a Shoryo closes with a victim and locks its powerful hands around his throat, doing damage as if using the Ninja Skill, "Garrotte." Surprise is not necessary in this case. Unless the victim is armed with weapons to which the Shoryo is vulnerable, he has only two options: he may use a Strength Saving Throw on each Primary Action to try and hurl the ghost back. This is hampered by its great Strength and immaterial nature, and the Saving Throw receives -5 to the die roll. Alternatively, the victim may attempt a Meditation BCS, composing his mind in a peaceful calm hateful to the violent spirit. If he succeeds, it will release its grip.

There is a 20% chance that a Shoryo haunts the vicinity of its death. If this is so, then careful search should locate the remains of its dead body (the older the corpse is, the less there is to find). A Seganki rite performed over this corpse will exorcise the Shoryo. It will try to disrupt this ceremony if it can. There is a 5% chance the corpse is accompanied by a Treasure appropriate to the Shoryo's station in its former life.

Shura (Warrior Ghosts)

Spirit Rank: 2D3 BCS: Combat- 15+Rank
Armor Class: 2xRank

Shura appear as slightly misty forms similar to those they bore in life. They are usually the ghosts of violent individuals, held to earth by abrupt deaths which left their attention focussed on combat or attack, or else condemned to be Yurei by Emma-hoo. Shura may appear in Human (70%) or Beast (30%) form. In human form, they have the characteristics of a Classic Bushi of Level equal to their Rank. Beast-Shura add their Rank to the Budo for the Beast in question, increasing any characteristics not governed by Budo by their Rank. Exorcism against Shura does not reduce their Rank; rather it inflicts 1D6 per Level of Spell in Lethal damage on their Hit Points which are calculated as normal for the form they bear.

Beast-Shura fight as the Beast Form does. Human Shura may be variously armed. For campaign color, they may be described as almost any type of human figure, but if fighting unarmed, their blows do damage as a Katana. The ghostly maiden who leaps at the samurai with delicately clawed fingers will shock the blazes out of him when they damage him like a sword!

2016.7 ONI

Oni are Supernatural Beings bridging the gap between the Spirits of the invisible realms and the mortal creatures of this earth: bakemono, kappa, etc. Their natures are mixed, partaking of both the natural and supernatural. Thus, Oni may be slain by physical force or driven from this world by exorcism, each form of death affecting only a part of the total being. To be truly killed, an Oni must be both exorcised and physically killed.

Exorcising an Oni without killing him strips him of his magical powers but leaves him physically unhurt. Killing an Oni without exorcising his spirit will release that spirit as a wraithlike monster that may haunt the slayer as some form of Yurei.

Oni

Spirit Rank: 2D3 BCS: 15+Rank
Hit Points: Health x (Rank/2) Armor Class: 5+Rank
ATTRIBUTES: Strong- Strength, Health; Average- Deftness
Weak- Speed, Wit, Will

(Use Current Rank for BCS, Hit Points, and Armor Class calculations. As the Oni becomes spiritually weaker, these Abilities also degrade. If the Spirit Rank is reduced to 1 or less, the Oni's Hit Points are equal to his Health. If a reduction in Hit Points drops the Oni's current Hit Point value below the knock-out or kill points due to his current Damage, he passes out or dies as appropriate. Defeats caused in this manner provide Shugendo for the responsible magician or priest).

POWERS: (Roll 1D100 for each power.)

Awe:* 10%; Control Phenomena (Floods. Rockslides):* 45%each;
Instruct: 20%; Invulnerability:* 10%

SPELLS: (Oni know Spells from one School per point or Rank, determining School randomly)

Fire: Burning Touch, Smokes of Nai
Water: Binding of Limbs, Concealing Cloak
Wood: Calling Beasts, Shadow Eyes
Metal: Bar Missiles, Mutability of Form
Soil: Angry Earth, Traitor Ground

SKILLS: Bojutsu, Jojutsu, Kenjutsu, Sojutsu, Sumai, Yari-nage-jutsu

*Oni Invulnerability receives -30 to the Invulnerability Table die roll.

DESCRIPTION: Oni tend to range in height from squat to very tall. As this often (but not always) indicates the power of the Oni, assume a height of V pius the Oni's Permanent Rank, for a range of 3 to 7 feet, averaging 5', or just under a normal man's height. They are hairy about the face, not so much bearded as hirsute, with ragged, unkempt hair. Their skins are rough, darkened by sun and wind, though human enough in texture. Their hands are clawed, allowing their Unarmed Combat die rolls to count as Lethal damage. They often have grotesquely deformed faces: flat, porcine noses, fangs, one cyclopean eye in the midst of the forehead, etc. They are armored in cobbled together suits of stolen armor, uncured hides, and heavy cloth. They are generally armed with Tetsubo or spiked Clubs (the latter do 1D6 lethal damage). Swordsmen among them prefer the No-dachi. About one Oni in three uses a Yari. Most will carry a pair of Light Javelins as missile weapons.

CHARACTERIZATION: Oni are neither overly bright nor particularly cultured. They do like human artifacts, especially weapons, cloth, and liquor. They also are very fond of human women, as their own females are notoriously homely and ill-tempered to boot. This can lead to raids on small Villages or other places to gain such loot, as well as much brigandage performed upon travellers. The Oni in a group with the highest Spirit Rank will be its chief. If two or more Oni are tied for the position, they will be rivals, creating a very tense political situation in the group which enterprising troublemakers could capitalize on.

An Oni who is in danger of being killed is likely to want to discuss the matter. They will undertake to use the Instruction power, if they have it, to buy off attackers with knowledge. As long as fights are going reasonably well, Oni are brave enough. But if they start losing seriously, they see no percentage in fighting to the bitter end.

Dai-Oni

Spirit Rank: 1D3+9 BCS: Magic- 10+(Rank/2) Skills-16+(Rank/2)
Hit Points: Health+Rank Armor Class: 6+(Rank/2)
ATTRIBUTES: Strong- Strength, Health, Deftness
Average- Speed, Will Weak- Wit

(Same rules that govern Oni also control Dai-oni for BCS, Hit Points, and Armor Class)

POWERS: Awe,* Summon, roll 1D100 for other powers listed below:
Invulnerability (30%), Instruct (25%), Control Phenomenon: Floods, Rockslides, Earthquake (20% each), Astral Presence (15%)

SPELLS: As for Oni, but the Dai-Oni know all the Schools, having an extra 1D3-1 Spells per School, for they are mighty sorcerors.
SKILLS: Bojutsu, Chikujō-jutsu, Kenjutsu, Naginatajutsu, Jujutsu, Senjojutsu, Yari-nage-jutsu, Torture

*The Awe used by the Dai-oni is an aura of Fear. Instead of losing consciousness, those overwhelmed by this power are reduced to a quivering lump of terror, losing On equal to the Dai-oni's rank.

DESCRIPTION: Dai-oni, or "Oni Kings," as they may be called, rule numerous tribes of Oni. They dress in stolen finery, which only serves to make their grotesque appearance pathetically funny as well as horrible. They are larger than the average Oni, and bristling with weapons, bearing at least one Katana, a No-dachi, a Naginata or Tetsubo, and a sheaf of 2D3 Heavy Javelins.

CHARACTERIZATION: Dai-oni are ruthless tyrants, which is admittedly the only way to wield authority in Oni society. They are bloodthirsty and gross in their habits, with a disgusting way of aping the worst aspects of human culture without improving their overall character at all. They constantly war on each other. Each Dai-oni will rule 3D10 tribes of 2D3x10 Oni. He can Summon 2D3 Oni as a power. The Dai-oni, while they hate to admit it, know that humans can offer them much. They are particularly prone to kidnapping cultured, beautiful concubines for their homes and clever generals for their armies. Humans who fail them in these (or other) capacities usually end up on the dinner menu.

A Dai-oni will carry a Worthwhile Treasure on his scuzzy person. His stronghold will contain a Wonderful Treasure.

2016.7a Oni and Death

As mentioned earlier, killing an Oni physically without dealing with his Spirit half as well is risky. The Oni is allowed a Will Saving Throw to conceive a mighty grudge against its killer. If this occurs, the Spirit of the Oni will become a Shura manifesting as an Oni (60%), or will become a Shoryo (40%). This being will follow the killer in the manner decreed for Blood Feuds.

On the other hand, an Oni whose Spirit Rank is exorcised but who still lives in the flesh will regain 1 Rank per month until restored to his original power.

2020.0 TREASURE

Treasure in **BUSHIDO** is varied. It may not be in convenient forms like cash or gems. Merchandise or artworks, while valuable, are rarely as portable as coins. Gamesmaster are encouraged to be creative about the treasures with which they reward successful Player Characters, as they should be about the perils that must be faced to gain them. The principle rule to keep in mind is that the reward should be proportionate to the danger involved. Be fair and

creative. It is better to start rewards small. You can always increase the generosity of your rewards in later adventures, much more easily than you can pry overly rich loot out of a character's hand if they have collected too much too fast.

The system presented here for determining Treasure is for use when you lack time or energy to custom design it. The basic premise used is that the Budo Value of encountered characters is multiplied by a factor for a given Level of treasure. This gives the percentage chance of that treasure holding a particular type of valuable. Each category of valuables is rolled for separately. Once the presence of a given category of valuable is determined, additional dice rolling may be needed to determine its exact value and nature.

EG. A Worthwhile Treasure that was guarded by beings having a total Budo Value of 6 has a 5%x6, or 30% chance, of holding valuables in each of the following categories: Cash, Semi-Precious Gems, Precious Gems, Common Artworks, Semi-Precious Artworks, Goods, Weapons, and Artifacts. This means that eight percentage rolls must be made. If they score 25,45,96,72,11,23,83, and 46, then the Treasure will have Cash, Semi-precious Artworks, and Goods. Checking the nature of each of these categories, we find: Cash equal to 6+(6/10)D6, or 6+1D6 of silver; 1 Semi-precious Artwork whose value in silver and weight must then be determined on the Treasure Value Table; and 1 D3x10 pounds of Goods, whose quality must be determined from the Treasure Value Table.

2021.0 EXPLANATION OF TREASURE CATEGORIES

These descriptions can only suggest the nature of items in a Treasure. We trust they will feed your imagination in creating the contents of a given category.

2020.1 CASH

Cash values are spelled out clearly in the Treasure Type Table. The money need not, probably should not, be in exactly the mix of

2020.1 TREASURE TYPE TABLE

Treasure Type	Basic Chance Per Class	Cash	Gems			Artworks		Goods	Weapons	Artifacts
			Semi-Precious	Precious	Common	Semi-Precious	Precious			
Niggardly	x1%	Budo in SP	1	—	1	—	—	1D3 (+15 to Quality die roll	—	—
Poor	x2%	Budo in SP	1	—	1D3	—	—	2D2 (+10 to Quality die roll	—	—
Worthwhile	x5%	Budo + (Budo/10) D6 in SP	1D3	1	1D5	1	—	2D3 (+5 to Quality die roll	—	—
Valuable	x10%	Budo + (2xBudo/10)De in SP	1D3	1D3	2D3	1D3	1	2D6	1D2	1D2
Bountiful	x15%	Budo in SP + (Budo/10) in GP	2D3	1D3+1	2D6	1D5	1D3	2D6 (-5 on Quality die roll	1D3	1D3
Rich	x20%	Budo in SP + (2xBudo/10) in GP	2D5	2D3	2D10	2D3	1D5	2D6 (-10 on Quality die roll	1D3 (-5 on Quality die roll	1D3
Wonderful	x25%	Budo + (Budo/10) in GP	2D6	2D5	—	2D6	2D3	2D10 (-10 on Quality die roll	1D5 (-5 on Quality die roll	1D6
Fabulous	x30%	Budo + (2xBudo/1U) in GP	2D10	2D6	—	2D10	2D6	4D6 (-10 on Quality die roll	2D3 (-5 on Quality die roll	2D3

2020.2 TREASURE VALUE TABLE

Die Roll	Intensity (Level)	Value or Weight	Sword Quality	Quality	Good
01-05	6	2D20	Master	Artifact	
06-15	5	2D10	Superior	Class A	
16-30	4	2D6	Good	Class B	
31-50	3	2D5	Fine Workmanship*	Class C	
51-75	2	2D3	Average	Class D	
76-00	1	1D6	Inferior	Damaged goods.**	

*Reroll for Quality. A second result of "Fine" means an Average Blade.

**Value halved. Reroll for Quality. Damaged Artifacts have no charges or have faulty, possibly dangerous errors in their effects. If a "Damaged" result occurs again, ignore and reroll.

coins given by the table. Gold was rarely carried except for bulk payments of large sums. The Gamesmaster is reminded that "Gold" found in a residence could actually be measured in koku of rice (5 bushels of rice), which would hardly fit in one's pouch, would it?

2021.2 GEMS

When a Gem is acquired, roll on the Treasure Value Table to get its Intensity. The Intensity of the Gem is the number of D6 rolled to determine its cash value. Semi-precious gems are valued in silver coins, and Precious Gems in gold. Thus, an Intensity 3 Semi-precious Gem is worth 3D6 silver pieces. The cash value of a gem is rolled for at the time of purchase or sale.

Semi-precious "gems" include amber, tortoise shell, mother-of-pearl, and polished shell, along with low quality jade and true semi-precious stones. Precious "gems" include pearls, emeralds, diamonds, fine jade, etc. The Gamesmaster may assign Intensities greater than 6 if he wishes, for example if some fabulously valuable gem forms part of an adventure.

2021.3 ARTWORKS

When an Artwork is indicated, roll on the Value column of the Treasure Value Table. Roll once to determine Value and again to determine weight in pounds. The dice indicated for Value are rolled when buying or selling Artworks, to determine cash value. Common Artworks are valued in copper, Semi-precious Artworks in silver, and Precious Artworks in gold.

Examples of Artworks include netsuke (miniature carvings), calligraphed scrolls, paintings on scrolls, fans, or standing screens, rare manuscripts which can have practical as well as monetary value, sword fittings, etc. Art being what it is, high value can accompany low weight as easily as cheap items can weight a ton.

2021.4 GOODS

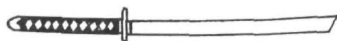
Goods are generalized trade goods, as described in section 1101.1. They generally come in 10 pound lots. As usual, the value of such lots will vary each time they are bought or sold.

The Gamesmaster may wish to specify the kind of goods found in a Treasure. A popular example is including one or more kegs of sake in a batch of goods for the appropriate Class. Other possibilities include clothing, *armor, equipment, even* horses if the Value range permits it.

2021.5 WEAPONS

Weapons are self-explanatory as a Treasure category. Check for the Quality of Weapons individually. The table below may be used to determine the kind of weapon found. Roll 1D60 on this table if the weapon is part of a Weapon treasure. Roll 1D100 if the Weapon is an Artifact.

Die Roll	Weapon	Quality Die Roll Modifier
01-30	Katana	+0
31-40	Wakizashi	+0
41-46	Tanto	+5
47-49	No-dachi	+10
50-54	Yari	+10
55-59	Naginata	+10
60	Nagimaki	+10
61-62	Ono	+20
63-64	Masakari	+20
65-67	Aiguchi	+15
68-70	Yawara	No die roll
71-80	Bo	No die roll
81-85	Shuriken	No die roll
86-90	Jo	No die roll
91-93	Tessen	No die roll
94-99	1D3 arrows	No die roll
00	Gamesmaster's choice	



2021.6 ARTIFACTS

Artifacts are magical items. If one is present, its nature must be rolled for on the table below. Once its nature is known, other die rolls will determine its specific powers, abilities, and appearance. Each artifact in a Treasure should be determined individually. If the Treasure belongs (belonged) to a magical type of character, add 10 to the Artifact determination die roll. If it is from the treasure of a martial character type, subtract 10. Remember that an intelligent being in possession of an Artifact that might help him defend himself would do so, rather than leaving the item as loot for his conqueror.

Die Roll	Artifact Type
01-14	Weapon
15-28	Amulet
29-42	Talisman
43-48	Relic
49-63	Sacred Text
64-65	Enchantment
66-80	Focus
81-00	Spell Learning Scroll

Weapons

Weapon Artifacts first have their type determined on the Weapon Treasure table, rolling 1D100. If necessary a Quality may then be determined. This is followed by a determination of the magical nature of the Weapon on the Weapon Magic Table. If the table indicates that the Weapon actually functions as another type of Artifact, then consult the description of that Artifact for further information.

Die

Roll Magic

- 01-10 Simple enchantment. Weapon functions as a magic weapon.
- 11-35 Plus 1 to 6 to BCS when used. Roll for Intensity.
- 36-60 Plus 1 to 6 to damage when used. Roll for Intensity.
- 61-70 Plus 1 to 6 to Armor Class when used. Roll for Intensity.
- 71-82 Weapon functions as a Talisman.
- 83-95 Weapon functions as an Amulet
- 96-99 Weapon has two enchantments. Reroll twice at -5 to die roll.
- 00 Weapon has three enchantments. Reroll thrice at -5 to die roll.

(NOTE: Magical bonuses to weapons are not additive. Reroll if duplicate enchantment occurs with multi-spell weapons.)

Amulets

Amulets defend the bearer from magical attack. They function against Spells of one or more Schools. To determine the number of Schools defended against, roll for Intensity at +5 to the die roll. Then reroll for each School indicated to determine the Intensity of the Amulet's defense. Roll for specific Schools as described in section 2013.0, under Shugenja. Reroll if duplicate School is indicated, until all Schools for the Amulet are determined.

Talismans

A Talisman allows its user to cast a given Spell. Determine the School of the Spell and the Spell itself as if determining the Spell for a Shugenja, as described in section 2013.0. Roll on the Treasure Value Table for a Value. Roll the indicated dice to determine the number of charges in the Talisman.

Relics

Relics are physical artifacts revered by Buddhists. They are enshrined in reliquaries and only function magically while so enshrined. Roll on the Treasure Value Table to determine a Weight for the reliquary. Such containers may themselves be valuable Artworks.

Relics may be used by Buddhist Gakusho (roll Magic BCS to succeed) or Pious Buddhist Laymen (roll average Will ST and Theology BCS to succeed). An attempt to use a Relic is permitted once per day. Deliberate attempts to use a Relic more often are a Sin. The Relic can cast on Gakusho Spell, determined on the Relic Function Table. Roll for Intensity to determine its "Level" as a priest. Relics have charges, from the Value column of the Treasure Value Table. Each successful use of the Relic costs 1 charge. The Relic has a Raw magic BCS of 19 and a "Knowledge" in each Yoga of 20 times its Level, to a maximum of 99. Relics have Religious Power equal to 2D3 times their Level.

Relic Function Table

Die Roll	Function
01-10	Basic Healing
11-16	Exorcism
17-22	Magic Resistance
23-26	Spell Shield
27-38	Trance
39-50	Blessing in random Yoga
51-62	Countermagic (functions in correct Yoga for Spell to be countered)
63-68	Perceive Truth
69-80	Healing in random Yoga
81-86	Dissolve Illusions
87-92	Buddha Calling
93-98	Purify Sin
99-00	Invoke the Buddhas

Sacred Texts

Sacred Texts and their uses are described in Appendix 1 of Book 1.

There is a 50% chance that a Text is Buddhist, written in Kanji, and a 50% chance that it is Shinto, written in Hiragana.

Sacred Text Determination Table

Die Roll	Text
01-20	Healing
21-40	Praise
41-45	Invocation
46-55	Placation (Shinto only)
56-76	Protection
77-86	Retribution
87-00	Penitence

Enchantments

The operation of the Enchantments are explained in section 2021.6a. Here we present a sample Enchantment Determination Table for the items described in that section.

Enchantment Determination Table

Die Roll	Enchantment
01-10	Mallet of Daikoku
11-20	Cloak of the Tennin
21-30	Arrows of Susano-wo
31-40	Rope of Fudo-myoo
41-50	Vase of Nyorai Bosatsu
51-60	Helm of Hachiman
61-70	Biwa of Benten
71-75	Brush of Benten
76-85	Chopsticks of Mochi-no-kami
86-93	Steed of Heaven
94-98	Plume of the Celestial Crane
99-00	Pearls of Ki (1D3)

Focusses

A Focus enhances a Shugenja's Level with regard to a particular Spell, determined randomly as described in section 2013.0 for Shugenja. The Focus has a Level, rolled for on the Intensity column of the Treasure Value Table. It increases the effective Level at which a Shugenja casts the Spell it governs by this amount.

Spell Learning Scroll

This is a Spell Learning Scroll for a specific Spell determined in the usual manner. Use the table below to determine the language in which it is written. This table may be used to determine the language of other manuscripts, if desired.

Manuscript Language Table

Die Roll	Language
01-05	Katakana
06-50	Hiragana
51-99	Kanji

00 Code. Reroll for Language at -1 to die roll. Code must be broken as a Study Task, as if learning a new language to a Fully Fluent level.

2021.6a Sample Enchantments

Enchantments are a special class of Artifact. They are creations of the Gods of Nippon. As such, their lifespans in the Floating Kingdom are limited. To represent this, they have charges, determined on the Value column of the Treasure Value Table. If an Enchantment is a direct gift from a Divine Being, the number of charges will be dictated by the Being's reaction to the recipient. Once the charges are used up, the Enchantment vanishes from the earthly plane, returning to its source. While more than one Enchantment of a given type may coexist in the world, an Enchantment is unique. The Gods do not toss souvenirs around lightly.

Mallet of Daikoku

This appears to be a small hammer. Struck on something, it will either produce a bowl of rice (50%), or 1D6 coins. Roll 1D6: 1-3=copper, 4-5=silver, 6=gold. Each use reduces the charges by 1. Greedy use can cause Daikoku to appear to reclaim it.

Cloak of the Tennin

This appears as a white, feather-cloak. Its wearer can fly by making a Will-Saving Throw or Meditation BCS. He flies at 8 miles/hour (1 hex on the map) regardless of terrain. Activating the Cloak costs 1 charge, with another charge expended for every 8 miles flown (or fraction thereof). Any attempt to engage in combat while wearing the cloak causes it to fly towards the heavens, disappearing after it has raised the sinner 2D6x10 yards from the ground, leaving him to faaaalllll (crunch)!

Arrows of Susano-wo

These resemble ordinary, Willow-leaf arrows. They add +3 to the user's Kyujutsu BCS. When shot, they become a lightning bolt,

doing 5D10 of Lethal damage and making a fire attack with a Strength equal to their adjusted Man-Rating. Needless to say, they vanish after one use.

Rope of Fudo-Myoo

A 4 yard rope, used in combat with Kusarijutsu. This rope may not be cut. A successful attack with the rope using Kusarijutsu imposes a penalty of -10 on the target's Speed ST to avoid the entanglement and his Strength Saving Throw to pull loose. Each such use reduces the charges by 1.

Used against Beings over whom Fudo-myoo has the power of Overcoming (see section 2016.3), a successful Entangling attack renders the target subject to the user's will for the rest of his or its life, whichever ends first. Use of the Rope in this way drains all remaining charges immediately.

Vase of Nyorai Bosatsu

The Vase appears as a small ceramic or laquerware bottle, vaguely heart shaped. Each charge represents a dose of healing liquor. This medicine will immediately negate the progress of any poison or disease and restore any damage they might have done. One dose can instead heal all current, normal damage (Lethal, Subdual, and Critical) affecting a character. The medicine of the Vase will not raise the dead.

Helm of Hachiman

This Artifact appears as a simply styled, fine quality kabuto helm. Only Bushi may make use of it. Any other character donning the Helm may be tempted to forsake his current Profession and become a Bushi. A Will Saving Throw is required to overcome this compulsion. If it fails, the character will change his Profession (see section 2094.0). Only the intervention of Hachiman will reverse this process, and then only if the God does so before the new Bushi achieves 1st Level.

The Helm has an Intensity, determined as usual. This Intensity is added to the user's BCS in any Bugei and also is added to his Armor Class. The wearer of the Helm cannot have a Critical Failure a Critical Failure when using a Bugei (treat such failures as normal misses) nor can a Critical Success occur for blows struck against him (treat as normal hits).

The Helm's charges are reduced by 1 for each combat in which the wearer gains any Budo, each Critical Failure or Success it negates and all attacks that are stopped by the increased Armor Class it gives (ie. if the attack misses by a margin less than the Intensity of the Helm). When the charges are gone, it loses all powers but does not vanish, proper behavior would dictate offering it to a Shrine for worship, or enshrining it oneself.

Biwa of Benten

The music of the Biwa is so haunting that none who hear it can even feel hostile, much less fight. Successfully playing upon the instrument using the BCS in playing the Biwa causes this effect on all characters (human or otherwise) within 25 feet of the player. Even when the music ceases, the peaceful effect can continue. Recheck Initial Attitude, at +50 to the die roll.

Each attempt to use the Biwa requires 2D3 Detailed Turns of playing and uses a charge whether successful or not.

Brush of Benten

This Artifact appears as a brush suitable for Calligraphy or Painting. Using one of these Skills the user of the Brush may draw a picture of some item or creature (use Painting BCS) or the Kanji ideograph for it (use Calligraphy averaged with Kanji BCS). If the BCS succeeds, the item or creature appears, at the command of the user. In a sense the Brush grants wishes. Each attempt to use it costs 1 charge, whether it succeeds or not, and the Brush has only 1 to 6 charges, rolled for on the Intensity column. Greedy or unworthy use of the Brush may cause Benten to reclaim it.

Chopsticks of Mochi-no-kami

The Mochi-no-kami (Kami of Food) makes these finely crafted utensils. When struck upon a table, they cause a feast of fine quality to appear, sufficient to feed all present. Leftovers disappear. The charge is reduced by 1 for every 10 people (or fraction thereof) fed.

Steed of Heaven

This is a netsuke of a ki-rin, the celestial dragon-horse. When activated by a Will Saving Throw, performed by the bearer, the image grows into a real ki-rin. The being is of sufficient size to carry 10 people and 1500 pounds of goods, it flies through the air at 16 miles (2 hexes) per hour, over any terrain. The charge is reduced by 1 per 8 miles or fraction thereof that is flown. The ki-rin is a steed only and will not engage in combat. The Artifact will not work at night.

Plume of the Celestial Crane

This precious feather has the ability to restore life to the dead. It can also restore a severed limb or lost faculty. There are no ill effects and no chance of failure. The Plume vanishes after a single use.

Pearls of Ki

These appear as ordinary seeming pearls, which may be treated as Intensity 6 Precious Gems. If swallowed, a Pearl of Ki increases the Permanent Ki by 1. The Pearl, of course, vanishes as it imparts this benefit.

2021.7 HANDLING TREASURE

Some forms of Treasure are extremely bulky, hard to carry around. This is intentional. A Treasure indicates the goodies encountered NPCs will have available. Actually getting ahold of it may require the Player Characters to send for it, search for it, or go and get it. These actions can be built into a whole adventure by themselves. Characters who know the location of "loose" Treasure can even use the knowledge as an asset, offering the information as payment for something. Unclaimed Treasures do tend to get picked up by *someone* eventually (Nippon is full of adventurers).

If the Gamesmaster sees no reason for NPCs to have a Treasure, he may feel free to reduce the Type of Treasure assigned to such characters by one or more steps. Likewise, if an NPC is encountered in his stronghold/lair, then the usual Type of Treasure could be upgraded.

Places can be assigned Treasure in addition to that held by their principle inhabitants. The Gamesmaster may simply assign the appropriate seeming Treasure to represent the wealth that would go into such a Place. A large Temple might have a Rich Treasure, mostly tied up in religious Artworks and a Relic of two. A Daimyo's castle might have a Wonderful Treasure with the emphasis on Weapons. A reasonably successful gambling hall or inn would contain a Worthwhile Treasure. The Level of Place would be used as the Budo value for such Treasures. And as always, the more creative the Treasure is, the more enjoyable will be collecting it for your players.

2030.0 NATURAL PHENOMENA

Besides the violence of men and beasts, Nippon is often wracked by the forces of nature, striking out at these puny humans who presume to dwell in the land of the Gods. The possible Phenomena which can be met with in a campaign include the following:

Earthquake

Earthquakes have a Danger Factor of 1D10. All characters in the quake must roll a Strength Saving Throw, with a penalty equal to the Danger Factor, or fall down, taking 1D10 of Subdual Damage. Buildings will suffer a loss to their overall Structure Value equal to the Danger Factor of the quake. There is a chance of fire in heavily built-up areas equal to the Danger Factor on 1D6.

Characters caught inside a collapsing building by an earthquake must make a Speed Saving Throw (if still conscious) to avoid being crushed by the rubble. Failure causes 1D6 of Subdual Damage per Danger Factor of the quake (reduce to 1D3 if in a very light building).

The quake may cause fissures. The chance of this is the Danger Factor plus 2, rolled on 1D20. If fissures occur, characters must make a Speed Saving Throw to avoid falling in. If a character falls into a fissure, roll 3D3 for its depth in yards. Check for fall damage normally. Climbing out of a fissure is a Steep Climb. Moreover, there is a cumulative chance of 10% per Detailed Turn that a fissure will close, counting from the time a character falls in. If this occurs, those still inside are crushed to death.

An earthquake Encounter in Rough or Mountain Terrain may cause Rockslides (see below). The chance of this is equal to the Danger Factor, rolling on 1D10 in Rough Terrain and 1D20 in the Mountains. Earthquakes encountered in seaside hexes on the map may be followed by Tsunami (see below) with a Danger Factor equal to half the Factor of the original quake.

Fire

An outbreak of fire in a Nipponese city was a matter of universal urgency. With all but the most important buildings constructed of light wood and paper, fires could destroy hundreds of homes, killing thousands.

Any person discovering a fire in a city or town was required, on pain of death, to sound the alarm. Householders kept a conch shell at their gate for this purpose. Watchmen would raise a clatter on the wooden rattlers which they used as a Western policeman uses his whistle. Passers-by shouted the news to nearby houses.

Local firefighting brigades were maintained by each ward in the city. They would start working on the fires in their area, while those of neighboring wards stood guard to keep the blaze from spreading. In general conflagrations, wards would combine forces. Passers-by and neighbors were expected to join bucket brigades or stamp out small fires spreading to nearby rooftops. Trying to dodge this

responsibility was not well received and shirkers could find themselves in big trouble.

Assign the fire a "Troop Strength" of 2D6. Each fire brigade has a "Troop Strength" of 2D3. Resolve the fire in the same way as a Battle, but:

- Use 1 hour turns

- Losing results for the firefighters do not destroy Troop Points. They give a result to the Turn and if the fire "wins" the battle, it has destroyed that ward and will start burning another.

- Fires that are not extinguished will regain 1D3 of "Troop Points" at the beginning of the next turn.

In each hour spent fighting a fire, roll as if fighting a Battle, with Player Characters choosing how bravely they will combat the flames. Treat "H" results as On gained for proper conduct. "WND" and "INJ" results are as stated in the Battle rules. Encounters mean that a fire attack has been made on the character. "ENC" Encounters are at Strength 1. "BENC" Encounters are at Strength 1D3. A "SUR" means that a Strength 3 fire attack is suffered while escaping the area of the blaze. An "ESC" means that the character has safely moved out of the devastated ward.

Flood

Flash floods have a Danger Factor of 1D3 in Clear Terrain, 1D10 in Rough Terrain, and 1D6 in Mountainous Terrain.

Characters have a chance of being swept away in the torrent rolled on 1D20 and equal to the Danger Factor+2. A Speed Saving Throw allows the victim to escape the flood before being dragged into the middle of the stream. Otherwise, the character must swim to safety. This is a Task, using the Swimming BCS. Failed die rolls are added to the Danger Factor of the flood. If this figure ever exceeds the character's Strength, he is sucked under and will start to drown, unless rescued by another. Positive Effect Numbers reduce the Danger Factor. If this falls below 0, the character has reached safety.

If a flash flood is indicated for a night Encounter, guards of the campsite will hear the approaching torrent 3D6 Detailed Turns before it hits the camp. Any material not grabbed up by escaping characters by that time is washed away and lost.

Fog

A heavy mist, obscuring vision and slowing travel, covers a radius of 1D3 hexes (or 1D10 Ri). Normally, such fogs last 2D6 hours, but there is a 20% chance it is due to more stable climate conditions, lasting 1D3 days. Fog reduces the Base Movement Allowance for Strategic movement by 1. Vision is partially obscured beyond a distance of 10 yards and totally blocked beyond about 20 yards.

Plague

An area or situation exists where the characters are exposed to a Plague of the Gamesmaster's choice. Roll for its Level on the Intensity column of the Treasure Value Table.

Plague has a Danger Factor of 2D5, representing the area affected by the epidemic. 1D10 square Ri per Danger Factor are involved. Note that 10 square Ri is approximately 1 hex on the map.

Typical examples of a Plague Encounter include a village where an epidemic is raging; an attack by a wretch dying of the disease; a hut standing invitingly in the character's path which is infected with the Plague, etc.

If characters linger in a Plague-stricken area, they should not be totally safe from infection if they resist it at the first exposure. The Gamesmaster should reroll at random intervals, say 2D3 days, for characters who remain in the infected area.

Those helping to combat an epidemic receive On equal to the Level of the Plague for every day they spend in this activity.

Rockslide

Rockslides have a Danger Factor of 1D10. They attack characters who encounter them with a "BCS" equal to the Danger Factor+2. This is reduced by the victim's Base Movement Allowance. No other defenses (except applicable magical ones) have any effect on the attack.

If hit by the slide, the character is permitted a Speed Saving Throw to dodge the worst effects. If this succeeds, the character suffers Lethal Damage equal to the Danger Factor, minus his base Armor Class. If it fails, he takes 1D3 of Lethal Damage and 1D3 of Subdual Damage per point of Danger Factor.

If a rockslide is encountered in the Mountains during the winter (from month 9, week 2, through month 12, week 2) there is a 40% chance that the Phenomenon is actually an avalanche. The rockslide effect in this case will be followed by a "Flood" with a Danger Factor equal to half the Factor of the Rockslide.

Storm

Storms last 1 to 6 days, rolling for their duration on the Intensity Table. During spring (month 12, week 2 through month 3, week 2)

there is a 25% chance that a storm will continue past the end of the rolled period, re-rolling for yet another 1 to 6 day period. In winter, storms have a 60% chance of being snowstorms.

Ordinary rainstorms reduce the Base Movement Allowance used for Strategic movement by 1 on roads and 2 everywhere else. There is a 10% chance per day of rain that there will be a Flood, unless the characters are in a town or city (villages are not immune).

Snowstorms reduce visibility as does Fog. For the first 2 days they affect Strategic movement as does rain. Thereafter, the Base Movement Allowance reduction increases by 1 per day. When the storm ceases, movement does not return to normal right away. The Base Movement Allowance penalty is reduced by 1 per day unless it is winter, during which season the penalty is reduced by 1 per week! Characters who do not wear warm clothes (equivalent of Armor Class 2 clothing) are exposed to Danger Factor 1 Plague each day they are so exposed.

Ships at sea that Encounter a Storm have a chance of sinking equal to the Danger Factor, rolling on 1D10.

Tai-fun

Tai-fun, typhoons or hurricanes, strike with winds of 60 miles per hour or more, heavy rains, and danger from flying debris. The Phenomenon has a Danger Factor of 2D5. The Base Movement Allowance for Strategic movement on the day of the Encounter is reduced by the Danger Factor. Buildings suffer overall Structure damage equal to the Danger Factor, with characters in collapsing buildings suffering damage as in an Earthquake.

Characters caught outdoors by a Tai-fun suffer 1D6 of Subdual Damage per hour, if travelling through the storm. There is a chance of being struck by a particularly vicious blast of wind if moving outdoors. The chance of this is equal to the Danger Factor, rolling on 1D20. Such a wind requires a Strength Saving Throw to avoid being seriously hurt. If this fails, the character must make a Health Saving Throw. If the Saving Throw succeeds, then 1D1 Oof Lethal Damage is suffered. If it fails, 3D6 of Lethal Damage is suffered.

Ships caught at sea in a Tai-fun have a chance of sinking equal to the Danger Factor, rolling on 1D20.

Tsunami

Tsunami, or "Tidal Waves," are the result of earthquakes in the sea bed or on the coast. They have a Danger Factor of 1D10. Characters who Encounter a Tsunami will have a warning of the incoming wave equal to 2D3 minutes. The waterline will retreat away from the beach during this period. Then the Tsunami rolls in.

Characters caught in a Tsunami may try to get clear of the beach in this time period. A Tsunami will come 1D10x10 yards inland per Danger Factor. If the wave does catch them, the characters must make Swimming BCS rolls. If these fail, Strength Saving Throws are required. If both rolls fail, the victims are sucked out to sea and drowned. Subtract the Danger Factor from the BCS or Saving Throw used.

2040.0 THE NATURE OF EVENTS

Unlike human or other foes, or the uncaring phenomena of nature. Events are very elastic situations. Their effect on the campaign depends as much on the characters' reaction to them as to the thing itself.

Events are social phenomena which present themselves to a character. In some cases, the Event is forced on him by his group. In others, he is free to respond to it or not. For example, a Battle is in the offing. If this occurs as an Event at Court, the Samurai characters have no choice as to how they will respond: they must stand by their lord on the field of conflict. But a wandering Ronin, confronted with an Event Encounter that turns out to be a Battle, may choose for himself whether he will involve himself with either side or whether he will simply walk away from the oncoming slaughter.

For each Event listed here, it is necessary to roll a Level, using the Intensity table. The Level determines the scope of the Event, both the public observation it undergoes and the range of possible situations involved in it. Level 1 Events are usually very minor affairs, hardly worth mentioning. Level 6 Events can alter the course of society in their neighborhood.

The material given here can at best be a loose guide to the Gamesmaster in setting up Events; a scenario idea generator. Color and purpose must come from the same place that all good things do in the game: from his imagination.

2041.0 BATTLES

Battle Events are situations where two opposed groups settle their differences by armed conflict. The participants need not be armies of

noble Samurai, massed in their thousands. Several dozen Yakuza, brawling for control of a ward with staves and clubs, can also constitute a Battle Event.

If a Player Character is a member of one of the groups involved in a Battle Event, he may seek to influence his Head with his group Status in order to be given command of the forces of the group. Lower ranking characters are well advised not to request command of huge forces, as this will expose them to ridicule.

If the Player Character is indeed senior enough to be eligible for command, then he must receive at least conditional agreement to his influence attempt. If a condition is attached to agreement, then, at the least, the candidate-general must successfully roll A BCS in Senjo-jutsu (or Chikujō-jutsu if a siege is involved) to confirm his command.

The Levels for a Battle Event are:

- 1: Skirmish. 1 Troop Point=10 men. 1 Battle Turn=10 minutes. Forces Involved: 2D6 Troop Points on a side.
- 2: Small Raid. As Level 1. Involved: 3D10 Troop Points per side.
- 3: Large Raid. 1 Troop Point=100 men. 1 Battle Turn=60 minutes. Involved: 2D5 on a side.
- 4: Small Battle. As level 3. Involved: 4D5 on a side.
- 5: Large Battle. A full-scale field battle occurs.
- 6: Military Campaign. A series of field battle will take place, with 2D6 weeks between each one. 1D3 battles will be fought. The Gamesmaster may intersperse these with smaller engagements to permit command opportunities for low-ranking Player Characters. The rulership of large areas will depend on the outcome of the main clashes.

Modifiers to Intensity roll:

Dealing with small groups	+50
Not in a heavily militarized situation	+20
In court	-10
In military active situation	-20

When in non-military Battle Events, Senjo-jutsu is still used to command forces. However, in clashes between groups that understand the value of money (eg. Yakuza) a SUR result for losers does not imply the options of Seppuku, escape, or death. Ransom is possible, amounting to gold equal to the captive's personal Status. Paying ransom also loses the captive On equal to the amount of ransom paid.

1042.0 CONTESTS

As mentioned earlier, the Nipponese love competitions of all kinds. Like many other cultures, races and games are even incorporated into their religious festivals. So that at any time, a quick, friendly contest can be encountered and the large, prestigious competitions of the court are not much rarer.

Contests are of two kinds: "On-the-spot" or task oriented. The former kind requires a die roll on the appropriate BCS by all contestants, with victory going to the highest Effect Number rolled. The latter requires that a Task be performed with the Skill used in the Contest. 2D3 Task Turns are permitted with the highest number of Task Points winning.

In either kind of Contest, any Player Characters with the opportunity to compete may do so. The Gamesmaster announces the subject of the Contest and rolls 2D3 to see how many Non-Player Characters will compete. The Gamesmaster rolls on behalf of the NPCs competing, doing so only once, which represents the best effort from among their number. The BCS for this roll, and any associated Skills used, is 2D5+10.

Levels for Contest Events are:

- 1: Small social contest. Winner gains 1 point of On per person competing in the contest (Player and Non-Player Characters alike). Each loser loses 1 point of On. These are on the spot contests in such areas as Poetry, Singing, Riddles (Use Wit Saving Throw), and Drinking (use Health Saving Throw).
- 2: As Level 1, but a small Task is involved, 1 Task Turn=1D10 minutes. Suitable Skills are Calligraphy, Poetry, Dance, etc.
- 3: Larger social contest, of the on-the-spot type. There is more prestige involved but otherwise the results are similar. Winner gains On equal to the difference between his Effect Number and the worst Effect Number of the bunch. Losers all lose On equal to the difference between their Effect Number and the winner's.
- 4: As Level 3 but a Task is involved, 1 Task Turn being from 1 hour to 1 day long. Some more important or time-consuming product of an Art is probably involved. Winner gains On equal to the difference between his Task Points and the lowest number of points scored. Losers lose On equal to the difference between their Task Points and the winner's.

5: Socially important Contest, similar to Level 4, but double *On* won or lost. If the NPC Task loses, the *On* lost is the chance in 1000 of one of the contestants conceiving a fiery hatred for the winning Player Character. Treat this as a Blood Feud.

6: As level 6 but the Contest involves the most important people in the area. In a Samurai Clan, this kind of thing would involve a competition before the Daimyo himself. Triple *On* won or lost. The *On* involved is the chance in 100 of an NPC loser beginning a feud with a Player Character winner.

2043.0 COURIER/ESCORT

Courier or Escort Events entail taking a message, person, or cargo from Point A and delivering it to point B. This is an Event assigned by a character's group, but can also represent a simple job offered to a wandering character. Failure to perform the assigned job can have results ranging from inconvenient to catastrophic, depending on the importance of the material to be delivered.

Levels for Courier/Escort Events are:

1: Minor message, cargo, or person. Distance to be travelled to destination is 2D3 hexes (6 to 10 Ri).

2: Minor message, cargo, etc., but distance involved is 1D10x6 hexes, or from 20 to 200 Ri.

3: The message, person, or cargo is of some importance or value. The destination is 2D3 hexes away. If opposition is encountered along the way, especially a run in with robbers, human or otherwise, they will be particularly motivated to acquire valuable goods or ransom victims.

4: As Level 3, but the distance involved is 1D10x6 hexes.

5: The item(s) to be delivered is vitally important: crucial military intelligence, an important hostage or member of the group, a very valuable piece of art or merchandise, etc. The distance involved is 1D10x6 hexes.

6: As Level 5, but there is organized opposition to the delivery, aiming to either stop it or acquire the guarded material or person. In addition to normal Encounters, apply a 1 in 20 chance per day that some element of this opposing group will show up to try and thwart the Courier/Escort. At the least, treat the Event as a Yojimbo's Job, checking for hazardous events weekly, with a randomly assigned Danger Factor. Treat all salary gained as *On* for this purpose.

Courier/Escort Events can be under a time limit, and the delivery must be accomplished by the end of that limit or the character in charge loses *On* equal to the Level of the Event for every day over the time limit he takes to fulfill his mission. The time limit is equal to the distance in hexes divided by 3, in days.

Successful delivery of the message, item, or person gains *On* equal to the Level of the Event and payment in gold of the same amount (use silver for unimportant deliveries). If assigned the Event by his group, the character also gains group Status equal to the Level of the Event.

The Gamesmaster may wish to assign the Courier/Escort a small command of Non-Player Characters to be an armed escort. In such a case, organized opposition will also show up in force. 1 Troop Point of this escort is equal to 10 men. A typical escort is 2D10 characters, all Classic Rabble members of the appropriate Profession for the group requiring the Event.

2044.0 DUELS

A Duel Event means that the character has encountered a situation where a challenge may be offered to him. Role-playing by the Gamesmaster will almost certainly be necessary to fill in the reason for the challenge.

Levels for Duels are:

1 to 2: A challenge is issued to have a Sparring Duel. This is probably a friendly offer of a test of skill.

3 to 4: A perhaps less-than-friendly challenge is issued to engage in a Duel with heavy wooden weapons, doing Subdual damage. The fight goes to a knockout.

5: Real weapons are used, but the challenger does not necessarily wish to kill the character. The fight goes to a clear win, whether fatal or not.

6: The challenge is to the death.

Shugenja in such a situation fight an Occult Duel. Gakusho would either engage in an Occult Duel or a religious debate. This follows the rules for using the Art of Rhetoric, with associated Skills being the Theology of the priests' religion and Classics, Chinese for Buddhists and Japanese for Shintoists. Religious debates are engaged in only by Gakusho of the same religion. Duels to the death in these non-fatal conflicts would instead end with the loser

committed to performing the bidding of the winner for some set task. *On* is gained or lost normally.

The Gamesmaster may choose to make a Duel Event one in which a Player Character is so provoked as to make a challenge from him socially correct.

2045.0 DUTY

Duty Events only apply to members of groups. Such individuals must spend a number of weeks equal to the Level of the Event in attendance on their group, its Head, and the duties of their position. During such periods, no Tasks or Study can occur.

Samurai spend Duty Events in attendance at court or on garrison duty. Ninja are required to assist in training the youth of their Clan and in producing Gimmicks for the common pool. Yakuza put in time as house players for a Gambling Hall or supervising some activity of their Gang. Priests spend the Event in meditation, *prayer*, and sacerdotal duties. Students in a Ryu help train new students or perform housekeeping chores.

2046.0 HUNTS

Hunt Events only concern members of noble court. The Daimyo and his retainers ride out into the wild, lightly armed, to seek and slay dangerous game. Hunts last 2D5 days.

The Level of the Event is its Danger Factor. Roll on 1D20 for each Player Character involved. A die roll less than or equal to the Danger Factor indicates that the hunter has a Beast Encounter. He will be in Armor Class 2 (fine Samurai clothes) and armed with a Hankyu, a sheaf of Willow Leaf arrows, several Light Javelins, and a Yari for dismounted hunting. He will have a hawk only if he owns one. The character gains *On* equal to any Budo he gains in such Encounters.

A Hunt Event is also treated as a Contest, Level 5. Task Turn equals 1 day, using the Skill in Hawking. This can involve all Player Characters, even those with Encounters to fight. Add the Budo gains by such characters to their Task Points.

At the Gamesmaster's option, a Beast Encounter may involve saving a member of the Daimyo's household, or the Lord himself, from the animal encountered. *On* gained for saving the victim is gained as described under "Heroic Duty" in Book 1. There is a 5% chance that this situation will arise. If the D100 roll comes up 01, then the victim is the Daimyo himself. Group Status will also be much increased by successfully saving the victim. The victim will be unable to help in his own defense, being conveniently knocked out by a fall from his horse, or pinned under a fallen tree limb, or what you will.

2047.0 MISSIONS

Mission Events use the statistics for Hazardous Jobs, section 2071.3. They are usually assigned by a group to one of their members, but the Event can also reflect an unexpected offer of employment to a wandering Player Character.

The Level of the Event is the Job's Danger Factor. Mission Events last 1D3 weeks, treating each week as a month under the Job rules. Brave behaviour in hazardous events is expected or the group may take punitive action against its member.

Bushi will undertake a Yojimbo Job. Samurai sent on a Mission will be paid in gold and double any *On* they receive.

Budoka, Ronin, and Ashigaru may receive either Yojimbo or Thief Jobs as their Mission Events. All pay and *On* are normal.

Ninja are picked for an Assassin/Spy Mission by their Clan.

Shugenja or Gakusho are sent on Missions as Exorcists.

Yakuza are sent out by their Gang as Yojimbo, Thieves, or Gamblers.

The Gamesmaster may designate Mission Events as Dangerous or Very Dangerous. He need not inform the Player Character of this designation. Dangerous Missions add +2 to the Danger Factor. Very Dangerous Missions double it!

2048.0 UPRISINGS

Uprising Events mean that the characters may become involved in civil disorders in the area. The way in which they react to this will differ according to their social position and personal ethics.

Peasant uprising in Nippon were common. In Japanese history, there were an average of four such uprisings per year from 1650 to 1870! The local citizens would demonstrate and protest against some specific grievance: unjust taxes, crimes by members of the Samurai, abuse of peasant labor, etc. Such revolts were *all* quite illegal. The usual pattern of events began with local unrest, followed by presentations to the local Daimyo or his deputy by the Elders of

the local Heimin. If this was refused, the scene was set for armed rebellion. Eventually, a compromise would be reached between the two sides. Leaders among the Heimin were executed as scapegoats to salve Samurai pride, but the requests were usually met by the Daimyo.

The Levels of Uprising Events are:

1: Local disobedience to unpopular laws or authorities begins. This is usually petty vandalism, hiding taxable material, etc. Discovering the peasantry in the middle of such actions can be dangerous, as they may kill to conceal their criminal actions.

2: Local protests are mounted. The Elders of the rebellious faction meet to discuss grievances and plan action. Formal complaints are made to authorities, using the social Status of the most powerful Elder. If this attempt succeeds, the situation returns to normal. If it fails badly, the Elder involved will probably be executed.

3: Public demonstrations break out. Mass meetings protest the injustice of the local authorities. If these meetings are broken up by force, rioting will break out. Such clashes count as Skirmishes from the Battle Events description.

4: Defiance of authority becomes overt and violent. The rebels begin to mobilize fighters. Clashes at this time are treated as Small Raids.

5: Sporadic fighting breaks out between the rebels and the Samurai. Military action is handled as a Large Raid.

6: A general uprising occurs, with pitched Battles. A Military Campaign may be necessary to put the Uprising down if the first Battle does not end with a compromise between the rebels and authorities.

Player Characters interested in fomenting an Uprising Event, or at least increasing the Level of an existing, minor one, may undertake to do so as a Task, using Rhetoric Skill. The Task Turn is 1 week. Note the initial Intensity die roll that produced the Event's Level at the beginning of the encounter. Reduce it by the Effect Number of the Rhetoric rolls. When the Task Points accumulated are sufficient to reduce the die roll to the point where a higher Level is reached, the situation has been escalated to that level. Characters who succeed in reaching the Levels of violent action by this means will have a good chance of commanding the rebel forces. They will also be marked as ringleaders and subject to execution if the Uprising ends (which it eventually will). When this happens, roll for them on the "Defeated" column of the "Characters in Battle" table. Keep rolling until an ESC comes up, indicating that they have fled the province, or a SUR occurs, meaning that they are captured and will be crucified for treason. ENC and BENC are fought with Samurai, fully armed and armored Bushi as described in section 2013.0, under "Patrols." The Gamesmaster may choose to substitute Police in such fights.

2050.0 PLACES IN NIPPON

Certain Places of importance appear on the maps of Nippon included in **BUSHIDO**. These are major cities and towns, Class A through D. Other Places can be located on the map by the Gamesmaster to fit the campaign. Major habitations should not be plopped down at random, but should have a logical reason (however slim) for being where they are.

Random "encounters" with Places are possible at the Gamesmaster's whim. On any day of Strategic movement in which a regular Encounter does not occur, there is a 5% chance that a Place will be found that day. The Gamesmaster should feel free to Mm it this possibility to areas he has not already populated extensively. He should also free free to reduce the "Level" of a random Place, if he feels a large establishment is not in keeping with its location.

Once a Place is "encountered," it will remain where it is until destroyed. Its presence should be entered on the campaign map.

2050.1 LEVEL OF PLACE TABLE

The Level of Place Table is used to determine the "Level" of an encountered Place. It is identical in its probability to the Intensity column of the Treasure Value Table. This table yields a letter code and/or a numeric Level. They may be used interchangeably.

Level of Place Table	
Die	
Roll	Level of Place (Intensity)
01-05	A (6)
06-15	B (5)
16-30	C (4)
31-50	D (3)
51-75	E (2)
76-00	F (1)

2050.2 PLACE ENCOUNTER TABLE

The Place Encounter Table randomly determines the overall types

of Place that can be found. They may also be used to "stock" cities, provinces, fiefs, etc. Places farther from civilization, especially in the high mountain country, could be inhabited or controlled by Legendary or Supernatural Beings. The chances of such an establishment run to about 10%.

Encountered Place Table

Type of Place	Terrain: Clear	Rough	Mountain
Castle	01-10	01-10	01-10
Temple	11-15	11-15	11-15
Shrine	16-20	16-20	16-20
Hermitage	21-30	21-50	21-70
School	31-40	51-70	71-90
Inn	41-60	71-80	—
Village (Class E)	61-85	81-90	91-92
Village (Class F)	86-00	91-00	93-00

2051.0 CITIES

The cities are the major concentrations of population in Nippon. They are dense and very crowded. Cities are divided into administrative "wards" which often form the bases of practical power within the city. A city will have one ward for each fifty members of its population. Wards are essentially self-contained in most ways and can almost be treated as villages within the city. The scenario idea generator in section 2059.0 can be applied to individual wards (at a -5 to the die roll) if the Gamesmaster wishes to throw some spice into the Player Characters' travels through the city. Some discretion is advised in applying the ideas as well as in the number used within a given city at a given time.

The availability of goods in a city is given in Book 1. Other statistics on the facilities of a city are given here. Whenever teaching is sought within a city use the Level of Place of the institution rather than that of the city to determine the availability of Teachers. However, when rolling for the Level of Place for an institution within a city, the Level of the city may be subtracted from the die roll.

Class A City

Population: 2D2 x 100,000
Citadel (Castle): Kyoto, none;
Osaka, 10; Yedo, 8
Temples: 2D6 + 6
Shrines: 2D6 + 6
Schools: 2D10 + 5
Gambling Halls: 2D10
(Kyoto has only 1D10)
Tax Revenue:
+ 10D10 x 100 koku

Class B City

Population: 2D3 x 50,000
Citadel: Level 1 + 2D3
Temples: 2D6
Shrines: 2D6
Schools: 2D10
Gambling Houses: 3D6
Tax Revenue:
+ 6D10 x 100 koku

Class C City

Population: 2D6 x 5,000
Citadel: Level 2D3
Temples: 2D3
Shrines: 2D3
Schools: 2D6
Gambling Houses: 2D6
Tax Revenue: + 6D10 x koku

Class D City

Population: 2D6 x 1,000
Citadel: Level 1D3 + 1
Temples: 1D3 + 1
Shrines: 1D3 + 1
Schools: 1D6 + 1
Gambling Halls: 1D6
Tax Revenue: + 6D10 x 10 koku

2051.1 VILLAGES

Villages are the smaller centers of habitation in Nippon. Buildings are primarily houses for the population and few are specialized save for storehouses. All, however, are clustered together to occupy as little arable land as possible.

Most villages are arranged around a central street, though the homes of the wealthy or samurai may be set back from the road or enclosed by a walled compound.

Class E Village

Population: 2D3 x 75
Citadel: 10% chance of Level 1
(no Troop Points)
Temples: 20% chance of 1
Shrines: 20% chance of 1
Schools: 5% chance of 1
Gambling Halls: 60% chance for
Yakuza to run game at Inn.
Use Level of Place Table to
determine his Level
Teahouses: 20% chance of 1

Class F Village

Population: 1D6 x 30
Citadel: none
Temples: 10% chance of 1
Shrines: 10% chance of 1
Schools: none
Gambling Halls: If an Inn is
present, as for Class E
Temple: none

2052.0 CASTLES

Nipponese castles differ somewhat from European castles. They tend to be a collection of fortified and unfortified buildings

connected by walls and natural defenses. As such they are more decentralized. For defense, the abilities of the defending troops are more to be relied upon than the strength of the physical defenses. In Japan, this altered with the introduction of gunpowder to warfare.

The lower walls of the keep and the outer walls of the compound, which could be up to 30 feet thick, are often honeycombed with narrow corridors. These lead to archery platforms, parapets, barracks, storerooms, and rally points. Such tunnels, by their nature, would delay an invader even after they were breached. To add to this, the Nipponese frequently add traps which can be activated directly or set by the retreating defenders.

Most of the buildings of a castle compound are small forts in and of themselves. Such buildings include towers, gatehouses, and watchpoints set within the walls in a random but crafty pattern to further confuse and delay invaders while allowing support by the defending troops.

The Keep itself was for the most part lightly fortified. In larger castles, it was often out of range of archery fire from besiegers. Though the lower stone portions of the keep were much like the outer walls, the upper stories were often luxurious quarters for the owner of the castle and his family, retainers, and guests.

There is a 15% per Level chance that a Castle has a Class E village in its vicinity, providing servants and food for the garrison.

2052.1 THE OWNER OF THE CASTLE

There is a 40% chance that the owner of a castle will be in residence when it is encountered. Owners are usually 6th Level Professionals. If the owner is not present, command is vested in the Commander of Troops (see below). There is a 60% chance in either case that 2D3 members of the owner's family are present.

When a castle is encountered, first check for the nature of the owner, as this may affect the Level of the castle.

Owner of Castle Table

Owner	Terrain:			Level of Place Modification
	Clear	Rough	Mountain	
Provincial Daimyo	1-40	1-30	1-10	+ 0
Samurai in service to Provincial Daimyo	41-75	31-60	11-30	+ 2
Other Lord	86-90	71-80	46-60	+10
Shugenja	91-95	81-85	61-70	+50
Ninja	—	86-90	71-80	+50
None	96-00	91-00	81-00	+ 0

Other Lords can include "Pretenders" (those pursuing temporal power), bandit gangs, Yakuza Oyabun, and others who appreciate a solid stronghold. Mountain castles have a 10% chance of belonging to a Legendary Being.

Ninja castles indicate a fortified base in most cases. The Gamesmaster may wish the castle to appear normal but really to be a front for a Ninja base.

A castle with no owner will be in ruins. It can be anywhere from slightly damaged to totally destroyed. If only minor damage has occurred, some of the defensive traps might still be operating and some of the original defenders hidden nearby either to befriend the Player Characters or to assume that they are looters or enemy and attack. A ruined castle may also function as the lair for beasts, bandits, or Legendary Beings. It may even be haunted.

2052.2 TROOPS OF THE CASTLE

The Level of the castle is an indication of its relative troop strength. A castle may hold a number of Troop Points equal to its Level plus a number equal to 1D6 per Level. Thus, a Level 4 castle can hold 4+4D6 TSP. In peace time, anywhere from 10 to 50 percent of these troops will be present. The rest can be called up within a week. Remember that, in Nippon, peacetime may be only a point of view.

The troops composing a Troop Point are considered to be Level 1 Bushi. For a Ninja-held castle, the troops are obviously Ninja, and their composition is left to the creative Gamesmaster. For a standard samurai-held castle, the troops are samurai in Armor Class 5. Sixty percent are footmen (half armed with Katana and half with Katana and Yari), while the rest are horsemen armed with Katana and bow. For each Troop Point, there will be five officers of second Level with Armor Class 6 and a subcommander of third level with Armor Class 7.

The Commander of the Troops will have Armor Class 8. His Level can be rolled on 1D3+3. he and all other officers will be mounted. He has a BCS in Senjo-jutsu and Chikujō-jutsu of 2D5+10 each.

2052.3 OPPORTUNITIES AT A CASTLE

Any castle can offer teaching in the Skills used by its troops to friendly characters. Usually this means Kenjutsu, Sojutsu, Kyujutsu, and Bajutsu. Use the table in Book 1 for determining the quality of Teacher available.

There is a chance the other Bugei will be taught at a castle. This chance must be checked for each Bugei desired and is equal to the Level of the castle times 10%. When checking for the quality of the Teacher, add 10 to the die roll.

Of course, if a castle has characters with other Skills present, they may be influenced by the Player Characters to function as Teachers. Their quality will naturally depend on their nature rather than the random determination as above.

Castles usually have armorers and bowyers and assorted other craftsmen necessary to the functions of such a place. These can perform their trade with a Basic Chance of Success equal to the Castle's Level times 1D3.

Hospitality at a castle is usually extended in accordance with the guest's position and the value of the gifts he offers his hosts. Much depends on the overall state of relations between the characters and the owner of the castle. Unfriendly relations can reduce hospitality to an invitation to inspect the business ends of the garrison's weapons.

2053.0 HOLY PLACES

2053.1 TEMPLES

Temples are holy places dedicated to the Buddhist religion. They vary in size and the number of monks or priests associated with them. Any temple will offer instruction in Butsido, the Buddhist theology. Most will also offer teaching in Rhetoric, Meditation, Kanji, and the Yogas.

Temples will have an orientation that will affect other Skills available for learning. This orientation will vary with the type of terrain in which the temple is found.

Temple Orientation Table

Orientation	Terrain		
	Clear	Rough	Mountain
Contemplative	01-10	01-20	01-30
Normal	11-85	21-75	31-40
Shoei	86-00	76-90	41-75
Yamabushi		91-00	76-00

Contemplative temples are divorced from worldly things. Chinese Classics are taught and any study of Meditation is at a +2 bonus to the Learning Rate. There is a 10% chance per Level of Place that the priests of the temple will be devoted to a particular art. Study in such an art is also at a +2 bonus. These arts include Divination, Physician, Herbalist, Painting, Poetry, and other Skills that have purely cultural significance.

Normal temples face the everyday concerns of the world and thus form a bridge between the materialistic temples and the contemplative. Again, Chinese Classics are always taught. There is a 10% chance per Level of Place that each of the following Skills may also be taught: Physician, Herbalist, Jujutsu, Bojutsu, Calligraphy, Sacred Dance, and any Literacy Skills.

Sohei temples have a definite militaristic bent. Most Skills available are as for a normal temple but Jujutsu, Bojutsu, and Sojutsu are always taught. Sohei temples also have a 5% chance per level of Place of offering the following Skills: Kenjutsu, Naginatajutsu, Kyujutsu, and Senjo-jutsu.



Yamabushi temples are those of the most militant monks of all. Any Skills available at a Shoen temple are available here. Kenjutsu, Naginatajutsu, Kyujutsu, and Senjo-jutsu are always taught. There is a 10% chance per Level of Place that a Teacher for any Bugei sought will be found here. Yamabushi temples almost always have warriors associated with them.

In some cases the actual availability of Teachers for Skills will be modified by the actual staff available to the temple. This is particularly the case with the smaller temples where only what is known by the priest or priests running the temple may be taught. While money is not actually taken for the training, donations of appropriate value are expected to be given to the temple.

Temples are usually composed of several buildings arranged in a pleasing asymmetry around the central pagoda containing a great statue of Buddha. Usually the temple staff and ancillary population is housed in a village near the actual temple grounds.

Class A Temple

Abbot: Gakusho of Level 5
Senior Staff: 2D6 priests each of Level 2D3
Associated Village: Class E, random Level
If Sohei: 2D5x.1 Troop Points of guards
If Yamabushi: there is an associated Level 1 Castle whose troops are warrior-monks

Class B Temple

Abbot: Gakusho of Level 6
Senior Staff: 2D5 priests each of Level 2D3
Associated Village: Class E, +10 on Level of Place die roll
If Sohei: 2D3x.1 Troop Points of guards
If Yamabushi: 2D5x.5 Troop Points of warrior-monks

Class C Temple

Abbot: Gakusho of Level 4 + 1D2
Senior Staff: 2D3 priests each of Level 1 + 2S2
Associated Village: Class F, random Level
If Sohei: 2D6x20 guards
If Yamabushi: 2D10x50 warrior-monks

Class D Temple

Abbot: Gakusho of Level 2D2
Senior Staff: 2D3 priests of Level 1D3
Associated Village: Class F, +10 on Level of Place die roll
If Sohei: 2D10 guards
If Yamabushi: 2D10x10 warrior-monks

Class E Temple

Head Priest: Gakusho of Level 1D3
Staff: 1D3 - 1
Associated Village: none
If Sohei: 30% chance of 2D3 guards
If Yamabushi: 50% chance of 2D10 warrior-monks
This is a small temple with a simple pagoda. There is no enclosed compound

Class F Temple

Head Priest: Gakusho of Level 1D3
Staff: none
Associated Village: none
If Sohei: 10% chance of 2D3 guards
If Yamabushi: 30% chance of 2D6 guards
Again, just a simple pagoda with no compound

2053.1a Temple Troops

The warriors are first Level Bushi and are all fighters. All will be armed with Yari and Katana. They will normally have Armor Class 5 which, since they think highly of themselves, will be samurai style. Warrior-monks are armed with Katana and either Naginata (65%) or yari. They wear armor like their brothers-in-arms, the Sohei warriors. Each 20 men, or fraction thereof, will have a level 2 officer, a Warrior-monk, who is armed and armored as his men.

The Commander of the Troops of a temple will be a Warrior-monk of Level 2D3. He will have Senjo-jutsu as a Class 1 Skill. Though armed as his men, he will usually have Armor Class 6.

2053.2 SHRINES

Shrines are holy places dedicated to the Shinto religion. They are usually not as organized or stratified as their Buddhist counterparts. All Shrines are centered around the place in which the worshipped Kami dwells. If this place is small enough, it may be contained in a building. If not, in the larger Shrines, a special building will serve to focus one's attention on the Kami for proper worship. Shrines of Class D and up will always have facilities for purifying worshippers (a bath-house). These same larger Shrines may be identified by the

great wooden Torii, or archway, which marks the entrance to the sacred ground. The great Shrines may have many of these Torii.

There is a 5% chance per Level of Place that a Shrine will have a spot particularly suited to meditation. Such a place gives a bonus of +2 to the study of the Skill and a bonus of +1 to the BCS in its use when advantage is taken of the Shrine's facilities. Pious Shintoists may double these bonuses if they are not in a state of pollution.

Available Skills for Study depend on the Skills known to the priests in attendance at the Shrine. Unlike the Buddhists, a Shinto priest will accept payment for teaching Skills other than Shinten. For teaching Shinten, the priest will accept donations to the Shrine in the form of goods, service, or money.

A Shrine priest will have Shinten, Meditation, and the usual number of Yogas as Class 1 Skills. He will also have one of the possible secondary Skills as a primary Skill. A D10 may be used to determine this Skill. Roll for each separately. Possible secondary Skills are:

Calligraphy	Japanese Classics	Poetry
Divination	Jujutsu	Rhetoric
Herbalist	a Literacy Skill	Sacred Dance
	a Yoga	

Class A Shrine

Enshrined: 1D3 major Kami and 1D6-1 minor Kami
Senior Priest: Gakusho of Level 6
Attendant Priests: 2D6 each of Level 2D3
Associated Village: Class E, random Level

Class B Shrine

Enshrined: A major Kami and 1D3-1 minor Kami
Senior Priest: Gakusho of Level 4 + 1D2
Attendant Priests: 2D5 each of Level 1 + 2D2
Associated Village: Class E, +10 to Level of Place die roll

Class C Shrine

Enshrined: A major Kami
Senior Priest: Gakusho of Level 2D3
Attendant Priests: 2D3 each of Level 2D2
Associated Village: Class F, +10 to Level of Place die roll

Class D Shrine

Enshrined: a minor Kami
Senior Priest: Highest Level attendant priest
Attendant Priests: 2D2 of Level 2D2-1
Associated Village: Class F, +25 to Level of Place die roll

Class E Shrine

Enshrined: a minor Kami
Senior Priest: none
Attendant Priest: Gakusho of Level 2D2-1
Associated Village: none

Class F Shrine

Enshrined: a minor Kami
Senior Priest: none
Attendant Priest: none
Associated Village: none
A Class F Shrine is simply the dwelling place of the Kami. It has no organized religious worship centered around it, although local inhabitants or passers-by might pay homage to the Kami.

2054.0 HERMITAGES

A hermitage is the dwelling place of a person who has forsaken the world in order to pursue the Skill of his Profession. The Level of Place indicates the Level of the hermit himself. The Gamesmaster should subtract 25 when making this roll. Most hermits are masters of many Skills. To determine the number of such Skills, make a second roll on the table and add the Numerical Value indicated to the hermit's Level. The exact Skills should be chosen at random from the bonus Skills for the hermit's Profession. Hermits may be induced to accept a Player Character as an individual student if the character can impress the hermit with his determination (Will Saving Throw).

Hermit Profession Table

Die	Profession
01-40	Shugenja
41-80	Gakusho
81-89	Bushi
90-98	Budoka
99	Ninja
00	Hermit is actually a monster in disguise. It will take on a student in order to attack him when alone.

2055.0 SCHOOLS

Schools are establishments where Skills are taught. The exact Skills will vary by the type of institution and/or the Teachers available. According to the orientation of the School, certain basic Skills will always be available. Other Skills within the purview of the School have a 10% chance per Level of Place of having a Teacher available. The Gamesmaster should check the table in Book 1 to determine the quality of the Teacher. If this indicates that no Teacher is available, assume that the Teacher is unable to take more students at this time.

School Orientation Table

Die	Roll	Orientation
01-15		Specialist
16-30		Martial School
31-45		Martial Arts School
46-60		Fine Arts School
61-90		Gentlemen's Academy
91-00		General Academy

Class A School (Add 15 to Orientation roll)
Sensei (Headmaster): Level 6 Professional
Staff: 2D6 Teachers each of Level 2D2+2

Class B School (Add 10 to Orientation roll)
Sensei: Level 6 Professional
Staff: 2D6 Teachers each of Level 2D3

Class C School
Sensei: Level 6 Professional
Staff: 2D6 Teachers each of Level 1D5+1

Class D School (subtract 15 from Orientation roll)
Sensei: Level 4 + 1D2 Professional
Staff: 1D6 Teachers each of Level 2D2+1

Class E School (subtract 25 from Orientation roll)
Sensei: Level 2D3 Professional, master of 1D6+1 Skills
Staff: 1D3-1 Teachers each of Level 2D2

Class F School (subtract 40 from Orientation roll)
Sensei: Level 2D3 Professional, master of 1 Skill
Staff: none

2055.1 SCHOOL ORIENTATION

The orientation affects the curriculum of the School. Okuden are always taught by the sensei.

- Specialist Schools have but one Skill to teach though it is usually taught by a master. If Okuden are available for the Skill, there is a 20% chance per Level of the Teacher that they also can be taught. The quality of the Teacher should be determined separately. The Profession of the sensei may be any for which the Skill is a bonus Skill. If the Skill has no bonus Profession, the sensei will be a Bushi if the Skill is a bugei and a Scholar if it is an art.

The other orientation of Schools are broken down as follows:

Martial

Sensei Profession: Bushi
Basic Skills: All Bushi bonus Skills
Other Skills: All Bugei
Okuden: 10% chance per Level of sensei for basic Skills

Martial Arts

Sensei Profession: Budoka
Basic Skills: All Budoka bonus Skills
Other Skills: Shinobijutsu; Suiejutsu; Hyagakejutsu; Massage; Tracking
Okuden: 10% chance per Level of sensei for basic Skills

Fine Arts

Sensei Profession: Scholar (80%) or Shugenja
Basic Skills: All Fine Arts except Theology
Other Skills: none

Gentlemen's Academy

Sensei: Bushi
Basic Skills: All Bushi bonus Skills; Poetry; Calligraphy;
Chinese and Japanese Classics; Heraldry
Other Skills: All other Fine Arts
Okuden: 5% chance per Level of sensei

General Academy

Sensei: Scholar (60%), Gakusho (15%), Shugenja (10%) or Bushi
Basic Skills: All Fine Arts and all bonus Skills for Sensei's Profession
Other Skills: All other Bugei and all Practical Arts
Okuden: 2% chance per Level of sensei if he is Bushi.

2056.0 NINJA BASES

Ninja, naturally, like to keep a low profile and thus their bases seldom appear as what they are. Most commonly they are disguised as simple Villages (40% Class E and 60% Class F). Other possibilities might occur, as described elsewhere in this chapter.

The base has a dual function for the clan. It serves as a dwelling place for clan members and as a school for its trainees. The Gamesmaster should roll twice on the Level of Place Table, first to determine the size of the Village and second to determine the Class of the Ninja school.

At the Ninja school, basic Skills will be all Ninja Skills. Other Skills will include all Bugei and all other Ninja bonus Skills. As always, the exact Skills available may be limited by the Teachers available.

Ninja bases also provide facilities for the construction of Gimmicks, the forging of papers, the hiding of "hot" Ninja, and the convalescence of wounded Ninja.

A base will not provide for a member of a hostile clan, but will not necessarily attack him. Neutral clans are treated well, although fees are usually 150 + 2D20% higher.

2057.0 YAKUZA HOLDINGS

Like Ninja bases, Yakuza holdings are rarely as they appear on the surface. The actual "front" of the operation can be anything that would suit its size and scope of operations, as these can be widely varied, they are left for the Gamesmaster to decide with regard to how they will best fit into his campaign. By using the Level of Place Table, you can get an idea of the power held by the Yakuza running the place. Add 5 to the die roll on the Level of Place Table. Multiply the resulting Numerical Value by .1 to get the status factor of the group. The unmodified roll will give the number of gangs within the group. Each gang will be composed of 2D10 Level 1 members and a leader of Level 2D3.

The unmodified roll will also give the Level at which the Yakuza's clandestine school operates. This will correspond directly to the Class given for Schools, but the Orientation may differ. Martial and Martial Arts Orientations are the same. Specialist Schools are restricted to Yakuza bonus Skills. Fine Arts become Practical Arts with a Yakuza sensei. The Gentlemen's Academy has Basic Skills of all Yakuza bonus Skills, with other Skills including all Practical Arts. The sensei is, of course, Yakuza. The General Academy is as the Yakuza Gentlemen's Academy but other Skills include any non-bonus Skill.

2058.0 NOTES ON NIPPONESE BUILDINGS

Most Nipponese buildings were simply arranged. Rooms were used to serve whatever purpose was necessary during the day, doubling as sleeping chambers at night. Floors were usually of polished wood, covered with woven straw matting (tatami). Tatami always measured 3' by 6' and room size was defined by the number of tatami required to cover the floor. Walls could be of wood, paper screens (shoji) or a combination of the two. Ceilings were often grooved to allow screens to be erected as room dividers. Ceilings also had a crawl-space between them and the roof, which provided a favorite means of entry for Ninja. Rooms were sparsely furnished, with extra goods stored in closets, chests, or exterior storehouses when not in use. Exterior windows were fitted with wooden shutters for winter or stormy days. Most homes maintained a garden as least as big as, and often more costly than, the house itself.

Nipponese homes are noted for their simple beauty and much of an owner's wealth might be displayed as the building itself. Important rooms often have a raised area inset in the wall, called a tokonoma, wherein a scroll or flower arrangement is placed. This is a revered area and the focal point of the room. One or more "Kamidana," or household shrines, would be found in most homes, as would outdoor shrines in more pious and well-off establishments.

As buildings were made of natural materials, including much wood and paper, they were highly flammable. Thus, arson was a heinous offense. Persons guilty of it were usually burned to death.

2058.1 STRUCTURE MEASUREMENT

In the course of the campaign it is often necessary to determine the structural resistance of doors, walls, etc. to fire, physical violence, and other attacks. Likewise, such data provides a guide to the amount of materials necessary to build such structures.

In breaking down an obstruction, the characters perform a Task. The Task Value to remove a cubic yard of material is equal to the Structure Value of the material. The Task Turn varies according to the material. Tools may be optional or required. If optional, they add

1D3 to 1D6 to the Task Points each Turn. Task Points are derived from the Strength Saving Throw. Up to two characters may work on a given area of the surface they are trying to break down.

Structure Value Table

Material	Structure	Task Turn
Paper (eg. shoji screen)	1	1 Primary Action. Tools optional
Flimsy wood	5	1 Primary Action. Tools optional.
Light wood	10	1 Primary Action. Tools optional.
Heavy wood	20	1 Detailed Turn. Tools necessary Gamesmaster option.
Wood and iron	50	1 Detailed Turn. Tools required.
Stone and iron	80	1 minute. Tools required.
Iron	200	10 minutes. Tools required.
Doors: Bars or bolts add 10 to Structure vs. break-in. If locked, the lock may be picked.		

It may also be necessary to determine the resistance of a building to massive damage. To determine a building's Structure value, calculate the average Values of all materials used in its construction, according to the percentages involved. Thus, a small, Heimin residence, 20% light wood, 40% flimsy wood, 40% paper, has an Average Structure of $(.2 \times 10) + (.4 \times 5) + (.4 \times 1)$, or 2+2+.4, for a total of 4.4 (rounded nearest to a 4). Multiply this by the building's area in square yards. Divide by 100. This represents the Structure Value. Our little hut, occupying 5 by 10 yards, or 50 square yards, has a Structure Value of $4 \times 500/100$, or 2. A very mild quake or storm will have it down in a trice. Yedo Castle, on the other hand, can stand up to the worst nature can offer for centuries (as, in fact, it has).

A five man team of builders can generate 1D3 building Structure points per week. Such a team contains 3 Manual Laborers and 2 Craftsmen (knowledgeable in carpentry, masonry, etc.). They are paid according to the Non-hazardous Jobs rules in section 2071.4. The Gamesmaster may simply roll 2D10, and multiply this by 5, to determine their weekly wages in copper. The Task Turn can be reduced to 5 days by paying in silver instead.

2059.0 SCENARIO SUGGESTIONS

Here we provide a random table of scenario suggestions involving an encountered Place. These should aid Gamesmaster's in need of a quick idea, or those still mastering the fine art of adventure construction. In some cases the particular idea will need to be tailored to the situation. However, most cases will allow straightforward application of the scenario outline. If rolling for some place other than a Village, subtract 5 from the die roll.

Die

Roll Scenario

- 01-50 The place is a normal one of its type. Nothing unusual is occurring. For each 50 people in the population there is a cumulative 5% chance that there will be a young first-Level Professional who will wish to join the adventurers. There is a 40% chance that he will accompany them simply for the sake of adventure but, if not, he will wish to be paid as a retainer. Such would-be adventurers can be stalwart companions, inept bumbler, Jonahs who bring bad luck wherever they go, or possessed of some other quirk that will enliven things. If the chance of such a person exceeds 100%, each 100% indicates one such Non-Player Character, and any excess is the chance of another. They may all be of the same profession or not, at the Gamesmaster's discretion.
- 51-53 There are internal factions vying for power within the place. Most likely one or more will see the adventurers as useful additions to the cause.
- 54-55 There are external factions, either rivals to the current inhabitants or unrelated power-seekers, attempting to make a power play to control the place. Adventurers will be treated as above.
- 56-60 The place is suffering from bullies who are taking liberties with the milder inhabitants. The number will usually be 2D2 and the Level of each bully may be determined on the Level of Place Table.
- 61-65 A raid occurs on the place while the adventurers are present. The source may be hereditary enemies or simply outlaws. Alternatively, the place may be warned of a raid (which may or may not occur) and the inhabitants will wish to retain the adventurers to aid in the defense.
- 66-67 A Plague Phenomenon is occurring.
- 68-72 A notorious monster lairs nearby and is terrorizing the place. Such a monster will be a legendary Being 60% of the time;

otherwise it will be a Supernatural Being. Defeat of the monster is worth 5 On points per Budo point of the monster to all who are active in its downfall. As token of its success as a monster, the villain will have twice the usual amount of treasure.

73-77 The place is terrorized by a group of monsters by night. This is a family living in the place, who are secretly monsters. If the population is small (under 30), the Gamesmaster may wish to have the entire population become monsters.

78-83 The place has a famous inhabitant. Roll on the table below:

Die

Roll Inhabitant

- 01-25 Level 6 Professional
- 26-30 Level 6 Philosopher. He will be a master Teacher of 1D3 of his Skills.
- 31-40 Level 6 Scholar. He will be a master Teacher of 1D3 of his Skills
- 41-55 Master Weaponsmith. He produces Good (50%). Superior (30%), or Master quality weapons.
- 56-70 Master (20%) Bowyer. He produces bows which function as +1 Man-rating.
- 71-85 Master Doctor. He doubles healing rate.
- 86-90 "Tame" monster. He has renounced evil ways and lives here.
- 91-95 Master practitioner of a Fine Art. Attendance at a performance, or viewing his work, gains character 1 point of On. Possession of an artifact or attendance of a Critically Successful performance gains 5 points.
- 96-00 Kami of Place.
- 84-86 The place is actually a Ninja base or site of extensive Ninja activity.
- 87-93 The place is a base of operations for bandits. If within a city, treat it as a Yakuza Holding.
- 94-98 The place serves as a merchant center. Caravans rest and refit here, and wholesalers buy and sell. Any goods may be found here. Characters of merchant background receive a 10% discount from list price, while all others pay 150% of list price.
- 99-00 The Village is actually inhabited by Jizamurai. While they may look like peasants, they will be highly offended if they are treated as such. Up to 10% of the population is available as hirelings.

2059.1 PLACES OF MYSTERY

The Place of Mystery is a place of great danger and opportunity. Frequently death lurks in close proximity. Such places take many forms, such as a warren of caverns; the maze of corridors within a ruined castle; a desecrated temple; or the holding of a monster or group of monsters.

Besides the living (and non-living) inhabitants, Places of Mystery often contain many and varied traps and trickery situations. In some cases, there may be traps within traps, where avoiding the spotted trigger of one will cause a character to trigger the same trap in a different way or a completely different trap.

Places of Mystery are locales where guile, presence of mind, courage, and quick wits are often more important than fighting ability. Keeping this in mind, we urge the Gamesmaster to construct such Places in a logical fashion. Almost all things and characters have a reason for being where they are at any given time. Such things should be taken into account. Also, reward should be commensurate with risk, which means that tougher dangers should have greater rewards.

A well-constructed Place of Mystery may be revisited more than once by adventurers. The Gamesmaster should remember that if surviving dwellers are left behind they will probably bolster their defenses as best they can within their resources. Traps may be reset or altered and reinforcements brought up. Intelligent beings on the same side will cooperate in defense and, even in Nippon, are not suicidal without good reason.

2059.2 TRICKS AND TRAPS OF NIPPON

This section is a beginner's guide to some of the tricks and traps popular in Nippon. They should suggest variations to the crafty Gamesmaster, as all can be used in a variety of ways. The die roll range is provided to help the harried Gamesmaster when he needs a random trap in a hurry. Remember that not all traps are designed to be lethal. Some are only intended as warnings to the defenders or to



slow, imprison, or confuse intruders until the defenders can give them proper attention.

Die

Roll Trap or Trick

- 01-15 **Nightingale floor** This is a section of wooden flooring with cunningly warped boards that squeak loudly when they are stepped on. This will alert anyone within about sixty feet that someone is crossing that section of floor. Tatami mats conceal this trick from view.
- 16-30 **Pit:** Pits are usually 2D10+5 feet deep. They may be covered with material that will break away when stepped on, or simply left open. At the bottom, the victim may find bamboo stakes, poisoned stakes, former victims, beasts, some combination of the above, or nothing.
- 31-35 **Oubliette:** Oubliettes are covered pits that close after dropping the victim into the pit. They may be designed to be triggered by passage across them in one or both directions. Victims making a Speed Saving Throw will grab one edge of the pit as the trap is triggered. The pit will not close till the obstruction (i.e. the character) is removed.
- 36-50 **Hidden panel:** It may be a doorway or a compartment. Treasure may be hidden behind a panel, or it may conceal waiting enemies.
- 51-60 **Oiled floor** The use of slippery fish oil (poorly combustible) creates Treacherous Ground. If used partway down an incline, it will likely send a character rapidly downward to whatever fate awaits at the bottom.
- 61-75 **Tripwires:** These are actually triggers to traps. They may be set off by pressure on them such as is caused by walking into them, stepping on them, or pulling them. Sometimes, they may be triggered by cutting them. Alternatively, they may be able to trigger alarm bells, snares, fireworks, nets, explosives, acid or poison sprays, oubliettes, deadfalls, and other such nasty surprises. A Dexterity Saving Throw when negotiating a known tripwire will usually prevent triggering the trap. The Gamesmaster should allow plusses to the Saving Throw for specifically described actions that he feels will aid in successfully passing the danger.
- 76-85 **Snagwires:** These are the typical uses of wire by Ninja. See Appendix 2 in Book 1 for the method of functioning.
- 86-99 **Puzzles:** The Gamesmaster should feel free to design a specific puzzle for the players to solve. If this is not desired, a puzzle may be treated as a Task with a Value of 6D10. Points are accumulated from Wit Saving Throws. If the Task is simple, the Turn may be 1 Detailed Turn. A more complex puzzle would have a 1 minute turn. A difficult one could have hourly or even daily turns. Treasure is often kept in puzzle boxes which may only be opened by moving the right pieces in the right order. The whole box may be treated as one puzzle of medium complexity, or each part may be treated as one separate simple puzzle. A typical box will have 2D3 pieces.
- 00 **Ninja:** Use the Level of Place Table for his Level. Ninja are not really traps, but they definitely are tricky.



2060.0 BATTLES

In the course of a **BUSHIDO** campaign, battles will occur; clashes of thousands of men in mass combat. Since this would take far too long to resolve using the man-to-man combat rules, we offer here a shorthand method for dealing with battles.

In the campaign, only the overall results of battles are of interest. Therefore, the system presented here is very general. Player Characters and Personality Non-Player Characters can participate in battles as individuals, and there are rules to determine the outcome of such participation.

Battles run for a variable number of turns, called Battle Turns. In each turn, the two sides will determine the overall progress of the battle and something will happen (good or bad) to individual characters in the combat. The results of each Battle Turn are determined by a die roll; the higher roll indicating which side has the upper hand for that turn.

When the strength of one or both sides is reduced to nothing, the battle is over. Any characters on the winning side stand to gain considerable reward if their general actions in the battle are meritorious and are noticed by their superiors.

The type of battle represented in **BUSHIDO** is the classic samurai engagement, which was little more than a continuous series of single or small-group combats. A warrior would announce his lineage and exploits in a challenge to opponents. An opponent, in turn, would announce his own lineage and use the information gleaned from the challenger to insult or mock his foe. Thus informed of one another's identity, and enraged by mutual insults, they would engage in a duel to the death in the midst of the battle.

A warrior's success in battle was measured by the number of heads that he took in the battle. It was the practice to strike off a slain foe's head as evidence of victory. Many samurai even carried special bags called kubibo-koro in which to collect these grisly trophies.

2061.0 PLAYER CHARACTERS IN A BATTLE

When circumstances arise during a campaign that make a battle imminent, the players may wish to have their characters participate. If a character is in service to one of the lords involved in the battle, that character may be required to participate.

Any character may take part in a battle as a fighter. This may bring some immediate benefits, but places the character in grave danger. Qualified characters can participate in less dangerous ways, such as providing support to the troops in administrative or priestly fashion. Even Ninja may have a chance to exercise their peculiar abilities.

2061.1 MERCENARY FIGHTERS

A fighter receives pay, weapons, and armor as appropriate to the arm with which he fights. Buke fight with the samurai infantry unless they already have a horse, in which case they fight with the cavalry. Other Bushi fight with the Ashigaru infantry. Any others wishing to fight participate as Chugen.

Samurai Cavalry:	Pay: 20g Armor Class: 6, Samurai Weapons: Yari and Katana
Samurai Infantry:	Pay: 15g Armor Class: 4, Samurai Weapons: Yari and Katana
Ashigaru Infantry:	Pay: 10g Armor Class: 4, Ashigaru Weapons: Yari and Wakizashi
Chugen:	Pay: 5g Armor Class: 4, Ashigaru Weapons: Yari

Weapons and armor are only received if the character does not already have as good or better weapons and armor. All weapons are of Average quality. Pay is withheld until after the battle. If your side loses, do not expect to get paid.

For each Battle Turn, the player controlling a character must choose the character's general mode of behavior for that Turn: Courageous, Dutiful, or Cautious. When the results of the Battle Turn have been determined, roll 2D6 for each character. If the character was Courageous, add 2 to the result. If the character was Cautious, subtract 2 from the result. Match the modified die roll with the condition of the character's side for that Battle Turn, on the Character in Battle Table, and resolve the indicated result. After each character has determined his results, it is time for the next Battle Turn, if there is to be one. The players again choose a general mode for the characters. A character may only shift to the next adjacent mode on a Turn, that is, between Courageous and Dutiful

and Cautious. If a character has spent two Battle Turns in a Cautious mode, he may retire from the battle before the results of the next Battle Turn are determined. Each Battle Turn during which the character is retired counts as 2 Turns in which he was Cautious for determining the character's Participation Factor.

2061.3 FOES IN BATTLE TABLE

Die Roll	1	2	3	4	5	6
1	R	1	2	2	3	4
2	R	1	2	3	3	4
3	1	2	2	3	4	4
4	1	2	3	3	4	5
5	1	2	3	4	4	5
6	2	3	3	4	5	5

"R"=Classic Bushi Rabble

2061.4 PLAYER CHARACTER IN COMMAND

Under certain circumstances, a Player Character may be in the position of command for a battle. This can happen when a vassal character is given command of some of his master's troops, or when the character has acquired troops of his own. The character in these circumstances substitutes his own command skills when rolling for the loss modifications, as explained in section 2063.2. The player must still choose a mode of behavior for his character. To determine how the character fares in the battle, roll on the Character in Command column of the Character in Battle Table. If the result gives the name of one of the other columns, reroll on that column, using any modifiers indicated, but ignoring any modifiers due to the character's chosen mode for that Battle Turn.

2061.5 SUPPORT FUNCTIONS

As stated previously, qualified characters may function in support roles. Such characters receive pay, but no armor or weapons. They are not exposed to the dangers of battle unless their side is defeated. If this occurs, make a roll for each such character on the Defeated column of the Character in Battle Table. There are no modifications to this die roll.

Support positions are Non-hazardous Jobs, as described in section 2071.4. The army has a "Level of Place" for purposes of finding such employment rolled for on the Level of Place Table, section 2050.1. Subtract the size of the army in Troop Points from this die roll. Characters refused for one support function may seek another if they have the requisite Skill. Pay is in silver, not copper, and characters receive 2D3 weeks salary per battle.

If the character's side is not defeated, he may attempt to gain On through the exercise of the Skills which gained him his position. A normal Basic Chance of Success roll is made, and the character gains or loses On equal to the Effect Number.

2061.6 NINJA AT A BATTLE

Ninja are not at their best in a pitched battle, but are used to good advantage by the astute Nipponese commander, before the fighting actually begins. Any Ninja seeking such employment in an army must approach its commander openly, as a Ninja, to offer his services. The Gamesmaster will roll an Initial Attitude for the commander. A worse-than-Neutral result means there is no job offer. A Disastrous result means the commander is outraged by the implication that he would employ Ninja, and the Ninja must fight his way to freedom, as if on the Defeated side in a Battle. He would do well to lie low for a time, until the commander and his forces have moved elsewhere. A Neutral or better result means the Ninja will receive a mission.

If the Attitude was only Neutral, 1 mission is offered. If it was Favorable or better, then 1D3+1 missions are offered. These each count as 1 Job for an Assassin/Spy, as described in section 2071.3c. The Danger Factor for each Job is increased by the Troop Points on the opposing army, divided by 10.

2062.0 AFTER THE BATTLE: HONORS

If the side on which the characters have fought is defeated, they have the problems described above. If their side is victorious, they have the possibility of great reward. All pay is received. One silver piece is received for each head taken, plus 1 gold piece for each encounter fought.

2061.2 CHARACTER IN BATTLE TABLE

Modified Die Roll	Character's Side Is:					Character In Command
	Victorious	Winning	Deadlocked	Losing	Defeated	
0	—	INJ	INJ	INJ	ESC,INJ	ENC
1	—	—	—	—	INJ	Deadlock-2
2	1H	1H	—	—	INJ	Deadlock-2
3	1H,ENC	1H,INJ	1H	—	INJ	—
4	1D3 H,BENC	1D3 H,INJ	1H	1H	SUR	INJ
5	1D3 H	1D3 H	1D3 H,WND	1H,ENC	INJ	—
6	1D6 H	1D3 H	1D3 H,INJ	1D3 H,WND	ENC	Deadlock
7	1D6 H,WND	1D6 H,WND	1D3 H,INJ	1D3 H,INJ	ESC,WND	—
8	1D6 H	1D6 H	1D3 H	1D3 H	ESC	Deadlock
9	1D6+1 H	1D6 H	1D3 H,ENC	1D3 H,BENC	ESC,WND	—
10	1D6+1 H,INJ	1D6+1 H,ENC	1D6 H	1D3 H,INJ	BENC	INJ
11	2D6 H	1D6+1 H,BENC	1D6 H,WND	1D6 H,ENC	SUR	Losing
12	2D6 H	1D6+1 H	1D6 H,INJ	1D6 H	INJ	Losing+2
13	2D10 H	2D6 H	1D6+1 H	1D6 H,INJ	INJ	BENC
14	2D10 H,INJ*	2D6 H,INJ	1D6+1 H,INJ	1D6+1 H	ESC,INJ	Winning

* Character doubles accumulated heads for On purposes.

- #H: This is the number of heads taken by the character. Such slain foes to not count for Budo experience points.
- WND: The character takes 1D6 of lethal damage. If this damage kills the character, he has been slain in battle.
- INJ: The character takes 1D3 of lethal damage. If this damage kills the character, he has been slain in battle.
- ENC: The character has an encounter with a specific foe. The combat is fought under the normal combat rules. The foe is a classic Bushi whose Level is determined on the Foes in Battle Table. If the character wins, he gains normal Budo experience points and adds the foe's Level to his accumulated total of heads. Any weapons and armor belonging to the foe become the character's property after the battle.
- BENC: The character has an encounter as above, but the Gamesmaster adds 1 to the Level of the foe as determined on the Foes in Battle Table. Additionally, the Gamesmaster may allow a 25% chance that the "foe" encountered is actually more than one enemy. In this case, the number

- indicated on the Foes in Battle Table is the total of the foes' Levels.
- ESC: The character escapes from the field of battle after his side has lost. He has only what he carried onto the field with him. Any property left in the camp becomes the loot of the victors.
- SUR: The character has been surrounded by the enemy. Any other surrounded characters in the same arm of the defeated side are with him. The character may honorably commit seppuku to avoid the disgrace of capture. Alternatively, he may attempt to make a bold escape, in which case continue to roll on the Defeated column of the Character in Battle Table until the character is slain, escapes, or is surrounded again. A "surrounded" result means that the character has been taken alive and will be dishonorably executed. A successful bold escape gains the character On. This On is equal to 10 minus the escaping character's Level, multiplied by 5, plus any On gained through encounters during the escape.

The chance of recognition must be calculated for each character involved in the fighting. This is equal to On gained in the battle times his Participation Factor.

Participation factor = Number of Turns Courageous -
Number of Turns Cautious

If the Participation Factor is calculated to be 0 or the character spends the entire battle at Dutiful, assume a Participation Factor of 1. If the Participation Factor is a negative number, the character is not eligible for recognition honors and may be disgraced. A positive Participation Factor gives the character his chance of recognition.

To determine if a character receives recognition, roll 1D100. If the die result is less than or equal to his chance of recognition, he will receive honors. Divide his die roll by 10 to get his Recognition Number. This will be added to the roll of 1D20 on the Battle Honors Table to determine the honors being given to the character.

Characters operating in a support capacity have a percentage chance for recognition equal to any On gained.

Battle Honors Table

Die Roll	Honor
01-12	On and pay increased. Multiply each by (1 + ½ Recognition Number). Each additional receipt of this honor increases the multiplier by ½ Recognition Number. An additional receipt of this honor has a minimum addition to the multiplier of 1.
13-18	Sword. Roll 1D10, add Recognition number to the result, and consult the table below. A Ronin who receives this honor will be offered Samurai status. A second sword indicates that a dai-sho is received. This will bring an offer of samurai status to a Heimin.

Die Result	Sword
01-03	Fine Sword
04-10	Good Sword
11-16	Superior Sword
17+	Master Sword

- 19-20 Armor. Roll 1D10, add Recognition Number to the result, and consult table. Additional Suits of armor are not possible; reroll. It is an insult to the giver to maltreat or lightly give away such gifts. Such *armor* is naturally samurai style armor.

Die Result	Armor Class
01-03	7
04-10	8
11-16	9
17+	10

- 21-22 Roll twice on this table without adding the Recognition Number. Ignore any results above 20 and reroll.
- 23-24 As 21-22, but is a dai-sho is received the character is offered a stipend as below.
- 25+ As 21-22 and the character's Stipend (see section 2082.2) is modified. His income is increased by a random die roll indicated by rolling on the Value column of the Treasure Value Table. This increase applies equally to the Stipends of newly created samurai or to retainers of long standing. Add the Recognition Number to the Value roll for the amount added to the Stipend. If the Daimyo (ie. the Gamesmaster) is so inclined, this result might instead indicate that the retainer is given a Fief (see section 2082.3).
- Base Stipends:
- | | |
|---------|----|
| Samurai | 15 |
| Ronin | 10 |
| Heimin | 5 |

2062.1 AFTER THE BATTLES: DISGRACE

A fighter with a negative participation factor adds the absolute value of the Participation Factor to his die roll on the Battle Disgrace Table. Characters operating in a support capacity have a percentage chance equal to the absolute value of the lost On to be required to roll on the Battle Disgrace Table.

Battle Disgrace Table

Die Roll	Disgrace
01-03	Forfeit all loot, pay, and On gained.
04-06	As 1-3, but character is stripped and flogged. Character takes 2D6 of Lethal damage followed by 4D6 of Subdual damage. When he recovers from the Subdual damage, he is driven away. All goods are forfeit to the Daimyo. Samurai are made Ronin.

- 07-08 As 1-3, and character's On score is reduced to 0.
- 09 Character is fined all pay and any loot.
- 10-11 Character is reprimanded and fined. Lose all pay, half of loot and half of any On gained.
- 12 Character is severely fined. Fine is 1D3 x 100 koku. Inability to pay brings an invitation to commit seppuku.
- 14 Character is ordered to shave his head and become a priest. If the character is already a Gakusho, treat as result 7-8.
- 14 Character is challenged as a coward by an offended Level 5 Bushi. If the disgraced character wins, no On is gained for the duel and there is an 80% chance that the Bushi's family will declare a bloodfeud.
- 15 The character is offered a chance to redeem himself. He is given the most lethal mission known to the Daimyo. No On will be gained while on the mission. Failure on the mission will require seppuku. If the character declines the mission, he is ordered to commit immediate seppuku.
- 16-18 Character is offered a chance to restore his *honor* by immediate seppuku.
- 19-20 Character is taken to be executed dishonorably.

A character may attempt to escape a judgement of death or an order to commit seppuku. Treat it as if he had received a SUR result when his side was defeated in battle, but he must successfully roll two ESC results to escape. If he succeeds, he will be declared outlaw in that Daimyo's domains. Needless to say, if the character had been samurai, he is now ronin.

2062.2 AFTER THE BATTLE:

PLAYER CHARACTER IN COMMAND

A Player Character in command of one of the sides in a battle does not participate as a normal fighter. Since this is the case, any Budo points, On, or honors gained are not determined in the normal fashion.

The commander gains Budo experience points for each Battle Turn that his side wins. The exact value of this Budo is equal to the odds that his side faced on that Battle Turn. Thus, if the odds were 3 to 1 against him, he gains 3 Budo points. If the odds were 2 to 1 against his opponent, he gains only one-half of a Budo point. Although the odds against aside in one Battle Turn may not be more effective than 5 to 1, the Gamesmaster may wish to use the actual odds to calculate Budo points.

The commander also gains normal Budo points for any individual encounters that he is forced to fight in the course of the fray.

The commander also gains On for individual combats and heads taken as any other fighter in the battle.

The commander gains additional On if his side is victorious. This On is equal to the number of Troop Points destroyed times the result of 10 minus the number of Turns in the battle.

If the commander is operating in that capacity at the behest of a lord, he may receive honors for a successful performance. The total On gained is the percentage chance of recognition. The Recognition Number is determined in the usual fashion and the exact honors are determined on the Battle Honors Table.

If the commander's side should be defeated, he will have to escape the field of battle as if he were operating in a support function. It should be noted that a general might be captured to be brought before the victorious commander, whereas any other would be slain if captured. A losing commander who escapes the field of battle may well have an angry lord to face. If the Player Character has been in command for his lord, return to that lord will require a roll on the Battle Disgrace Table. A modification should be made to this die roll equal to Troop Points lost by the Player Character minus Troop Points lost by the enemy.

A Player Character in command of his own troops need not face an angry master if he is defeated. His defeat will have its own consequences within the development of the campaign. Conversely, a Player Character in a victorious position is expected to give out battle honors as any other victorious lord. If the Gamesmaster finds the Player Character reluctant to reward his troops, he should remember that discontent will grow among the Player Character's vassals, leading to lowered effectiveness or even rebellion.

2063.0 THE BATTLE

The forces involved in a battle are described in terms of Troop Points. Each Troop Point basically represents about 1,000 men. For specific circumstances the composition of a Troop Point may vary. See section 2064.0. Each battle is divided into Battle Turns; the time span of each is equal to 1 Japanese Hour.

Before the battle, the opposing commanders' Senjo-jutsu BCS rolls are compared to determine the better general's advantage for the battle.

For each Battle, the Troop Points involved are compared to determine the odds for that Turn. Dice are rolled to determine the winner and the basic reduction in Troop Points for that Battle Turn.

Before the next Turn, the actions of all Player Characters involved in the fighting are checked as explained in section 2061.0.

A battle continues until the Troop Point Strength of one or both sides is reduced to zero, one side has Retreated, a complete Deadlock occurs, or night falls.

2063.1 PREPARATIONS FOR BATTLE

Day begins in the Hour of the Hare and so do the preparations for battle. These preparations and the deployment of forces consume 1D3 - 1 Battle Turns. No significant actions can occur during these Turns. No characters are placed in jeopardy and no experience or On is to be gained.

Once the required Turns are spent in preparing for battle (each side taking the same amount of time), the battle begins.

2063.2 THE BATTLE TURN

To determine the results of each Battle Turn, each side rolls 1D6. The side with the higher roll is Winning during that Turn and the other side is Losing. If the die rolls are equal the Turn is Deadlocked. The difference between the die rolls is the Base Loss for that Turn. The loser of the Turn subtracts the Base Loss from his Troop Points. The winner subtracts one-half the Base Loss. The commander of a side may make a Senjo-jutsu BCS roll. If it is successful, his losses are cut in half. A Critical Success reduces losses further by ½, and a Critical Failure doubles losses.

The die rolls made to determine the winner of a Battle Turn may be modified by circumstances. If this is the case, the modified rolls are used to determine the winner and the Base Loss. Some of the circumstances are in effect for the whole battle, while others may change from Turn to Turn. These modifiers are as follows:

—Superior generalship: This remains in effect for the whole battle. Each commander makes a Senjo-jutsu BCS roll. The commander with the higher Effect Number receives a +1 to Battle Turn Rolls.

—Superior numbers: This may change as the troop strengths change. The side with superior numbers receives an add to the Battle Turn die roll according to the chart below. To determine the odds, divide the superior side's Troop Points by the inferior side's Troop Points and round down.

Odds Ratio	Die Modification
Less than 2 to 1	+0
2 to 1	+1
3 to 1	+2
4 to 1	+3
5 to 1 or greater	+4

—Situational modifiers: The application of these modifiers varies at the discretion of the Gamesmaster. They can be used to represent such things as advantageous position on the field of battle, strong motivation for the troops, lack of confidence in or respect for the commander, and a host of other difficult-to-qualify intangibles that affect how men perform in combat. Such things might apply only to the first Battle Turn in which the forces actually meet hand-to-hand, may continue to pertain throughout the battle. If, for example, the Gamesmaster allows one side a positional advantage of +1 on Battle Turn die rolls, and that side still loses two Battle Turns in a row, he may decree that the army has been displaced from its advantageous position and must forfeit the +1 for the rest of the battle.

—Desperate attack: When such an attack is ordered, the side making the attack adds 1 to the Battle Turn die roll. That side loses 1 Troop Point in addition to any losses incurred for that Battle Turn. If the sides does not win that Battle Turn, it may continue the battle in the normal fashion, or continue to conduct desperate attacks. A successful desperate attack gains a commander twice the normal Budo experience points for that turn.

Non Player Character commanders order a desperate attack if facing odds of 5 to 1 or greater if a 1 or 2 rolled on 1D6.

—Retreat: A Retreat is in effect for one Battle Turn only. The Retreating side receives a -1 to its Battle Turn die roll. After the Turn in which a Retreat is conducted, the battle is over. No battle honors or payments are available to members of a Retreating army. Any character left wounded on unconscious on the field is treated as if he had received a SUR result as a member of a Defeated army.

If a Non-Player Character commander is facing odds of 5 to 1 or greater and does not order a desperate attack, there is a 3 in 6 chance that he will order a Retreat.

If an army is reduced to zero Troop Points or less on a Battle Turn, it is Defeated. The other army is Victorious. If both armies are reduced to this state on the same Battle Turn, the battle ends in a Deadlock with no victors. A battle may also end in a Deadlock if three consecutive Turns are Deadlocked.

2063.3 ENDING A BATTLE

A battle comes to an end if one side is Victorious, one side Retreats, a Deadlocked battle occurs, or night falls. Nightfall is defined as the end of the Hour of the Monkey. Thus, for battle purposes a day consists of six Battle Turns, including those spent in preparation for the battle.

Characters in Victorious or Defeated armies are eligible for rewards or disgrace as previously described. If night or a Deadlock ends the battle, a parley occurs. Armies which have Retreats are considered to have lost the battle.

To determine the results of a parley, each commander rolls 1D6. If the die rolls are equal, the hostilities are ended. Both armies are treated as Victorious and pay and battle honors are dispensed. Any other result means that the battle will continue on the next day. The Gamesmaster may wish to vary the results of a parley to suit the campaign scenario or simply for variety. Such modifications might include have the two armies join together and move off to fight a third party, or having mercenary fighters on one side induced to join the other side. A military history of Japan would be useful in suggesting other possibilities that occurred in the convoluted politics of feudal Japan.

If the sides involved in a conflict are to renew hostilities on the next day, they will recover some of their lost Troop Points. This represents the restoration of the lightly wounded and the return or reorganization of Troop Points that were rendered ineffective but not destroyed in the previous day's fighting. One Troop Point is recovered for every four lost in battle. A successful Senjo-jutsu BCS roll by the commander converts any fractional recoveries to a full Troop Point. Additionally, a side may receive reinforcements during the night. Each army normally has a 20% chance of 1D6 Troops Points arriving. If an army is a custom-built or Player Character commanded army, reinforcements will depend on the campaign situation.

2064.0 SMALLER BATTLES

The basic battle rules use a Troop Point that is equal to approximately 1,000 men. On this scale, some battles that are too large to fight using the individual combat rules in Book 1 are still too small to use the basic battle effectively. By changing the value of a Troop Point and the amount of time represented by a Battle Turn, the Gamesmaster can use the battle rules to resolve combat above the personal scale yet still below the army scale.

If the numbers on a side range from 300 to 3,000, we recommend using a 100-man Troop Point and a 1-hour (½ of a Japanese Hour) Battle Turn. The number of heads taken must be divided by 5 before determining their value for On or pay bonuses.

If the numbers range from 30 to 300, we suggest a 10-man Troop Point and a 10-minute Battle Turn. Divide head results by 10 and subtract 2 from the die rolls for Injury and Wound results.

In any case, all Encounter results have full value. Remember to adjust any lengths of time to the smaller scale from the scale of the battle rules. Pay would not be significantly affected by the scale of the fight, but awarding great honors for a minor skirmish is a little out of line. To represent this, the Gamesmaster may wish to apply a negative modifier to the Battle Honors Table die roll. Subtract the number of men in the Troop Points used from 5,000, and divide the result by 10, to get the modifier.

The Gamesmaster may also find it useful to use the reduced-scale battle rules to resolve conflicts which the Player Characters get involved in when they are not part of a particularly military operation. In such cases, there would naturally be no one to pay them or to recognize their valor or cowardice, but On and Budo gained by their actions would certainly be recognized.

2065.0 SIEGES

If the events of a campaign require a siege, it is handled as a special form of battle. Chikujō-jutsu BCS rolls by the commanders are used wherever the usual rules call for Senjo-jutsu.

A siege is broken down into monthly increments. After the first month, bribery attempts may be made at the start of each month.

During each of the three weeks in a month, a siege consists of a random number of Battle Turns, or a special event such as a Sally or an Assault. In a week having no special events, there are 2D3 Battle

Turns. Odds for the defender are determined using the sum of his actual Troop Points and the Level of his castle. Each Battle Turn is calculated separately and fought as if a real battle. But 90% of all losses are recovered at the end of a week, so that the overall attrition of opposing forces is much slower. Thus, a 20 Troop Point Army that is "wiped out" in a week of fighting is reduced to 18 Troop Points during the grinding fighting that week.

Player Characters participate as if in a normal battle. No honors are received until the final results of the whole siege are assessed. A Player Character Ninja's role is stretched out over a month instead of night before the battle. Player Characters participating in a support role function in weekly increments.

The Level of a castle determines how long it can supply its normal complement of defenders in a siege. This is equal to twice its Level in months. If the number of defenders varies, the length of time varies. If the siege is maintained until time runs out, the defenders are forced to surrender due to starvation. Player Characters in a castle that has been starved into submission must make a Health Saving Throw or they will contract a Plague, due to the horrible conditions in the defeated castle.

Various events can occur during the course of a siege, including:

Sallies: The defender may sally forth with some or all of the available Troop Points. A normal battle is conducted. If the defender inflicts a Defeat or a Retreat on the besieger, the siege has been lifted. Any other result means that the siege continues. Retreating Troop Points of the defender may re-enter the castle and his losses will return to him as from a Deadlocked battle. The defender must fight against the besieger's full Troop Point strength in a Sally. Any Player Characters in the besieger's army participates as if in a normal battle. Fighters in the defender's army have a percentage chance of being in the Sally force equal to Troop Points sallying divided by defender's total Troop Points, multiplied by 100.

A defender may elect to conduct a Sally once per week.

Assaults: If the defender does not conduct a Sally, the besieger may elect to conduct an Assault. The besieger may use part or all of his Troop Points in the Assault. If only part are used, the chance of Player Character participation is determined as for participation in a Sally.

When receiving an Assault, the defender may add the Level of the castle to his Troop Point strength. He may split any Troop Point losses in an Assault between his troop and the castle. If the castle's Level is reduced to zero, it is destroyed and may no longer be repaired.

If the besieger uses all of his Troop Points in an Assault and does not at least achieve a Deadlocked battle, the siege is lifted.

Repair of the castle: A defender may attempt to repair lost Levels of the castle. Once a week after any Battle Turns or special events, the commander of the defense may make a Chikujō-jutsu BCS roll. Success means that 1 Level has been restored. Critical Success repairs 2 Levels and Critical Failure presents ANY further repairs from being made. The castle's Level may never be raised higher than it was originally.

Bribery: At the beginning of each month of Siege, the besieger may attempt to improve his chances of reducing the castle by offering bribes. Each 100 times the Level of the castle in gold pieces that he spends give the besieger a 1% chance of a successful bribe. If 100% is accumulated, a successful bribe automatically occurs. Any additional percentage chance concerns the chance of an additional bribe.

In a week in which simple Battle Turns or a Sally occurs, the besieger may add 1 to each Battle Turn die roll for each successful bribe transacted. In a week with an Assault, the number of successful bribes is the chance in 20 that the gates are opened to the besieger. If this occurs, the defender may not add the Level of the castle to his Troop Point strength. A die roll of 20 indicates a double-cross and the defender may double the Level of the castle for that Assault; any further effects of bribes are negated for the rest of that month.

Ninja Assault: A besieger may attempt to hire a Ninja Assault group for an attack on a besieged castle. One month before the attack is to take place, the besieger hires the Ninja at a price of 200 gold pieces per Level of the castle. If the siege is broken before the Ninja attack, the besieger forfeits half of the fee.

The Ninja Assault takes the place of one normal week's Assault. One family of Ninja will only contract to attempt such an Assault once per siege. The Troop Point strength of the Ninja Assault group is 2D3+1. This is determined at the time of the Assault. These Troop Points never Retreat or Deadlock. They do not cease combat at nightfall. Normal Battle rules are used to determine the results of the

Assault. A special case of this type of Assault is that the Ninja may be directed against either the castle itself (which has its Level as Troop Points) or against the defending Troop Points. This Assault need not be conducted against both. The besieger specifies the target of the Assault.

Player Character Ninja in the besieger's camp may elect to participate in the Assault. Their participation is determined as if they were in a Battle. Since their assault force fights until destroyed, this means they will HAVE to fight their way out to survive. The individual Ninja receives payment in silver equal to half the fee paid for the Assault Force in gold. I.e. if the Assault Force costs 400 gold pieces, a Player Character Ninja receives 200 silver pieces.

2066.0 ARMY MOVEMENT

Armies (any organized military group numbering 1,000 men or more) travel slowly. The Strategic Base Movement Allowance for an Army is 3 hexes (10 Ri) per day in Clear Terrain, 2 hexes (about 7 Ri) in Rough Terrain, and 1 hex in Mountains. Bad weather of any kind reduces this by 1. Movement on a road increases it by 1. Thus, movement in a Storm in the Mountains would paralyze an army, unless they were on a road, which would permit 1 hex/day as the march. Travel on the day before a battle reduces an army's effective Troop Points by 1D3 (stragglers, fatigue, etc.).

2070.0 DOWNTIME

Downtime is the time scale used in BUSHIDO to measure the relatively long periods of time Player Characters may spend between adventures. Study, large Tasks, Research, or other creative or self-improving work may occur in Downtime. If the Gamesmaster permits safe, long-distance travel via land or sea when characters are outside of active scenarios, this can occur in this time scale.

The amount of Downtime available to characters will vary, but we have found that a minimum of one month between adventures permits the most useful approaches to Study and general character improvement. This also keeps the campaign calendar moving fairly rapidly, compressing game time into realtime at a ratio of 5 to 1 or better. Needless to say, if one playing session ends with the Player Characters stuck in the middle of some hairy situation, no Downtime accrues to them. Generally, this time scale is invoked at adventure's end, upon safe arrival in the place the characters will recuperate and outfit for their next sortie into heroism.

Characters who were last active in the Year of the Rat (and here it is the middle of the Year of the Tiger) must account for the Downtime involved. If they have the cash to simply train or do research during that period, fine. If they are members of a group, they may have obligations to fulfill. If they go broke, a Job of some kind is necessary. Downtime, like Treasure, should be handed out stingily at first, until the gamers become comfortable with it, but no one has yet become Miyamoto Musashi just because he had a few months (or even a year) to play with.

2071.0 JOBS FOR PLAYER CHARACTERS

Even heroes have to eat. While the Nipponese adventurer generally tried to live by his prowess and his wits, there are those times when the only way for a wanderer to raise a bit of cash was by temporary employment.

Jobs in BUSHIDO fall into two categories: Non-hazardous and Hazardous. Non-hazardous Jobs are usually dull and low paying. A character puts in his time and collects his salary. Hazardous Jobs are more rewarding but entail some risk for the character.

2071.1 SEEKING EMPLOYMENT

Whether a Job requires an employer or is open to freelancers, it must be sought in the appropriate place. A Contemplative Temple is not the best market for a Gambler, for example. Once the Gamesmaster adjudicates that the character is, in fact, in a place where he can look for an opportunity to start a given Job (all cities qualify in this respect) then he rolls as if seeking goods of the Job's Class in a Place of that Level. Job hunting is carried out in one week turns, and can indicate the length of time involved in finding an employer, or a suitable set of opportunities for freelancing. Freelancers reduce the chances of finding a suitable Job by 20. Only one Job per week may be sought.

2071.2 TERM OF EMPLOYMENT

As a rule, Jobs are held for a period of months. In the case of Hazardous Jobs, the rules below can be used as they stand to resolve single assignments rather than long periods of effort, should a quick means of resolving certain missions be needed.

Employers will require a minimum term of employment of 2D3 months. Getting him to hire the character for a shorter or longer term requires the use of Status to influence his decision.

Leaving a Job before the end of the specified term requires a roll on the Attitude Table, to see how the employer reacts. A result of 20 or less (an Unfavorable attitude) will cause the former employer to "blacklist" the character, reducing his chances of finding other Jobs in that neighborhood by the employer's social Status. A freelance Job may be left at the end of a given month.

2071.3 HAZARDOUS JOBS

Hazardous Jobs can pay very well, but characters contracting such employment risk their lives. Not all Hazardous Jobs are available to all characters, though the Gamesmaster may make exceptions at will. Yojimbo (bodyguard): Open to Bushi, Budoka, and Ninja. Gambler or Thief: Open to anyone, but non-Yakuza or freelancers of any Profession are in danger from local Yakuza Gang on whose turf they are trespassing. Assassin/Spy: Open to Ninja. Exorcist: Open to Shugenja or Gakusho.

2071.3a Danger Factors

Each Job in this category is assigned a "Danger Factor" as well as a Class. The salary for Hazardous Jobs is always equal to the character's Level in silver times the Danger Factor. The Gamesmaster may choose to reroll the Danger Factor at the beginning of any given month of employment, AFTER the player has announced that his character will remain in the Job (the Gamesmaster may warn the player of his intention to do so or it may be kept secret. For freelancers, the Danger Factor is increased by +2 for purposes of this check, without increasing the multiplier for monthly salary, if the result of a D20 roll is less than or equal to the Damage Factor, a Hazardous Event occurs. This roll is made once per month.

2071.3b Results of Hazardous Events

When the Danger Factor die roll requires a check on the Battle results table, this constitutes a hazardous event. These results can be beneficial or harmful. The column of the table to be consulted is rolled for randomly.

Die Roll

(1D20) Column of "Character in Battle Table" checked:

01-08	Victorious
09-19	Winning
11-12	Deadlocked
13-14	Losing
15-20	Defeated

Add the Danger Factor for the Job to the die roll.

Character must decide if they are being Cautious, Average, or Courageous BEFORE rolling to see what column of table they must use for hazardous events.

The effects of the #H, ENC, BENC, ESC, and SUR results on the table vary for each Job. INJ and WND results, however, are basically the same for all Hazardous Jobs. They represent damage taken in the course of the Job, but the tally of damage is handled in a special way.

Damage from INJ or WND results on the table is totalled up during the whole term of employment. This damage is not counted against the character's Hit Points in any particular encounter during the term; he is unwounded at the beginning of such events. The doctrinal damage is instead used to measure when his "luck runs out." Should the total damage received from INJ or WND reach the point where the character would lose consciousness, he immediately receives a SUR result appropriate to the Job he is doing. If the damage reaches the killing point, the character has been killed on the Job. Such damage can never be "healed" except by leaving the Job for a period of at least a month. The character may then start the same or another Job with a clean slate.

2071.3c Hazardous Job Descriptions

Yojimbo

Class: C Danger Factor: 2D5

Available to: Bushi, Budoka, Yakuza, Ninja

The Yojimbo, or bodyguard, is the hired swordsman, acting as muscle for a merchant, shop owner, innkeeper, etc. His role is mainly as protection for his employer. For this reason, Yojimbo cannot be freelancers.

Yojimbo are assumed by their employer to be Courageous at all times. For any month in which the Yojimbo chooses Average behavior for possible hazardous events, there is a 10% chance he will be fired. For a month of Cautious behavior, the chance is 25%. Getting fired is described under SUR results, below.

Yojimbo functioning in a city or town are expected to adhere to the usual laws limiting armor worn in public.

Hazardous event results for Yojimbo are:

#H: Represents number of minor victories won by Yojimbo, or fights averted by his presence. Each "Head" is worth a bonus of 1D3 silver pieces and 1 point of On.

ENC or BENC: These are with Classic Bushi (60%), Budoka (20%), or Yakuza (20%). Roll for Level randomly on the Intensity Table. For BENC subtract 20 from the die roll.

SUR: The Yojimbo is fired by his employer. He is not paid for that month. He will be blacklisted for future Job hunting in that locale and loses On equal to his former boss's social Status.

ESC: The Yojimbo receives a bonus for his outstanding work that month, doubling his usual salary.

Gambler

Class: D Danger Factor: 1D3 if Honest; 1D6 if Cheating

Available to: Any Profession

Gambling may be under the employ of a Gambling Hall owner or it may be freelance. Yakuza who are not members of the local Gang may freelance if they pay 25% of their monthly earnings to that Gang. Non-freelance Gamblers must be Honest. Non-Yakuza Gamblers must be freelance.

The Gambler sets up a regular game somewhere, or more likely, circulates around the local hangouts, spending several hours in each, unless employed in a particular establishment.

For each month on this Job, the Gambler rolls his BCS in Gambling. He divides the Effect Number by 10, without rounding the result up or down. Honest Gamblers add this to the Danger Factor for the month, possibly reducing it (and thus their winnings) if their BCS roll failed. Cheating Gamblers add the absolute value of the Effect Number to their Danger Factor, thus increasing it whether the BCS succeeded or not. Use this modified Danger Factor for salary determination. Also apply the modifier to the effective Danger Factor used for seeing if hazardous events occur.

Hazardous event results for Gamblers are:

#H: Increase month's salary by 1D3 silver per "Head," Yakuza also gain 1 point of On per "Head" if Honest.

ENC or BENC: A fight breaks out with a Classic Yakuza (30%), Classic Bushi (10%), Budoka (20%) or a number of Average Men equal to the Level rolled on the Intensity Table (40%). Subtract 20 from the Intensity die roll for BENC fights. Rightly or wrongly, they accuse the Gambler of cheating.

SUR: If Honest, the Gambler is still forced to quit playing in the neighborhood, having gained a reputation as a "sharper." This is the same as the SUR result for a Yojimbo. Freelancers can go Job hunting again without penalty, simply moving "across town" next time. This will not work in villages or small towns.

If Cheating, the Yakuza is jumped by his victims. He must pay back 1D3 months of his regular salary and is then forced to move on. He is promised several broken bones if he shows up in any local Gambling Hall again.

ESC: The suckers wouldn't see a wall if they walked into it. Rake in twice the normal salary this month.

Thief

Class D: Danger Factor: 2D3

Available to: Any Profession

Thieves are always freelance unless they belong to the local Yakuza Gang. Freelance Yakuza Thieves may operate without hindrance from that Gang by paying over 25% of their monthly haul. Non-Yakuza Thieves are not offered this option and operate at their peril in Yakuza territory.

Hazardous event results for Thieves are:

#H: Yakuza gain 1 point of On per "Head" taken. The number of "Heads" taken in a given month is the percent chance of making a really big haul on a job. If this percentage is realized, the Thief rolls on the Intensity Table for a random Level. Level 1 means a "Poor" treasure is stolen, Level 2 is "Worthwhile", etc. up to Level 6, "Wonderful." The treasure has an effective "Budo" value equal to his "Heads" for the month. Increase the die roll on the Value table by 10 per Level of Place the Thief's locale is below "A" (ie. +10 for Class B, +20 for Class C, etc.)

ENC or BENC: The Thief tried to hold up the wrong person or the watchman walked in on him. He fights a Classic Bushi of random Level. Subtract 20 from the Intensity die roll for BENC fights.

SUR: The Thief is arrested! He will be imprisoned for 2D3 weeks and then executed. The Gamesmaster should permit the character some chance of escape, perhaps written up as a mini-scenario, or using a series of die rolls on the "Defeated" column of the "Character in Battle" table. In the latter case, a second SUR result means the Thief has been executed shamefully. An ESC result frees him, but he must flee the local law at once.

ESC: The Thief hits the jackpot this month. Collect salary in gold instead of silver.

NOTE ON GAMBLERS AND THIEVES: Freelancers in these Jobs who have not made arrangements with the local Yakuza must check monthly to see if they have been discovered by the Gang. Roll 1D20. If roll is less than or equal to the Danger Factor, they have been discovered operating in the area. Roll on the "Defeated" column of the "Character in Battle" table, re-rolling until a SUR or ESC result comes up.

Results of discovery are:

INJ or **WND:** As defined for Jobs in general.

ENC or **BENC:** A fight with a Classic Yakuza, random Level, occurs. Subtract 20 from die rolls for BENC Intensity. Killing opponent has a chance of starting Blood Feud with Gang.

SUR: Captured by Gang. Character must pay over 90% of his TOTAL take for the Job, since its beginning, or be killed.

ESC: Gets away from Gang, but the neighborhood is downright unhealthy and he'd best be moving on.

Assassin/Spy

Class: C* Danger Factor: 2D5

Available to: Ninja

Ninja can only procure employment in such areas at Ninja bases. They have the base chance of finding a Class C job when at bases of their own Clan. Decrease the chance by 10 at Allied bases and 20 at Neutral bases. Employment cannot be procured at Hostile bases.

By now, everyone should have a fair idea of what Ninja do. The results of hazardous events for Ninja are:

#H: Budo value of kills made on missions. Each "Head" is worth 1 Budo point.

ENC or **BENC:** Ninja must fight Classic Bushi of random level, subtracting 20 from Intensity die roll for BENC opponents. As such Encounters will almost always result from the Ninja being discovered by a guard force, there is a 60% chance that the principle opponent will be accompanied by 1D3 Classic Bushi Rabble.

SUR: Mission is a total disaster. Continue to roll on "Defeated" column until an ESC comes up, indicating the Ninja has gotten away, or the Ninja is killed, or the Ninja gets another SUR. This indicates he has been captured and will be shamefully executed.

If the Ninja escapes, the mission is still unfulfilled and must be undertaken again next month with a +2 to the Danger Factor, but for no further salary until fulfilled.

ESC: Ninja gets in, performs mission and gets away unseen. Add the Danger Factor to the Ninja's personal Status.

Exorcist

Class: B Danger Factor: 1D6

Available to: Shugenja, Gakusho.

The Exorcist is always freelance unless affiliated with a local Temple or Shrine. He protects the people from malign Spirits, magically induced diseases, etc.

Hazardous event results for Exorcists are:

#H: Very successful cases. Each "Head" is worth 1 extra silver piece.

ENC or **BENC:** The Exorcist is physically attacked by a hostile Supernatural Being: A Shoryo (60%), Oni (30%), or Dai-oni (10%). Increase the Spirit Rank for BENC Spirits by 1D3.

SUR: A Spirit with Rank equal to the Danger Factor seeks to Possess the Exorcist.

ESC: The Exorcist overcomes a mighty Spirit. Gain the Danger Factor in Shugendo points.

2071.4 NON-HAZARDOUS JOBS

Safer, if less rewarding Jobs, are also available. Pay is minimal, based on a BCS or Saving Throw related to the nature of the work. An amount equal to the stated BCS or Saving Throw is received in copper every week. Thus, a character with a Strength Saving Throw of 12 working as a laborer would receive 12 copper pieces a week, or 36 per month (1 silver, 6 copper monthly wage).

Job	Class	Value used for Week's Pay
Bouncer	B	Brawling Capability
Courier	D	Speed ST
Craft	C	BCS in Craft
Entertainer (with Art)	D	BCS in Art used
Entertainer (with Magic)	B	Magic BCS
Fisherman	D	Fishing BCS
Herbalist	B	Herbalist BCS
Huckster	A	Commerce BCS
Hunter	C	Hunting BCS
Manual Labor	D	Strength ST
Physician	D	Physician BCS
Scribe, Common	D	Katakana BCS
Scribe, Court	A	Kanji BCS
Scribe, Official	B	Hiragana BCS

These are but a few of the possibilities. More educated characters could undertake Non-hazardous Jobs using multiple Skills (eg. Official Scribe in a Buddhist Temple, adding BCS in Hiragana, Kanji, and Buddhist Theology). But such employment is not designed to make a character rich and wages should not get too extravagant. Remember too that the worker in such a field should pay his living expenses out of pocket.

2072.0 DESIGNING NEW SPELLS

This is a research Task used when a player controlling a Shugenja Player Character has come up with an idea for a new Spell which the Gamesmaster agrees to include in the campaign. The rules governing the Spell should be worked out in advance by the player and the Gamesmaster, and the Gamesmaster should also assign the Spell to a School and determine the Knowledge Required to learn it.

The character designing the Spell must perform three Tasks, each with a Task Value equal to the Knowledge Required for the new Spell and a Task Turn of 1 week. The first Task works out the theory of the Spell. The second Task designs its Ritual for learning purposes. The third entails actually learning the Spell in the normal manner. Task Points for all three are determined as described in section 1073.5c, for Spell Learning. Writing a Spell Learning Scroll for the new Spell would constitute a different Task altogether (see below).

This is worth Shugendo as stated in section 1063.4a. If the Shugenja "publishes" the Spell, making it available for general use in the Campaign, he should also receive On equal to its Knowledge Required value. But the Shugenja should be permitted to retain control of the Spell, studying it himself and perhaps lifting friends in the Profession learn it, but not "publishing" it.

2072.1 WRITING SPELL TEACHING SCROLLS

This may well be the most popular form of magical research after the actual learning of Spells. A Shugenja may write a Spell Scroll for any Spell he has learned. The Task Value is equal to the Knowledge Required for the Spell. The Task Points are derived from the Average BCS in the School of Magic governing the Spell and Calligraphy. The Shugenja may write the Scroll in any script in which he is Fully Fluent.

There are no enhancements to the Effect Number for the Task, but failures in the Average BCS roll do not impede his progress. Critical Failures require a successful roll on the Base BCS in Calligraphy, or the Scroll has been ruined by a careless mistake and is worthless.

2073.0 MAGICAL ARTIFACTS

The manufacture of magical Artifacts, items having powers of their own, is one we can touch on only lightly here. Gamesmasters may not wish to allow Shugenja to perform such operations and their word on such matters is final.

Artifacts which may be made by Shugenja include the following broad classes:

Focusses: Items which enhance the powers of a Shugenja in casting a given Spell.

Amulets: Items which protect the wear from magical attacks.

Talismans: Items which have the power to cast a given Spell if properly used.

Weapons: An existing weapon is enchanted by the Shugenja, enhancing its user's BCS, damage, or both.

Enchanting an Artifact is an arduous series of Tasks. In most cases the Shugenja must know the Binding Spell for each School involved as described below. Items to be enchanted must be made by the Shugenja or be purchased entirely new for the purpose.

Items to be enchanted should either have a symbolic meaning appropriate to the Spell used, or else be abstract (rings, jewels, etc.). A pair of sandals might carry Spells to increase movement or sureness of foot, but such apparel would be quite out of place carrying an enchantment that shoots bolts of flame.

Once the item is procured, the Shugenja must cast the Binding Spell for each School involved in the enchantment upon it. This is a Task with a Value equal to the Knowledge of the Binding Spell used and a 1 week Task Turn. The Task Points are derived from the Average BCS in Magic and the School involved. If a Kami of the elements associated with one of the Schools can be persuaded to assist in the Task, add its Rank to the Task Points each turn. No other enhancements will work.

The next steps in the process depend on just what is being made.

Focus: A Focus acts to increase the effective Level of the Shugenja when he casts a Spell. If nothing else, this increases his Magic BCS. In any instance where the caster's level has an effect on the Spell, the Shugenja will receive the benefit due to the Focus. He still expends

Power to cast the Spell normally, at his regular Level. No Power is spent to get the bonus.

The Shugenja must know the Spell the Focus is to enhance. Once the basis for the Focus is prepared, the Shugenja performs a Task to give it its bonus. The Value is equal to the Knowledge Required for the Spell times the amount of the Level bonus the Focus will give a user. This may not exceed the Shugenja's own Level in any case. Task Points are derived from the Shugenja's Skill in the School of Magic governing the Spell.

Amulet: The simplest Amulets extend a bonus to the wear's Magic Resistance against Spells of a given School. Amulets operate as long as they are worn or carried by the user. The maximum bonus a Shugenja may give to an Amulet may never exceed his own Level. The Task Value is equal to the defensive score of the Amulet times 5 for each School used. The most valuable Amulets have been prepared with Binding Spells for all five Schools and then given protection against each of those Schools. Such items are rare in proportion to the difficulty in making them.

Talisman: A Talisman operates to cast a Spell by the will of its user. Any character may employ a Talisman if he knows what it is and what Spell it uses. He performs a Cast Spell Option, and rolls on his Magic Capability to make the Artifact function. All other rolls needed for the Talisman's use employ the character's raw values but add the Level of the Talisman, not its user, to derive the Base BCS.

The Shugenja performs a Task equal to the Knowledge Required for the Spell he is placing in the Talisman for every Level he wishes the device to have. This may not exceed his own Level. The Task Points are derived from the Average BCS in Magic and the School of the Spell. Again, Spirit assistance is the only available enhancement. Once the Talisman has been "programmed" in this manner, the Shugenja may charge it.

Talismans use charges, one each time they are employed. The Shugenja performs a Task to give them Power for this reason. There is no Task Value. Instead for each Task Turn spent charging the Talisman, the Shugenja rolls on his Raw Magic Capability. If the roll succeeds, the Talisman receives a number of charges equal to his Level. The maximum charges a Shugenja may place in a Talisman may never exceed his Power Ability.

When a Talisman is completely discharged it will be destroyed, crumbling to dust. A Shugenja who knows the Spell on it may seek to recharge it before that time. Beginning the recharge process drains all remaining charges from the device. The Shugenja does this by performing the appropriate Binding Spell on the Talisman, as if preparing the item from scratch. He then repeats the charging process described above. A Critical Failure on any die roll in the procedure destroys the Talisman utterly.

Weapons: There is no fixed Spell placed on weapons. The Schools used to enchant them are as follows:

Damage Modifier: School of Metal for metal weapons. Wood for wooden ones.

BCS Modifier: School of Fire in all cases except bows and arrows which are covered by Wood.

Defense Modifier: School of Soil.

Weapon to be used as Talisman: School of Water used for Binding Spell. Follow this by usual Talisman process, including Binding Spell for School of talismanic Spell.

Other enchantments for weapons may occur to the gamers. Weapons that burst into flame would be enchanted by Fire. Weapons having inherent poisonous qualities, infecting those they strike, come under Water. Such enchantments should be designed as a Task by the Shugenja before he may place them on a weapon.

Once the Binding Spell has prepared the weapon, the Shugenja performs the Task of enchanting it. The Value is equal to 20 times the bonus given the weapon. The Task Points are derived from the Average BCS in the Magic Capability and the Bugei used to handle the weapon. Enchanting a sword averages the BCS in Magic and Kenjutsu, for example.

All enchanted weapons, even those which have only been exposed to a Binding Spell, are magic weapons as regards use against creatures which are vulnerable only to magic weapons. Enchanting weapons to this limited extent is a significant moneymaker for many Shugenja.

Artifacts bearing multiple enchantments are possible. A Talisman may be given more than 1 Spell or a weapon could be enchanted in several different ways. Each process is treated as if from scratch. Even if two Spells from the School of Fire were being placed in a Talisman, a new Bind Fire Spell would be necessary to begin each enchantment process.

If the Shugenja wishes to see if he can indeed place multiple enchantments on an Artifact, he does so after he has completed placing an enchantment on it already. Roll the Raw Magic Capability divide by the number of enchantments currently on the Artifact. If the BCS succeeds, then another may be placed on it. So a Shugenja with a Raw Magic Capability of 12 has a BCS of 12 to place 2 enchantments on an Artifact, a BCS of 6 for 3 enchantments, a BCS of 4 for 4, etc.

2074.0 RELIGIOUS TRUTHS

A Gakusho, of either religion, may seek to determine a new religious doctrine, or find new aspects of an existing one. Such study constitutes a Task. The Task Turn is one month. The Task Points derive from the average BCS in the appropriate Theology and the Art of Meditation. A Truth has an abstract Value equal to the Task Points amassed on it, which can influence any future efforts by the Gakusho to found a sect, order, or Shrine.

Gakusho of great learning and high Level (5th or higher) may seek to unify the two national religions: Shinto and Buddhism, in their doctrines. This is the esoteric meaning of the term "Ryobu-shinto", "Equal Way of Buddhas and Kami," which is normally used to define the religion of the average Nipponese.

Understanding true Ryobu-shinto requires an arduous religious Task. The Gakusho must first seek inspiration as to how he shall pursue this Task. The chance of receiving this is the Gakusho's level on 1D20, rolling once for every full month spent in meditation on the question.

Becoming properly inspired, the Gakusho now sets out to reconcile the spiritual traits of the Buddhas and the Kami. This requires two Tasks, each with a Task Value of 20 and a 1 week Task Turn. The first derives Task Points from the Average BCS in Shinto Theology and meditation. The second Task uses the average BCS in Buddhist Theology and Meditation.

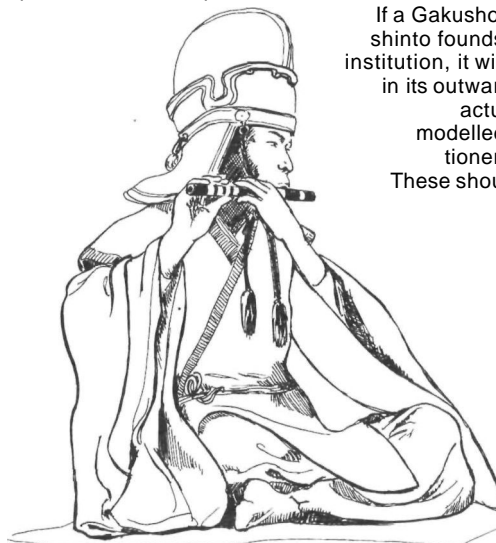
When the Gakusho has formulated these divine connections in his mind, he engages in a series of prayers and rites to the two pantheons, to assure their blessing on his actions. Again two Tasks are involved, each with a Value of 20, but this time having a Task Turn of 1 month. The first Task uses the Average BCS in Magic and Shinto Theology, the second uses the Average BCS in Magic and Buddhist Theology.

Having firmly established the single nature of the two groups of Gods, the Gakusho must explicate this doctrine in the forms of the world. A Task is performed for each Yoga in turn. The Task Value is 20 points and the Task turn is 1 week for each Task. The Average BCS in Meditation and the Yoga in question is used. When these Tasks are done, the true nature of Ryobu-shinto is revealed.

The Gakusho now may function as a priest in both religions. He also has been receiving significant On and Shugendo for the Tasks performed. Actions sinful to only one of the two religions are not sinful for the Gakusho. Actions proper to either religion are proper to the Gakusho, so that, to give one example, not only is he not Polluted by tending he sick as a Shinto cleric would be, but he receives a Bonus Skill in the Medical Arts as a Buddhist does, and will receive such On as his merciful work deserves as a Buddhist Bonze would.

Disadvantages of developing a doctrine of Ryobu-shinto is that public espousal of its tenets will arouse hostility on the part of established sects in both religions. This may escalate to violent persecution of the priest and his followers.

If a Gakusho espousing Ryobu-shinto founds a sect or religious institution, it will be semi-Buddhist in its outward manifestation. In actuality, its concept is modelled on Zen, its practitioners and monasteries. These should serve as models for campaign use.



2075.0 MARRIAGE

Marriages between Player Characters, or Player Characters and Personality Non-Player Characters, are campaign dependent events, and left to the Gamesmaster and involved players to work out. This section deals with arranged marriages by established members of society. As such, it is sad but true that female Player Characters will want none of them, since the wife in such matches was completely subject to the will of her husband. Thus, the following rules oriented to the male Player Character and the establishment of his happy household.

2075.1 THE WIFE

Wife is an Non-Player Character "Profession." A Wife is an Average "Man" with certain other characteristics determined secretly by the Gamesmaster. They have a Level as Wives, rolled on the Intensity column of the Treasure Value Table. Wives have all the Bonus Skills for Women and also those which are a Bonus for their Caste.

The Gamesmaster should roll on the Initial Attitude Table to determine the overall nature of the Wife.

A Disastrous result indicates a Shameful Wife, who will waste her husband's money and probably disgrace him with love affairs. Add 30 to the Intensity die roll, and subtract 50 from the rolls for Conception, described in section 2073.4.

A less-than-Neutral result indicates a Bad Wife, a woman who is just not cut out for this marriage and will make both herself and her husband unhappy about it. Add 10 to her Intensity roll and subtract 20 from her Conception die rolls.

A Neutral result indicates an Average wife: good manager, enjoyable companion, dedicated mother. She makes all rolls at base value.

A better-than-Neutral result indicates a Good Wife, loving and loyal, thrifty and fertile. Subtract 10 from her Intensity die roll, add 15 to her Conception rolls, and increase her husband's Group Status by 5.

An Excellent result indicates an Excellent Wife. -30 on Intensity roll, +20 to Conception and +10 to husband's Group Status. In addition, an Excellent Wife is very wise, and her husband darn well knows it. In any given adventure, he may go to her, place the facts before her, and take her advice (ie. he receives a hint from the Gamesmaster as to the nature of the adventure). He may also use her advice once per month to add 10 to the husband's Status for a given influence attempt.

Wifely Skills are classified as follows:

- Class 1: Commerce; Naginatajutsu if she is a Buke.
- Class 2: 1D3 Fine Arts; Bonus Skill for Women.
- Class 3: Bonus Skills for Caste.

Shameful Wives may have all Skills reduced 1 Class. Excellent Wives may have them increased 1 Level, with normal Class 1 Skills receiving a Raw BCS of 19.

2075.2 ARRANGING THE MARRIAGE

A matchmaker (baishakunin) is contracted to arrange matters. He is paid a fee equal to his client's Personal Status in silver (if Heimin) or gold (if Buke). His search for a bride requires 2D5 months. Extra gifts to the baishakunin increase the Attitude die roll for the quality of the wife (say +1 to the die roll per 10 coins extra, of the value appropriate to the client's Caste). The wedding is set for a date 2D3 months after the proper woman is located.

2075.3 WEDDING COSTS AND DOWRY

The base cost of the wedding is the groom's social Status in silver. Payment in gold gains him *On* equal to his Social Status. Roll on the Harvest Modifiers Table in section 2082.7. Multiply the cost of the wedding by the resulting modifier to see what the bride's dowry is. Alternatively, the bride may bring with her a random Treasure (Worthwhile for Heimin, Rich for Buke) using her Level as a "Budo Value."

2075.4 CHILDREN

The husband may allocate one or *more* consecutive weeks of Downtime to "Domesticity." At the end of this period, or every three weeks if it is a long one, roll for Conception. The chances of the wife becoming pregnant are calculated as follows: 1% times sum of wife and husband's Health Attribute, plus any modifiers for fertility based on quality of wife, plus 5% per consecutive week of domesticity up to that point, plus modifiers for factors such as divine intervention (Fertility-Births), plus (50%) or minus (50%) the roll of 2D10.

If conception occurs, the birth will take place 28 weeks after the die roll succeeded, the chance of a miscarriage or a stillbirth is 20%, minus the Effect Number for a Health Saving Throw by the wife, minus her modifier for Conception, minus the Level of any doctors or Buddhist Gakusho in attendance (to a maximum of 10%), minus the

effects of Fertility-Births, if applicable. Whether the birth goes successfully or not, the wife has a 5% chance of dying in childbirth. She is subject to resurrection in this case; stillborn children are not.

There is a 50-50 chance of getting a boy or a girl. Raising a child costs 1 gold piece per year (creative Gamesmasters will find other costs).

2075.5 WIVES AND INCOME

Average or better wives increase Stipends or other income earned by their husbands (not loot, however). Increase such income by a factor equal to their Commerce BCS times 1% if Average, 2% if Good, and 3% if Excellent. Bad or Shameful wives fritter away 1 D6x5% of their family income per year, rolling for a new figure each year.

2075.6 DIVORCE AND SCANDAL

A Nipponese husband could divorce his wife at anytime. However, doing so without cause was considered socially inelegant and costs the Husband 1D10 of *On* per Level his wife has. The chance of finding grounds to divorce a Bad or Shameful wife is the percentage of income she loses in that year. Three consecutive stillbirths or miscarriages are also grounds for divorce, but if the wife is Average or better, taking a concubine for childbearing is considered more correct.

For Shameful Wives, there is also a 10% per year chance that they will take one or more lovers. If this is discovered, public action costs the husband *On* as if he had performed a groundless divorce. The deceived husband has the right to kill his wife and her lover out of hand. Shameful wives who have affairs *may* plot with their lovers to murder their husbands (this is up to the Gamesmaster). This would usually occur only if a year goes by without the husband discovering the affair. His chance of discovery is 1% per week allocated to Domesticity, cumulative.

2076.0 TRAVEL

Not every traveler through Nippon is confronted by vile robbers or hideous monsters at every turn. The Gamesmaster may wish to allow sedate, trouble-free travel to Player Characters as a viable option during Downtime. Assume the usual pace of travel is *more reserved*, halving the base BMA for overland travel. Travel through wilderness, mountains, etc., would probably not be undertaken unless following a road. Sea travel is a possibility. Assume that ships will sail from any city or town in a coastal hex to any other. Cost is 1 silver piece per shore hex and 2 for each purely sea hex separating the two points. A ship will cover 2D2 hexes per day. Upon passing any hex with a city in it, there is a chance equal to 20% times the Level of the City that the vessel will lay over for 1D4 days. Gamesmasters may be interested enough in this to design seagoing Encounter tables. Men encounters are with ships of various kinds. Other encounters would include storms, sea monsters, or Legendary or Supernatural Beings inhabiting the sea. Ship-to-ship combat was simply a matter of grappling and boarding, whereupon combat was joined hand-to-hand.

2077.0 ARTWORKS

Characters may undertake a Task preparing an Artwork during Downtime. The Gamesmaster will allow them 3D3 Task Turns to work in, usually of 5 days or 1 week per Turn. The Task Points accumulated represent the base value of the piece. To determine cash Value, subtract this figure from 100 and consult the Value column of the Treasure Value Table. The resulting dice are rolled as if selling the Artwork. Upon finishing the Task, roll the Raw BCS in the Art used. A failure means a Common Artwork has been produced (a Critical Failure means it has no value whatsoever). A success indicates a Semi-precious Artwork. A Critical Success indicates a Precious Artwork.

2080.0 GROUP MEMBERSHIP

Nipponese society provides many paths for "joiners" as well as "loners." Some aspects of the culture as regards groups have been discussed in Book 1. Here, we examine the question of how membership in a group affects the Player Character. What obligations does he incur? What benefits does he receive?

Members of a group will receive some form of free board and lodging, though not luxurious in quality. Training in the special Skills offered by the group comes free. Advanced training is available to those using group Status to influence the better teachers who can impart it. The Gamesmaster must design the resources of each group to fit the campaign, but we can offer the following broad outlines:

Samurai Clan

Retainers in a Samurai Clan receive an income (see section 20822). They receive free training by schools or teachers

maintained by the Clan. These usually include a Gentleman's Academy. Horses, armor, and weapons may be purchased at a 20% discount for personal use, or drawn from common stores. Retainers of "Manager" rank or higher may display their own "mon," or heraldic crest, on clothing and armor. Lower ranking members display the crest of their master.

Ninja Clan

Ninja Clans offer their members safe hideouts, bases where they can train, make or buy gimmicks, or simply live for a time, removed from the constant danger of the Ninja's Profession. Higher ranking Ninja (Chunin, Jonin) receive an income from activity in some area over which they exercise control. Other can seek Jobs with greater chances of success and reduced Danger Factors. Training for active members of the Clan above the rank of Senior Member is free at Home Bases.

Yakuza Gangs

Gangs offer members lodging and food, a place to run a game or a scam, a source of Jobs at reduced risk, and some protection from the law. Higher ranking members may receive control of a territory from the Oyabun, functioning much as do Mafia "Caporegimes." They receive a cut of the take from their territory in return for feeding a regular flow of cash to the Oyabun. Yakuza receive free training at any clandestine schools maintained by the Gang, as described in section 2057.0.

Religious Institutions

Temples and the larger Shrines offer living accommodations to their members, as well as an income for their Abbots and Head Priests, and their more influential under-priests. Training in the Skills taught by the institution is free to monks of the order. Membership in a sect or school at least guarantees a cordial welcome as an overnight guest by fellow-members.

Ryu

Students residing in the Martial, Martial Arts, or Specialist Schools which usually constitute the formal centers of a Ryu live there for free, and receive training at a discount, or no charge if they are of Manager rank or higher. Advanced students (those capable of teaching others) may receive a small income for handling younger or less experienced students.

Severing one's connection with a group requires that the character use Status to request his freedom from the Head of the group. Leaving a group without receiving such permission loses On equal to the group Status score that the character had within the group. Further complications (such as Blood Feuds) could arise. For example, a character who leaves a Ryu and then begins teaching its secret techniques may expect one or more of his fellow students to show up on the doorstep on day, thirsting for his blood.

2081.0 OBLIGATIONS TO THE GROUP

For every month of Downtime, or fraction thereof, the character must check to see if he is required to perform a service for his group. Roll the group Status BCS. If the die roll succeeds, the character is called upon to perform some task for the group. The Gamesmaster may devise something on the spot, pull out a prepared scenario to fill the bill, or roll on the Events Encounter Table using an appropriate die. If nothing fancy is wanted by the Gamesmaster, a Duty Event can always be used.

Any member of a group is always bound to obey the Head of the group, or his appointed deputies. Thus, group members can be sent into the prepared scenarios of the campaign at will, though Gamesmasters must not abuse this power to send them to certain death.

2082.0 INCOMES, FIEFS, AND TERRITORIES

Some groups give established members a cash income and this may all to include land or control of territory. There are two general classes of such incomes: Samurai income, where legal control of the land and its produce is involved; and other incomes, where a cash stipend and local "boss" status is conferred.

2082.1 SAMURAI INCOME

The Samurai in service to a Daimyo received an income in one of two forms. Lower ranking members of the Clan were given an annual Stipend, a salary in effect. This paid for their housing and provided funds for their arms and armor. Higher paying Stipends required the Samurai to provide a number of men-at-arms for military service.

The high ranking retainer received a Fief instead of money. This entailed direct control of a parcel of land, the places on it and the inhabitants. The Samurai was expected to maintain law in the Fief, develop its resources for his Clan, and command troops raised in the area.

2082.2 STIPENDS

Stipends are rated in gold pieces per year. Payments are made monthly, in silver. Thus, a Samurai with a Stipend of 10 gold pieces per year will receive 10 silver pieces per month. Increases in the stipend take effect in the month they are granted. A house in the provincial capital and a small staff of non-combatant servants is included. Perhaps 2 rooms plus 1 per 10 points of group Status is a good figure for determining house size. Remember that a suitable garden will be attached to the house.

The initial amount of a Stipend is usually 1D3 per Level of the Samurai, plus an additional 1D3 per 10 points of group Status within the Clan held by the Samurai. Increases in the Stipend are decreed by the Daimyo to reward proper actions by his retainer. To determine the amount of such raises, roll on the Value column of the Intensity Table, subtracting the Samurai's group Status from the die roll. Use the indicated dice to determine the amount of the increase. A flat raise may be mandated by the Daimyo instead, should that be desirable.

For every 10 full gold pieces paid in the Stipend, after the first 10, the Samurai must keep a retainer of his own in service. Thus, a Stipend of less than 20 gold pieces only requires that the retainer himself service the Daimyo. For 20 to 29 gold pieces, the Samurai must provide himself and a retainer of his own for service. For 30 to 39 gold pieces, two retainers must be provided, etc.

Non-Player Characters hired as retainers are low ranking Samurai, 1st Level Classic Bushi Rabble. They are paid 2 gold pieces per year, though higher salaries are better for morale. In addition, when first hiring a retainer, the Samurai must provide him with the following items:

Armor Class 4 (Samurai type)	132 silver pieces
Average Dai-sho	175 silver pieces
Daikyu of correct Man-Rating (usually Man-Rating 2)	40 silver pieces
Quiver and 24 Willow Leaf arrows	3.2 silver pieces
Average Yari	12 silver pieces
TOTAL:	262.2 silver pieces (30 gold, 2 silver, 6 copper)

A Samurai may prepare and maintain an armory to offset the cost of outfitting retainers. Outfits purchased in lots of 10 or more may be bought at 25 gold pieces each. The armor and weapons of deceased retainers may be "recycled" if they survive their owner, being redistributed to the new men hired to replace the dead.

Theoretically, one retainer in four should be mounted, but this may prove too severe a drain on Stipends and is left to the discretion of the Daimyo (ie. the Gamesmaster).

Retainers of higher Level are paid a base salary of twice their Level in gold per year (5 times Level for non-Rabble NPCs). Reduce the initial outfitting costs for retainers above 1st Level by 20% times their Level -1 since they are assumed to have some equipment of their own.

2082.3 FIEFS

Fiefs are actual parcels of land given to the Samurai by the Daimyo. The Samurai manages this land for his Lord, receiving part of its produce as his salary. Fiefs are measured in square Ri, hereinafter simply called Ri.

2082.4 DESIGNING THE FIEF

The usual size of the fief is equal to the Samurai's group Status BCS, plus 2D6 Ri. Increases to the size of the Fief are calculated as are raises in a Stipend.

There are approximately 10 Ri in a hex on the **BUSHIDO** map as supplied. With this in mind, the Fief should be located on the map. Since the areas within a hex is not really all the same, careful attention given to how much of it is Clear, Rough, or Mountainous terrain, as terrain type strongly influences the productivity of the land.

Places within the Fief are determined as follows:

Cities: Class A through D cities and towns are shown on the map. When placing the Fief on the map, any such centers within its borders form a part of it. It was rare for a Daimyo to give control of such holdings to others. When they did, the Samurai in question was usually of "Advisor" rank or higher within the Clan.

Villages: In highly developed areas of Nippon, there will be one Village for every 5 Ri in the Fief. In less developed area, make this ratio 1 to 10. Underdeveloped areas may have no Villages at all in them. The chances of a Village being Class E or Class F are 60% for the former, 40% for the latter. More Villages are gained if the Fief grows.

Other Places: For every 20 Ri, or fraction thereof, of each Terrain type in the Fief, roll once on the random Places Table, section

2050.2. Thus a 20 Ri Fief, occupying 15 Ri of Clear Terrain and 5 of Rough will roll twice, once for the Clear area and once for the Rough. This identifies places of interest in the Fief: random Castles, extra Villages, Schools, religious institutions, etc. If the occurrence of such a random Place is likely to *overtax* the resources of the Fief, the Gamesmaster may lower the Level of Place involved. Recheck as need if the Fief grows.

Castles: Initially, there is a percentage chance equal to the Fief's size in Ri that it will contain a Castle. This is in addition to any Castles derived from the Places table, as described above. Any additional Castles within the Fief must be built there by the retainer controlling it. Permission to build extra Castles must be sought from the Daimyo, using Status to influence him.

If there is no Castle in the Fief when it is established, and none is built there, then if the Fief is enlarged, re-roll the percentage chance for a Castle using the new, overall size of the Fief as a check.

For a Castle received due to the percentage die roll subtract the size of the Fief in Ri from the die roll used to determine its Level. The maximum Level of such Castles is 5. The largest Castle in the Fief is the center of the local government.

2082.5 INCOME FROM FIEFS

The basis for income from a Fief is the number of Productive Ri it contains. The total number of Ri in a given type of Terrain times the Terrain Modifier determines the number of Productive Ri in the Fief.

Terrain Modifiers are:

Clear Terrain	8
Rough Terrain	.4
Mountainous Terrain	.2

The productive Ri have a given value in koku (basically, 1 koku-1 gold piece) per year, and will also support a given number of troops. These figures vary, according to the quality of the harvest. The Harvest Modifiers used are described in section 2082.7. Income and standing Troop Points are calculated as follows:

Productive Ri x Harvest Modifier x 200 = Income in gold.

Productive Ri x Harvest Modifier x .25 = Troop Points raised. (Daimyo's income is two times retainer's if this information is needed. But the Daimyo does not get an automatic allocation of Troops, except on personally controlled land, and must use Levies or Mercenaries).

2983.6 MAINTAINING THE FIEF

Running a Fief incurs certain expenses, which must be paid annually, as the income for a given year is calculated. The following list includes the major items that may be incurred.

Castle Contraction: Building new castles or upgrading old ones costs 5,000 gold pieces per month of construction. Each Level of Castle requires 2D2 months to build. Partially completed Castles may be used at the value of the last Level finished, but if exposed to a Siege, all partial work on the Level under construction is destroyed and must be started over from scratch. If enlarging an existing Castle, the time required to construct the first additional Level is 2D3 months.

Castle Maintenance: Supporting existing castles cost 1,000 gold pieces per Level of castle per year. This pays for necessary stores, servants, and maintenance work. It does NOT include the garrison. The retainer's own troops, troops detailed to him by the Daimyo, or mercenaries, must be assigned to a castle as a garrison if it is to have a significant body of men in it.

Religious Institutions: The presence of a Temple or Shrine of Class A to D represents a drain on the Fief's resources. Such institutions cost 1D3x50 gold pieces per Level per year to support. Attempts to reduce the Level of such places increases the Uprising Factor for the Fief by 5 times the Level of Place for the Temple/Shrine. Military orders must be reduced by force in such situations.

Notorious Monsters: The presence of a notorious monster or Place of Mystery in the Fief can reduce its value, as the peasantry in the creature's area will be too terrified to work the fields properly. Such a threat will reduce the retainer's income by 1D100 times the chief monster's Budo Value, in gold. Such "monsters" can include bandit gangs, Bakemono or Oni, haunted locations, etc.

Road Maintenance: Retainers are expected to maintain Major and Minor Roads passing through their territory, paying upkeep for each hex containing a road. Major Roads require 500 gold pieces a year. Minor roads cost 100 gold pieces. Failure to perform this duty may escape the notice of the Daimyo or may get the retainer in trouble. Assume a cumulative 20% chance per year that neglect of the roads will be noticed, costing the retainer 25 points of On and 1D6 points of group status.

Mercenary Troops: Mercenary Troops are paid by the Battle. They cost 1500 per Troop Strength Point in gold pieces per Battle won. There is a cumulative 30% chance per Battle for which mercenaries are unpaid that they will revolt, turning on the standing troops of their erstwhile employer. Assume Mercenary forces lose 1D3x10% of their manpower per Battle won and melt away if the Battle is lost. See section 2091.0 for acquiring and maintaining such troops.

Local Levies: Local peasantry may be recruited as Troop levies. These Troop Strength Points cost 1,500 gold pieces to create. Up to 1 Troop Point per Productive Ri may be raised on a Fief. The Uprising Factor is increased by 1D3 per Troop Point levied, and the number of Troop Points levied is added to the Harvest Modifiers die roll.

Upgrading Urban Places: The retainer may seek to create new Class F Villages or to induce growth of existing Cities, Towns, or Villages. Upon declaring that this goal is desired, the Samurai (or Daimyo, as the case may be) begins investing money in the project. For every (100 gold pieces x next higher Level of the Place) invested, there is a cumulative 1% chance that the Place will grow to that Level. The percentage is checked every year, whether new money is invested or not. The increase in Level will occur in a variable number of months (2D6 times Level of Place, using the new Level). Taxes, if any, become collectable at the end of the year in which the growth finally occurs.

Secret Police: Every 100 gold pieces expended reduces the Uprising Factor for that year by 1, by maintaining a force of police informers around the Fief. If an Uprising occurs anyway, increase the effective Troop Points available to quell it by the amount spent on Secret Police/500.

2082.7 HARVEST MODIFIERS

The Harvest Modifiers are *rolled for* when calculating income. They also set the base Uprising Factor. Poor harvests increase discontent and good ones reduce it.

Die Roll	Quality	Modifier	Uprising Factor
01	Incredible	1.8	-20
02-10	Bountiful	1.5	-10
11-20	Good	1.2	-5
21-80	Average	1.0	0
81-90	Poor	0.8	10
91-99	Bad	0.5	20
00	Famine	0.2	30

Other Factors:

Supernatural Intervention

(Fertility-Fields Power):

See section 2016.3

Per month of War involving the Fief:

-.1

Per month of Uprising in the Fief: -.1 x (Level of Event/2)

Plague epidemic in Fief:

-.1 to .6

(Gamesmaster call, based on the extent of the infection. Overly ruthless means of controlling spread of disease can increase Uprising Factor.)

2082.8 OTHER SOURCES OF INCOME

The retainer may derive additional income from the following sources:

Tolls: Every hex in the Fief containing a Major or Minor road (see the campaign map) may generate Tolls. The toll taker may roll 1D3 for each Level he has achieved. The roll on these dice times 50 is the income in gold from Major Roads; times 25 for Minor Roads. The total number of dice used is added to the Uprising Factor.

Investment: Any amount of annual income may be invested by the Retainer. Roll separately on the Harvest Modifiers Table to get a return on investment. The character may subtract the Effect Number of a Commerce BCS roll from the die roll. This is the only use of Commerce which does not cost a Buke On. The amount invested is multiplied by the Harvest Modifier to determine the total amount grossed in the transaction. Substantial losses or gains can be incurred in this way.

2082.9 INCOME FOR NON-SAMURAI

Low-ranking members of groups other than Samurai Clans do not receive a fixed income. They may undertake Jobs appropriate to their group at +20 to the chance of finding employment and -2 to the Danger Factor. Non-hazardous work is at +5 to the value used to determine salary and also receives the bonus for seeking employment.

High-ranking Yakuza and Ninja will be made overseers of their group's activities in certain areas. This will cover an urban area measured in wards or a rural one, centered in a village, measured in Ri.

Yakuza receiving a Territory are expected to send the Oyabun his cut of the take (again, the Oyabun receives two times the retainers

income). If the Gang is of the Otokodate (Nipponese "Robin Hoods") persuasion, the Yakuza is expected to protect the inhabitants of his territory from oppression.

The Ninja boss handles all contracts for his Clan within the assigned area. He also provides necessary support for other Ninja: his own relatives, Allied Ninja, or Neutrals with the money to pay.

The income for such a Territory is equal to 1D10 gold pieces per ward or Ri governed, rolled monthly. This is multiplied by the Harvest Modifiers Table, which also generates the Uprising Factor for the month.

There is an annual chance equal to the retainer's social Status BCS (rolled on 1D100), that the local law will go all out to suppress his activities. This can be reduced by 1% per 20 gold pieces paid out in yearly bribes. If the crackdown is indeed going to happen, its occurrence is a Hidden Thing. If the retainer observes it, then he can escape the area in time without hindrance. Otherwise, he must roll on the Characters in Battle Table as if he were fighting on a defeated side. Bosses who escape arrest must quit the territory for 4D6 months before things have cooled off sufficiently to allow a return. They may then find that their ambitious hirelings have taken over, which provides a very good basis for an adventure right there. Assume that the absent boss must roll a personal Status BCS, minus the number of months he is away, to prevent such an usurpation.

Territories may also yield a monthly income from fees paid by freelance agents (spies, thieves, gamblers, etc.) operating in areas held in franchise by the controlling Gang or Clan. The monthly chance is the total number of wards or Ri controlled, rolled on 1D20. If more than 20 such areas are controlled, then roll to see if multiple payments will be received. That is, for every 20 areas controlled, a fee is paid, plus a chance of another fee exists equal to the balance of areas on 1D20. 2D6 silver pieces times the chance of a fee is received. Thus, a Yakuza controlling 30 wards would receive 2D6x20 silver pieces each month, with a 10 in 20 chance of receiving an additional 2D6x10 silver pieces from the balance. However, the Gamesmaster may require that the boss roll a personal Status BCS each year, or some randomly designed freelancer will not only refuse to pay, but will try to wipe out the boss and take over his operation. Treat such occurrences as Blood Feuds.

Extra money may be "squeezed" from a Territory, allowing up to 1D6 per Level in extra income in gold per month. Each extra die of income procured in this manner adds 10 to the Uprising Factor.

2082.10 HIRING MUSCLE

A standard stable of low-class Yakuza or Yojimbo to provide muscle for the Territory's boss costs 30 silver pieces per 10-man Troop Point per month. Unless there is trouble, they usually sit around eating their heads off and providing a solid facade of menace to recalcitrant locals. But hiring these types only when needed costs the Yakuza 30 gold pieces per month for the term of employment, so that a strong local contingent is a worthwhile investment. These enforcers are Classic 1st level Yakuza Rabble. Hiring higher class help is possible, but is handled on a per-man basis. Usual pay is the Level in gold per month for Classic Professionals. The same pay is offered to Sumotori, often hired by Yakuza since their very appearance tends to enforce calm on angry locals. They are not just mean looking, they're BIG.

Ninja may be hired for specific Missions (paid according to the maximum possible Danger Factor, though the Gamesmaster may randomly roll for the actual Danger Factor of the mission, or assign it one to fit the situation). Retaining Ninja on one's staff costs non-Ninja bosses 3 gold pieces times the Ninja's Level per month. Ninja bosses (chunin) will have control of a number of subordinate Ninja (genin) equal to their group Status BCS. Such retainers are 1st Level Classic Ninja, though the Gamesmaster may permit higher Level retainers at special rates. Bosses may also hire additional genin at 1 gold piece per Level per month. As with samurai retainers, we do not recommend having another player's characters working for the player boss, though he can fill his stable with his own Player Characters if he so desires.

2082.11 UPRISINGS

Any local ruler, whether samurai, boss, whatever, risks the anger of those he controls. This is measured by the Uprising Factor. Yearly for samurai Fiefs and monthly for other territories, the Uprising Factor is evaluated. The Gamesmaster rolls 1D100. A die roll less than or equal to the Uprising Factor means that an Uprising Event will occur. The rules in section 2048.0 give the progress of such Events for Fiefs. In Territories, the scale used for military actions is always at 10 men to the Troop Point.

A random Intensity die roll gives the initial Level of the Event. It will begin, at that Level, a variable length of time after the Uprising check was made by the Gamesmaster. This is 2D3 months for Fiefs, 2D10

days for Territories. Thereafter, for every month that the Uprising is in progress, or every week in a Territory, roll the Uprising Factor again. If the die roll succeeds, the Uprising's Level will increase by 1. If the Uprising die roll fails, the retainer may roll a social Status BCS. Subtract the Effect Number from the Uprising Factor. Failed Status BCS rolls worsen the situation. If the Uprising is in progress when a new roll on the Harvest Modifiers Table is called for, add the new Uprising Factor generated to the current value. At any time, the ruler may try and "buy off" all or part of the Uprising Factor. Roll 1D6xthe number of points he wishes to remove from the Uprising Factor. Rulers of Fiefs pay this in gold; others pay in silver. Failure to pay the required amount immediately increases the Level of the Uprising by 1. Reducing the Uprising Factor to 0 or less by any means ends the Uprising.

Military action can end the uprising automatically in one of two ways. If a military action is won, there is a chance in 20 of ending the Uprising, equal to the number of rebel Troop Points beaten in the engagement, minus the Troop Points the ruler lost in winning. The exception to this rule is also the second way to end the Uprising: if the Event reaches the point where a Military Campaign is needed to put it down, winning the Campaign ends the uprising. On the other hand, losing the Campaign means that the retainer will lose his Fief/Territory, plus much On, group Status, and possibly his life! His Daimyo, or Oyabun, or the Jonin of his Clan, will NOT be happy.

2082.12 REBELLION

Just as a retainer may face opposition from those below him (or those outside his domain), so can the retainer rise up in rebellion against his ruler. The results of failure have been discussed in section 1064.2c, under "Treason." In essence, rebellion is the retainer's means of casting off membership in the group without sacrificing the prerequisites of that membership. In fact, successful rebellion (which cancels the results of Treason) leaves the former retainer as Head of his own group, albeit a smaller one than he previously was a member of.

The retainer may begin a rebellion at any time that taxes are collected, by the simple expedient of keeping ALL the money coming from the land. He thus collects an amount three times his usual income. His group Head, losing his usual income from the Fief/Territory, will begin to take measures at once to chastise his treacherous vassal. A Military Campaign, as described in section 2041.0, will be fought, and must be won by the former retainer if his power play is to succeed. If he is killed, captured, or defeated in the field, then his attempt has failed. Other ploys to punish treason include attacks on the rebel's family and friends, assassination attempts by Ninja, magical attacks etc. The Gamesmaster is advised to keep the pot bubbling on this kind of situation until final victory or defeat is achieved.

2090.0 THE ADVANCED CAMPAIGN

As Player Character grow more powerful, wealthy, and influential, the gamers may wish to undertake careers that have more social goals than personal ones. Political power, establishment of a Gang, Clan, Sect, or School may all be desired ends. Or, tiring of one way of life, characters may forsake their Profession, taking up some other path. It is outside the scope of **BUSHIDO** to go into these, or other advanced options, too deeply. If such approaches grow to a given point, then the campaign ceases to be a fantasy role-playing game and becomes a social/political game. But we can discuss the broad outlines of some of the possibilities.

2091.0 TEMPORAL POWER

Characters choosing this option are attempting to gain control of part of Nippon, becoming Daimyo, or their equivalent. Such action requires an army, and would-be rulers (called Pretenders) may recruit mercenary troops at a rate of 1D3 per month per Level they have attained. As such Troops are acquired, they receive a bounty of 500 gold pieces with an additional 100 gold pieces per month that there is no fighting. For battles, they are paid as described in section 2082.6. Care should be taken as to just where the Pretender sticks his army as he prepares for his coup. The presence of such a force in an area ruled by some other group will lead to battles, unless an alliance has been made beforehand. Moreover, an army travelling into a Daimyo's province will meet stiff resistance, subject to the same proviso.

Having raised his troops and gotten them to the area he wants to conquer, the Pretender must next address the question of who owns it now? If the area is part of some existing domain, then a Military Campaign is fought. If the area is currently without a ruler, then no immediate resistance takes place.

Having overcome any initial resistance, the Pretender may grab control of 1D3 Ri times the number of Troop Points in his army. The Gamesmaster may limit this territory to some top figure, or limit the size of the army that may be raised. Remember that 10 Ri constitute a hex on the campaign map. There is a percent change equal to the number of Ri seized that an Uprising will occur at this point. If no Uprising occurs at once, then the Pretender still suffers a +10 to his Uprising Factor for the next 2D3 years. Successful rebellion by a retainer leaves him in control of his own Fief, of course, and he faces no increase in his Uprising Factor.

Any castles or militant temples in the area must be reduced by Siege before control is complete. They cannot be ignored, though they might be bought off.

2091.1 INVASION

Every year, until his position as ruler of the land is recognized, the Pretender faces a chance of invasion by his neighbors, testing the "new kid on the block." There is a 40% chance per year of invasion, which means a Military Campaign. If this first invasion is beaten, then the chance of a second invasion drops to 20% per year. If that is also defeated, the chance drops to 10% per year. Beating all three invasions convinces the neighbors to keep to their own boundaries.

2091.2 REWARDING VASSALS

Upon securing control of the area, the Pretender begins collecting income from it. Check at the beginning of each game year, as described for Fiefs. Any territory he controls directly pays the Pretender three times the income a retainer would receive, as well as raising the usual number of standing troops. Mercenary Troop Points may be converted into these standing Troop Points at 1 to 1. For every battle won, at least 10% of the overall area must be handed out in Fiefs to the Pretender's top commanders. This practice may cease after all Invasions have been defeated, the Pretender is Recognized, or 60% of the domain has been handed out.

The Gamesmaster may also require the purchase of various "goodies" after successful battles to account for battle honors given out.

2091.3 RECOGNITION

Each year, after collecting income, the Pretender may petition the Shogun (or Emperor, if no Shogun is in power) to recognize his position, making him Daimyo of the area. This requires an attempt to influence the ruler, using social Status. Add 1 to the Status score for this attempt for every Troop Point commanded, every Ri controlled, every Troop Point beaten in battle, and every 100 gold pieces in bribes.

2092.0 FOUNDING YAKUZA GANGS/NINJA CLANS

The procedure involved in setting up a new Gang or Clan is similar to that followed in seeking Temporal Power. An ambitious character raises a force and takes over somewhere, proclaiming himself new Oyabun (if Yakuza) or new Jonin (if Ninja) for that area. Such an act in a city, grabbing control of a number of wards, will always be against entrenched opposition, since the cities are all divided among the current Heads of such groups. Picking a nice rural area and setting up shop there is safer.

All military action in such situations is handled at the 10 men to the Troop Point scale. After every battle or Uprising, the would-be Head must check for Arrests. Roll on the Defeated column as if the character were employed as a Thief (section 2071.3c) except that an ESC result simply means lack of problems. If all opposition to setting up in the area is overcome, Recognition is automatic. The amount of territory that can be claimed is 1D2 wards or Ri times the number of Troop Points remaining. In clashes between Ninja Clans, the Pretender may expect AT LEAST one attack by a Ninja assault squad per month until the conflict ends. Check the results of such an attack as if resolving a hazardous event for the Pretender while on an Assassin Job. An ESC result means the Pretender will actually be the target of the attack, and that the assassins will reach his presence. Heads taken by the enemy will cost the Pretender Troop Points. Other results do not have any real meaning here. Countermissions by the Pretenders own Ninja may be used in the same way. An ESC result means that they have taken out the Head of the opposing Clan, which is an automatic win for the Pretender.

2093.0 FOUNDING A RYU, SCHOOL OR RELIGIOUS SECT

Bushi or Budoka may seek to found a Ryu. Shugenja may seek to found Occult Schools, while Gakusho may promulgate some doctrine by founding a new Sect in their faith. For such new groups, a Fame Factor is calculated, adding up any applicable values from

the list below:

Okuden known to Founder (Ryu)	1 each
Okuden Founder can teach (Ryu)	2 each
Number of Skills Founder has mastered	1 each
Unique Okuden or Spells developed	1 to 5 each

(Gamesmaster decision)

Religious Truths developed by Founder (Sect) Value of Truth/10
Social Status of Founder as member of Profession 2 x score

The Fame Factor is divided by (7-Founder's Level) to determine the number of personal followers, disciples, that will be attracted to the Founder.

These individuals are usually Classic Professionals of the same Profession as the Founder, with random Levels. The disciple may not have a Level greater than the Founder's. If a disciple ever does surpass his master's current Level, he will leave the Ryu/School/Sect rather than embarrass his sense by being better than him in so important an area.

Ryu and Schools generate income for Founder and disciples as follows: calculate what each of these characters would fairly charge for instruction per week in the basic Skills of the School. Multiply this by 3 for monthly income, and multiply this in turn by the total Learning Rates of all involved. Each month that the establishment is actively teaching, roll on the Harvest Modifiers Table. The base income times the resulting Modifier is the income for the month (in silver). Schools or Ryu contracting with samurai clans to teach their members on a regular basis may be assigned Stipends or even Fiefs by the Daimyo.

The Fame Factor plus the current Uprising Factor is the chance of a challenge by a wandering Duellist to the Founder. This Duellist will be of the appropriate Profession to issue such a challenge. The sensei may use social Status to try and influence the challenger to withdraw his challenge, but such requests are always against the better judgement of the Duellist.

Religious Sects use the Fame Factor in an additional manner. For every month of preaching by the Founder and his disciples, the Gakusho will roll a Rhetoric BCS. Each one who succeeds gains a number lay believers to be the Sect equal to his Effect Number times his Level times the Fame Factor times 1D100. Failed BCS rolls reduce this total by the Effect Number times 1D100.

Income is not the primary goal of religious institutions, but each year, the Sect may take up a subscription to build a Temple or Shrine. The amount garnered is 1D6 gold pieces per Fame Factor, times the current number of lay believers. In addition, each Gakusho, Founder and disciples alike, roll on Rhetoric BCS to determine an Effect Number. Add the results. If it is positive, the subscription gains another 1D100 times this figure in gold. Use of this money for any other purpose than construction or maintenance is a grave sin.

Add the Level of Place for Temples/Shrines built to the total used to calculate the Fame Factor.

The Fame Factor is the chance per year rolled on 1D20 that the Founder will be challenged to a Level 6 Contest, using Rhetoric averaged with the appropriate Theology for the Task. Turns are 1 hour, measuring vigorous religious debate. The losing Sect loses 1D100 times the lost On in lay believers. If the chance for a Blood Feud by the NPC loser is successfully rolled, a riot will break out, with rioters possibly attempting the life of the Founder.

2094.0 CHANGING PROFESSION

Changing Profession may be voluntary or involuntary. Characters may seek a new path in life to advance in a group (a Bushi who wishes to rise as a Yakuza, for example), for religious reasons (entering a life as a Gakusho after an honorable life in some other field was a traditional means of retiring in Nippon), etc. Involuntary changes of Profession could be by order of one's Lord, due to magical influences, forced upon a character to remove him as a threat, or by expulsion from one's group with a further order to leave one's Profession.

One cannot become a Ninja by changing Profession and Ninja who change Profession must have the permission of their Clan to do so, or their lives are forfeit.

Upon deciding to change Professions, the character goes into retirement for 1D6+6 months, in some place or with some person where he absorbs the basic training for his new career.

He emerges from this retreat as a 0 Level member of the new Profession, with 0 Experience Points and a variable loss in On. Magic Capability and Power is recalculated for Shugenja changing to Gakusho or vice-versa. Non-magic users entering these fields gain such abilities magic users entering a non-magical field lose them. A 0 Level character must earn 10 Experience Points to achieve 1st

Level. He loses this Experience when he does so, and then advances normally in the new Profession.

Those changing Profession by choice and entering an honorable Profession (Bushu or Gakusho) will lose 50% of their On. This is not formal disgrace, but reflects the fact that much of their On was gained in ways that do not relate to their new profession. Those who enter a new Profession by order, or as a disgrace, or who enter a less honorable Profession (Bushu to Yakuza, for example) lose ALL their On.

All Bonus Skills change to reflect the new Profession. Skill scores themselves are unchanged. Any other Abilities affected by level (eg. Zanshin) are based on the new Level, with the exception of Hit Points.

A character retains his former Hit Points until those gained in the

SAMPLE BUSHIDO ADVENTURE:

An Evening at the Inn of Restful Sleep

The site is an inn in a country village. The characters arrive at nightfall as clouds promising a heavy rain roll over the village. The rain should encourage all characters to partake of the hospitality of the inn.

At the entrance all bows and polearms will be stored on racks, as is customary. Katanas and Nodachis will be received by a servant to be placed in sword racks. Any samurai present will be escorted to the room for important guests. Others will be taken to the main guest room. All will be served a good meal. Those in the main room will have their meal drugged with a Level 1 Narcotic Poison, the purpose being to rob them of their goods.

Cast of Characters

Inn Staff:

Yadaya Arinori (Functions as Level 1 Yakuza, though no gang affiliation). Arinori is the innkeeper. He is privy to the plan to drug the characters. Before the characters are drugged, he has himself tied up by the Yakuza gang to avoid implication in the robbery.

Arinori is a greedy, petty man. Proud of his position as innkeeper, he does his fawning best to please customers.

Arinori is usually dressed in fine clothes and carries a Tanto. He keeps a wakizashi in his room.

Yadaya Yoake (Average Extra)

Yadaya Yoake is the innkeeper's wife. She is currently ill and is confined to her room. She knows nothing of the criminal activities taking place at the inn.

Kikori Suza (Average Extra)

Kikori Suza is the inn's serving girl. When the action starts, she will run to the kitchen. Upon discovering the bound innkeeper, she will flee to her family in the village. She is innocent of criminal activity.

Ryorinin Becho

Ryorinin Becho is the cook and general servant of the inn. He is also a spy for the Yakuza Oyabun. After drugging the food, he will depart to safer precincts until reassured by the Yakuza leader. If a fight breaks out and the Yakuza lose, he will flee and report to his master.

Yakuza Gang

The gang is here to rob the non-samurai characters. If any do not succumb to the poison, they will attempt to render the unfortunates senseless, using their scabbarded swords as clubs. Two of the gang will function as lookouts to avoid interference from outside. One will be posted outside the important guestroom to delay any samurai from investigating any sounds of a struggle by pretending to be drunk and rearing that it is a mere drunken brawl between his friends. The leader and the other Yakuza will be in the main room, apparently gambling until the drug begins to take effect. Some will move to block the characters from retrieving any of their heavier weapons. The others will close in on any characters not succumbing to the drug. The total number of Yakuza should be about twice the number of characters in the main room. All but two will be Rabble First Level Yakuza. One of the other two will be a Second Level Sumai and the other will be the gang's leader.

Shirami Bamijiro (Level 2 Yakuza)

Shirami Bamijiro is the local Yakuza enforcer. He is not particularly bright.

If the characters have little trouble disposing of the gang, the Gamesmaster may wish to have some Yakuza reinforcements hidden in the garden.

new Profession exceed them. Thus, record the Permanent Hit Point score held at the time Profession was changed. This remains the Permanent Score, altered only by changes in Health, until advancement in the new Profession generates a higher figure. For example, a Shugenja becomes a Bushi. His Hit Points at the time of the change were 32. His Health is 24. When he achieves 1st Level, he rolls 1D10, scoring 4. His Hit Points would be 28. 32 is higher, so his Hit Points remain 32. At 2nd Level, he rolls 1D10 again, scoring 8. 28+8 is 36. 36 exceeds his old score of 32, so he now has 36 Hit Points, and will add to this figure in the normal manner for Bushi as he gains new Levels.

Study of Skills appropriate to one's new Profession must occur before or after the retirement. Characters ill prepared for changing Profession will have trouble in adjusting.

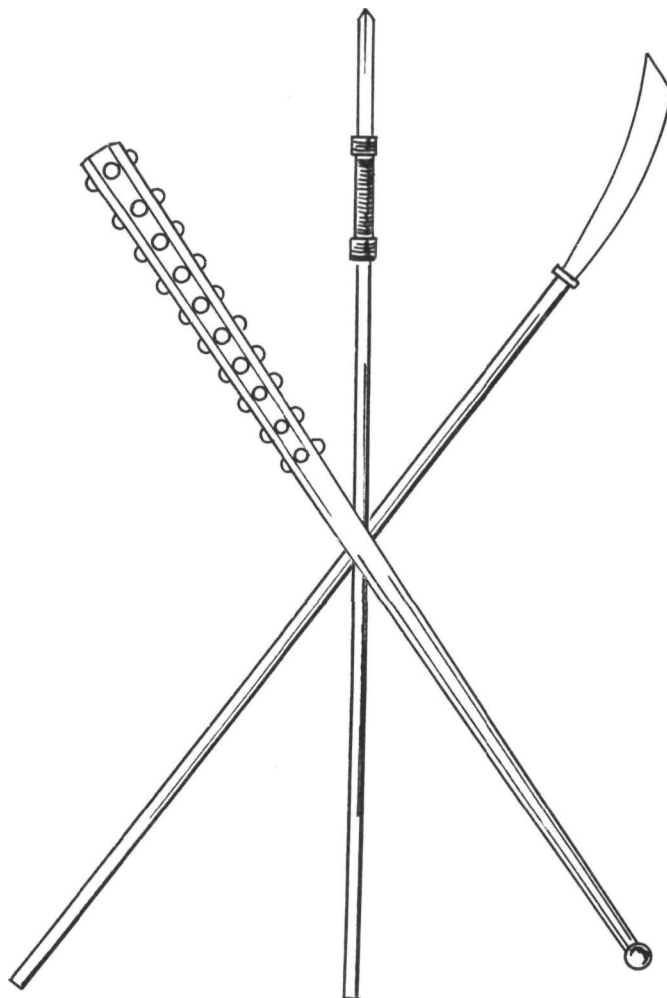
Items of Interest in the Inn

A search of the kitchen will reveal a ceramic flask with residue of the drug. The bottle has the remains of a distinctive wax seal. It matches those used by the Oyabun's doctor.

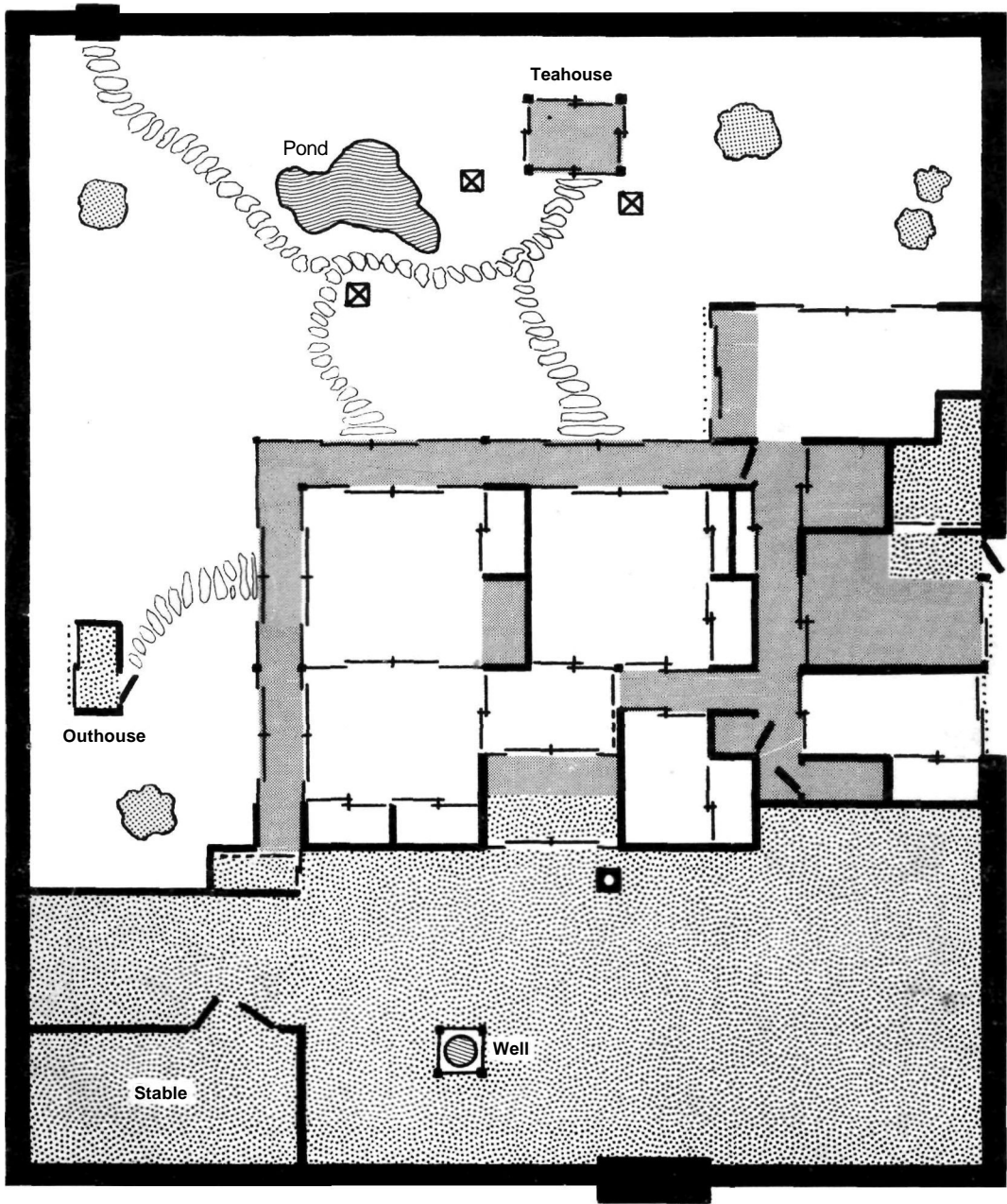
Among Becho's effects in his room is a woodblock poster of a Kubuki performance last month in a nearby city. It is signed by one of the actors. The actor, Haiyu Chimbo, has had a liaison with Becho, but is not connected with the Yakuza.

The 'safe' room contains a strongbox with 20 silver coins and fifty copper. It also contains the records of the inn which are in good order for an honest inn. A secret compartment contains a bag with twenty silver pieces, two small pearls of Intensity 1, and a Fine Tanto. These last are ill-gotten gains from robbery victims.

The rest of the furnishings and equipment of the inn are in no way remarkable or valuable. Characters lacking in discernment might conceive the tea set in the tea house to be of some value, but it is only ordinary.



MAP OF THE INN



MAP KEY

- Wall
- Sliding Windows
- Sliding Doors
- Single Sliding Door
- Hinged Door
- Window with Wooden Lattice

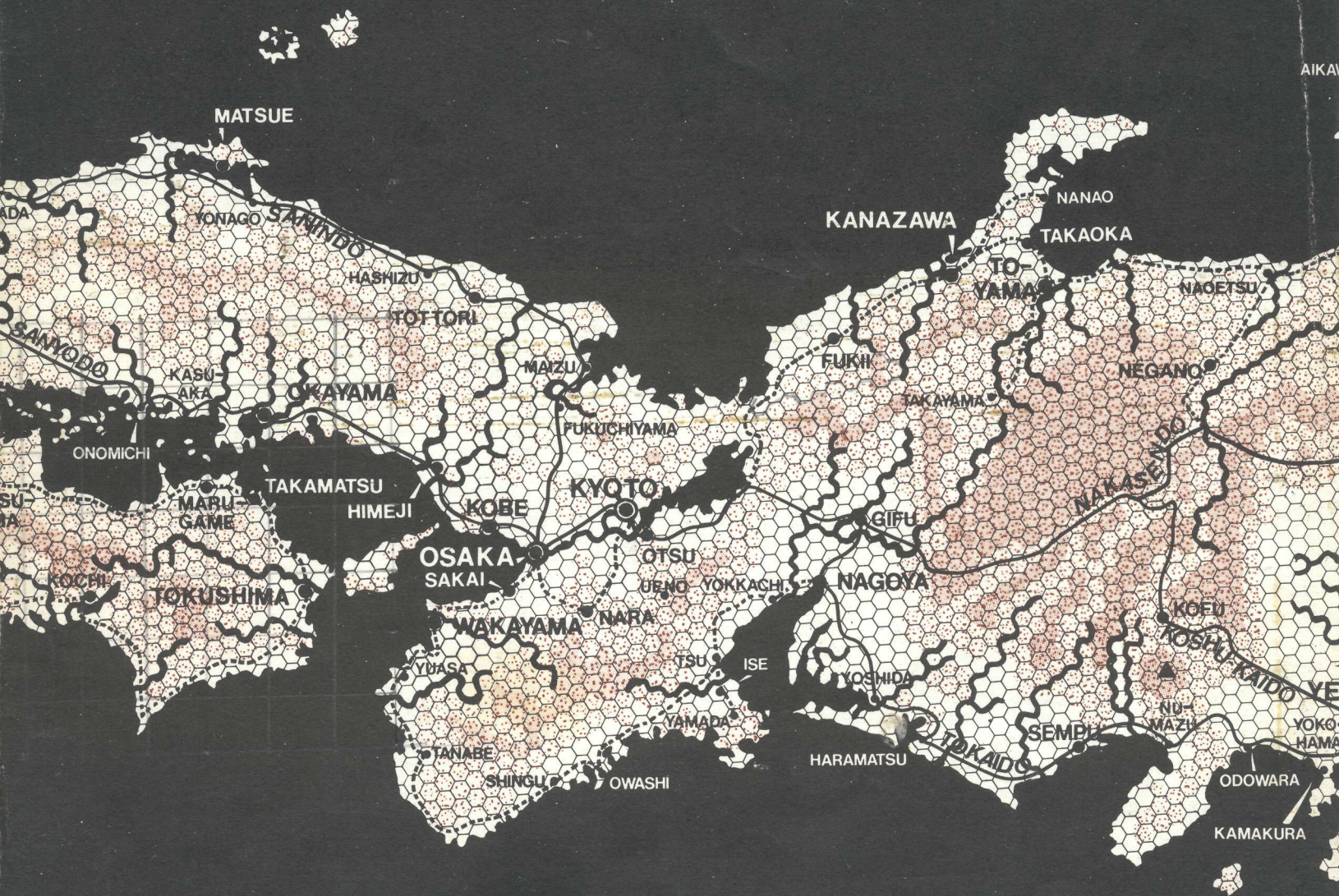
- T Tokonoma
- Bare Wooden Floor
- Packed Earth Floor
- Tree
- Stone Lantern
- Gate

5 yards

BUSHIDO·NO·NIPPON



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BUSHIDO SAMPLE ENCOUNTER TABLES

ENCOUNTER TYPE TABLE: Roll 1D100 in column appropriate to Terrain.

Type of Encounter	Terrain Type:				
	Clear	Rough	Mountain	City	Shore
Men	01-35	01-18	01-12	01-60	01-14
Beasts	36-50	19-40	13-45	-	15-45
Legendary Beasts	51-65	41-55	46-64	-	46-60
Legendary Beings	66-87	56-83	65-87	61-83	61-83
Supernatural Beings	88-96	84-97	85-98	88-96	83-96
Events	97-99	98-99	99	97-99	97-99
Phenomena	00	00	00	00	00

MEN ENCOUNTER TABLE: Roll 1D1000.

Die Roll	Encounter
001-020	1D6+1 Bandits (50% chance that they are Rabble).
021-040	3D6 Bandits (50% chance that they are Rabble).
041-050	As 021-040 but with Classic Level-1 leader.
051-055	As 021-040 but with Classic leader of random Level.
056-065	1D6 Level 1 Yakuza.
066-070	3D6 Level 1 Yakuza with random Level leader.
071-080	1D10 Brigands (1st Level).
081-090	1D6 Brigands of random Level.
091-100	Duellist.
101-200	Random Level Classic Bushi
201-300	Random Level Classic Budoka
301-400	Random Level Classic Shugenja
401-450	Random Level Classic Buddhist Gakusho
451-500	Random Level Classic Shinto Gakusho
501-600	Random Level Classic Yakuza
601-620	Random Level Classic Ninja
621-626	Rude Peasant. A boorish and insulting commoner is met. Any Buke receiving such treatment is within his rights to cut the fellow down. This character is a stupid/suicidal Average Man Extra. He may be slaughtered with Flashy Bladework for On.
627-632	Rude Peasant, but this one is a 1st Level Classic Bushi, an Ashigaru.
633-635	Rude Peasant, but his is an Ashigaru of random Level.
636-641	Rude Peasant, but a 1st Level Classic Budoka.
642-644	Rude Peasant, but a Classic Budoka of Random Level.
645-647	Rude Peasant, but this one is a Classic Yakuza of random Level.
648-650	Rude Peasant, but the 'peasant' is really a Legendary or Supernatural Being, either testing the Player-Character in some way (for mercy or propriety) or baiting a trap for him.
651-670	Patrol encountered if in Rural area; Police if in City.
671-680	War Party encountered.
681-683	Daimyo with 'Patrol'-type entourage.
684	Daimyo with mounted Patrol and 1D10x10 Ashigaru footsoldiers (1st Level Bushi Rabble).
685	Daimyo, with 4D6 mounted 'Adventurer' retainers in entourage. All are of random Level.
686	Daimyo, plus a Court retinue of 4D6 courtiers and ladies, all Average Man Rabble types.
687	Daimyo, with 1D10 'Adventurer' retainers, each of Level 1D3+3.
688	Daimyo with War Party.
689	Daimyo with double-strength War Party.
690	Daimyo with Army of 2D6+5 Troop Points. 40% chance they are en route to battle and thus hiring mercenaries or support workers.
691-700	Abbot and party.
701-710	Head Priest and party.
711-800	Adventurers.
801-820	2D3 member Ninja squad, each of random Level. They are in disguise, so their true nature is a Hidden Thing. Re-roll on this Table for the form of disguise used.
821-830	2D3 member Ninja squad as above, but in action on a mission and thus garbed and equipped as Ninja. Reroll on this table for the nature of their target.
831-880	A Katari-be.
881-900	A Natural Master.

901-920	Vendetta. 1D3 'Adventurer' types, of random Level, are pursuing someone as part of a Blood Feud. There is a 15% chance that they will mistake member of the party for their victim and will seek to slay him directly or by stealth.
921-940	Plague victim. Reroll on this table for his appearance. There is a 30% chance that his symptoms are visible and therefore that he can be avoided. Otherwise, he is unaware of his disease. Close contact exposes Player-Characters to the infection.
941-950	An O-shi, a travelling peddler of religious trinkets. There is a 5% chance that he has an Artifact for sale (a Sacred Text (70%) or Relic (30%)).
951-960	Travelling peddler carrying a porter's trunk. 30% chance he also has a pack horse with 2 more trunks. Roll for contents as for merchant trains. He is himself an Average Man and Level 1 Merchant.
961-968	A Merchant and his goods.
969-970	1D3 Geisha or Courtesans, travelling by Kaga. There is a 50% chance they are accompanied by 1D3 Classic Bushi guards, of random Level.
971-975	Traveller hurrying along on foot or in kaga with four bearers (50-50 chance). He or she is incognito. Reroll on this table for true identity.
976-980	Great Lady travelling by kaga (70%) or ox cart (30%). There is a 65% chance of a Patrol escorting her.
981-985	Imperial Nobles. Interference or disrespect is punishable by death. They have an escort equivalent to a Patrol (30%), a War Party (50%) or a double-strength War Party (20%).
986-990	Secret emissaries of the Shogun (60%), Imperial Court (10%), or a powerful faction of the Buke (30%). Reroll on this table for their appearance.
991-995	Sogunate officials. Same chances of escort as Imperial Nobles.
996-998	Members of the Shogun's family (90%) or the Imperial family (10%). Escort is a War Party plus 2D6 'Adventurers' of Level 1D3+3.
999-000	The Shogun. For entourage, roll 1D10+680 and check result on this table.

BEASTS ENCOUNTER TABLE: Roll 1D100 and consult column appropriate to Terrain.

Beast Encountered	Terrain Type:		
	Clear	Rough	Mountain
Bear	01-12	01-18	01-12
Boar	13-29	19-30	13-19
Serpent	30-46	31-47	20-41
Tiger	47-58	48-65	42-63
Viper	59-75	66-82	64-84
Wolf	76-87	83-00	85-00.
Wild Dog	88-00	-	-

If Encounter occurs by fresh water, Gamesmaster should roll 1D6. If die roll 4 or less, encounter is land animal. On roll of 5 to 6, or in water, encounter is with Serpent (50%) or Viper (50%). In salt water, Encounter is always with Shark.

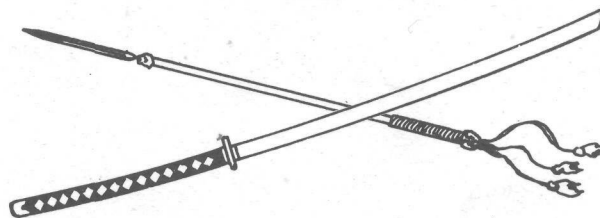
LEGENDARY BEASTS TABLE

Beast Encountered	Terrain Type:			
	Clear	Rough	Mountain	Shore
Hirato-kumo	01-15	01-15	01-15	-
Ji-kumo	16-30	16-30	16-30	-
Mizu-kumo	-	-	-	01-20
Totate-kumo	31-45	31-45	31-45	-
Mukade	46-60	46-55	46-60	21-45
Shishi	61-95	56-80	61-70	-
Tako	-	-	-	46-70
Wani	-	-	-	71-00
Yamatokage	96-00	81-00	71-00	-

LEGENDARY BEINGS TABLE

Being Encountered	Terrain Type:		
	Clear	Rough	Mountain
Bakemono-sho	01-10	01-14	01-14
Dai-bakemono	11-15	15-20	15-24
O-bakemono	16-20	21-26	25-32
Mujina	21-25	27-32	33-36
Rokuro-kubi	26-30	33-38	37-39
Hitobar	31-32	39	40
Shuten-doji	33-37	40-45	41-44
Kitsune	38-42	46-49	45-46
Shikome	43-47	50-58	47-58
Tatsu	48-50	59-64	59-64
Tengu	51-55	65-70	65-76
Hanya	71-75	71-80	77-82
Uba	76-90	81-95	83-98
Usagi-tsuki	91-00	96-00	99-00

If in Shore Terrain, roll 1D6. On 1 or 2 use appropriate land column. Otherwise encounter is with Kappa (30%), Kojin (30%), Nushi (25%), or Tatsu (15%). At sea, encounter is with Kojin (75%) or Tatsu (25%).



SUPERNATURAL BEINGS ENCOUNTER TABLE:

Roll 1D1000

Die Roll	Being Encountered
001-099	Araburu-kami
100	Araburu-kami: Ruler type (Spirit Rank 12)
101-129	Fujin
130	Ruler of Fujin: Kami-nari
131-149	Kenzoku
150	Ruler of Kenzoku: Hachiman
151-250	KAMI OF PLACE: Encounter is with some Kami appropriate to the location. For example: Clear Terrain: Jigami; Rough Terrain: Mori-no-kami; Mountainous Terrain: Yama-no-kami; City: Chinjin; Road: Dosojin.
251-275	Tenjin of random Skill (Gamesmaster choice).
276-292	Kami of the Elements. Roll 1D5 to determine which Element: 1=Fire; 2=Water; 3=Wood; 4=Metal; 5=Soil.
293	Ruler for an Element (Spirit Rank 12).
294	Benten
295	Bishamon
296	Daikoku
297	Ebisu
298	Fukuroku
299	Hotei
300	Jurojin
301-305	Jizo Bosatsu. Roll 1D6 for initial manifestation: 1=Victory; 2=Redemption; 3=Children; 4=Demons; 5=Kami; 6=Wilderness.
306-310	Kwannon Bosatsu
311-330	Fudo-myoo
331-350	Gundari-myoo
351-400	Meifu-no-junsa
401-500	Tennin
501-520	Yokai
521-580	Gaki
581-650	Shoryo
651-700	Shura
701-900	Oni
901-1000	Dai-oni

Shore or Sea Encounters: On the Shore, there is a 50-50 chance of a normal Encounter or a 'Sea Encounter.' Sea Encounters are with Kaijin (49%), Ryujin (49%), Umi-no-kami (1%), or Ryu-no-kami (1%).

NATURAL PHENOMENA TABLE: Roll 1D100 in appropriate column.

Phenomenon Encountered	Terrain Type		Mountain	Shore	City
	Clear	Rough			
Earthquake	01	01	01	01	01
Fire	-	-	-	-	02-35
Flood	02-15	02-25	02-10	02-20	-
Fog	16-40	26-45	11-25	21-50	36-50
Plague	41-50	46-55	26-30	51-55	51-80
Rockslide	-	56-80	31-75	-	-
Storm	51-80	81-95	76-95	56-80	81-90
Tai-fun	81-00	96-00	81-90	91-00	-
Tsunami	-	-	-	91-00	-

EVENTS ENCOUNTER TABLE

Normally, 1D100 is rolled, applying modifiers as listed following the table. However, under certain circumstances, different dice are used to restrict the possible results to a given part of the table.

Die	Event
01-02	Hunt
03-06	Courier
07-09	Escort
10-15	Duty
16-25	Mission
26-50	Contest
51-80	Duel
81-95	Battle
96-00	Uprising

Modifiers:

Rolling 1D100 -

Not currently at court or member of Samurai Clan	+2
Not currently a member of a group at all	+20

Other types of dice -

Events at Court required	Roll 1D20
Martial Event required	Roll 1D50+50
Event within a group required	Roll 3D6

